

4. BASIC RESPONSES

Jump raises - minor:	Limit 10-12	Other:
Jump raises - major:	Limit 10-12	Other:
Jump shifts after minor opening:	6 card suit, 4 - 7 pts, non-forcing	
Jump shifts after major opening:	see card	
Response to strong 2NT opening:	Puppet Stayman, Transfers apply	

5. PLAY CONVENTIONS

Show priorities	versus a suit and NT	versus NT (if different)
LEADS - Sequences	Overlead all	
- 4 or more with an honour	Other (see Note #2)	
- from 4 small:	3rd Highest	
- from 3 small:	Low	
- in partner's suit:	Same as above	
DISCARDS	Other (see Note #4)	
COUNT	High-Low = Even	
SIGNALS - on partner's lead	Normal Count	
- on Declarer's lead	Normal Count	

Note #1:

Note #2: 3rds or top of interiors

Note #3:

Note #4: count

Note #5:

6. SLAM CONVENTIONS

4NT: Blackwood	Not used	
RKC	0314 etc	2 with Q trumps etc
4♣: Gerber	Not used	

Slam Notes:

Cue Bids:

Asking Bids:

7. OTHER CONVENTIONS

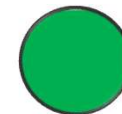
Over Jacoby:	
Majors - Shortage, 3M extra values no shortage, 4M min no shortage	
Minors - Shortage, 3M extra values, 3NT min no shortage	
RKC - after 5C 5D, next available step Q ask (N,Y)	
Michaels Constructive	

NZBridge

Acrol System card for: Rachele Pelkman & Murray Wood Printed on: 21 Nov 2024



NZBridge



NAMES - NZB NUMBER - SYSTEM

Names:	Rachele Pelkman	Murray Wood
NZB No:	13587	18585
Basic System:	Acrol	
Classification:	Green	Brown Sticker <input type="checkbox"/>

1. OPENING BIDS

Describe Strength, minimum length and/or specific meaning

1♣ 3+ clubs 11+ pts	Canape <input type="checkbox"/>
1♦ 4+ diamonds 11+ pts	
1♥ 4+ Hearts 11+ pts	1♠ 5+ Spades 11+ pts
1NT 12-14	1NT will not contain a 5 card major
<i>Responses To 1NT</i>	2♣ Simple stayman
	2♦ Transfer to H
	2♥ Transfer to S
	3♣/♦ 6 card suit slam int
	Other:

2♣ Game Forcing - 25+ or game going hand in suit

2♦ Multi 2 - weak 2 major, or 20 -22, or 8 playing tricks minor

2♥ 8 playing tricks H, forcing one round

2♠ 8 playing tricks S, forcing one round

2NT 22-24 with 5 card suit

3NT Gambling

2. PRE ALERTS

3. COMPETITIVE BIDS & OVERCALLS

Neg Doubles to	4H	Jump Overcalls:	Intermediate
Responsive Doubles to	4H	Unusual NT:	Other:
1NT Overcall - immediate	15-18	Immediate cue of a minor:	Spades + another
1NT Overcall - re-opening	15-18	Immediate cue of a major:	other major + minor
Over Opp's 1NT:	Landy, X 16+	Over weak 2's:	X = takeout 16+, suit natural
except over strong NT where X = minors		Over weak 3's:	X = takeout 16+, suit natural
2NT = minors		Unusual 2NT:	lower of 2 unbid suits

