

4. BASIC RESPONSES

Jump raises - minors
 Jump raises - Majors
 Jump shifts after minor opening
 Jump shifts after Major opening
 Responses to strong 2 suit open.
 Responses to 2NT opening

5. PLAY CONVENTIONS

Show priorities Versus **Suit** (or both) Versus **NoTrump** (if different)

Leads Sequences:
 Four or more with an honour
 From 4 small
 From 3 cards (no honour)
 In partner's suit

Discards

Count

Signal on partner's lead:

Signal on declarer's lead:

Notes

6. SLAM CONVENTIONS

4♣ Gerber

4NT: Blackwood RKCB

Asking Bids Cue Bids

7. OTHER CONVENTIONS

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New Zealand Bridge

STANDARD SYSTEM CARD

NZB Nos.

& Names:

Basic System:

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS Describe strength, min.length, or specific meaning Canapé

1♣

1♥

1♦

1♠

1NT

may contain 5 card Major

1NT Responses 2♣

2♦

2♠

2♥

2NT

(Dbl)

other

2♣

2♦

2♥

2♠

2NT

3NT

other

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Doubles

Negative DBL thru

Responsive DBL thru

Jump overcalls

Unusual NT

1NT overcall: (immediate)

(re-opening)

Immediate cue: (minor)

(Major)

Over: Weak Twos

Opening Threes

Opponent's transfers

Opponent's 1NT

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 1♥ 1♠ 1NT 2♣ other	2♦ 2♥ 2♠ 2NT 3♣	3♦ 3♥ 3♠ 3NT 4♣