8. RESPONSES TO OPENING BIDS

1♣	1♦ 4+D, 6+ pts	2♦ 6+ D, 4 - 7pts non-forcing	3♦ splinter
	1♥ 4+H, 6+ pts	2♥ 6+ H, 4 - 7pts non forcing	3♥ splinter
	1♠ 4+S, 6 + pts	2♠ 6+ S, 4 - 7pts non forcing	3♠ splinter
	1NT 8-9	2NT jacoby	3NT To Play
	2♣ 4+ clubs, 5-7 pts	3♣ 4+ clubs, 10-12pts	
Other			
1♦	1♥ 4+H, 6 + pts	2♥ 6+ H, 4 - 7pts non forcing	3♥ splinter
	1♠ 4+S, 6+ pts	2♠ 6+ S, 4 - 7pts non forcing	3♠ splinter
	1NT 8-9pts	2NT jacoby	3NT To Play
	2♣ 4 + C, 10+pts	3♣ 6+ C, 4 - 7pts non forcing	
	2♦ 4+ D, 5 - 7 pts	3♦ 4+ D, 10-12 pts	
Other			
1♥	1♠ 4+S, 6+ pts	2♥ 4+ H, 5-8 pts	3♦ GF in H, splinter - any suit
	1NT 6-9 pts	2♠ 6+ S, 4 - 7 pts non forcing	3♥ 4+H, 10-12 pts
	2♣ 4+ C, 10+ pts	2NT Jacoby	3♠ 14 + pts, splinter S
	2♦ 4+ D, 10+ pts	3♣ 4 + H, 7 - 9 pts, 8LTC	3NT 14+ pts, splinter D
	Other		
1♠	1NT 6-9 pts	2♠ 3 + S, 5-8 pts	3♥ 3,3,3,4 shape, 13-15 pts
	2♣ 4+ C, 10+ pts	2NT Jacoby	3♠ 3+ S, 10-12 pts
	2♦ 4 + D, 10+ pts	3♣ 3+S, 7 - 9, 8LTC	3NT
	2♥ 5+ H, 10+ pts	3♦ GF in S, splinter - any suit	
	Other		
1NT 12-14	3♣ 6 C's, slam Try	3♠ GF, 1S, 3H	4♦
	3♦ 6 D's Slam Try	3NT To play	4♥ To Play
	3♥ GF, 1H, 3S	4♣	4♠ To Play
	Other		
2♣	2♦ Weak or waiting	2NT 8+ balanced	3♥
	2♥ 5 + H, 8 + pts	3♣ 5 + C, 8 + pts	3♠
	2♠ 5 + S, 8 + pts	3♦ 5 + D, 8 + pts	3NT To Play
	Other		
2♦	2♥ Non-forcing relay	3♣ 5+ C, forcing	3♠ 4H + 3S
	2♠ Preference H's, non -forcing relay	3♦ 5 + D, forcing	3NT 8 - 10 pts, 4/4 majors
	2NT 14+, enquiry	3♥ 4S + 3H	
	Other		
2♥	2♠ 5+ S, +ve	3♦ 5+D, +ve	3NT
	2NT forced bid	3♥ 3+ H, +ve	
	3♣ 5+ C, +ve	3♠	
	Other 4H = support & weak		

Notes

2♠	2NT relay, waiting	3♦ 5+D, +ve	3♠ 3+S, +ve
	3♣ 5+ C, +ve	3♥ 5+ H, +ve	3NT
	Other 4S = weak + support		
2NT	3♣ asks for 5 card suit	3♥ Transfer S	3NT To Play
	3♦ Transfer H	3♠	
	Other		

9. CONVENTIONS

Unusual NT: 2 lower unbid suits

4th Suit Forcing: One Round forcing

Checkback Stayman: Yes 2D= neither, 2NT = both

Defence to 3NT opening: X = takeout

Defence to Opening 3's: X = takeout

Defence to Opening 2's: X = 16+

Defence to Multi 2's: Immediate X = 16+, delayed X = 12-15

Defence to 2 suiter openers: X = 16+

Defence to other 2 openers:

Defence to strong 1♣: X = majors, 1NT = minors

Takeout of 4-level preempts: **4♣/♦** X = both majors

4♥ X = spades and another, 4NT = 2 places to play

4♠ X = Values, 4NT minors

Defence after our 1NTX: XX = 5 card suit weak, pass requests a XX or bid 5 card minor, *

After interference of our 1NT: Lebensohl

Lebensohl - other uses: none

10. OTHER NOTES

Defence to strong NT - X = C + another, 2NT = minors, 2C = majors

* bid is lower of 2 touching 4 card suits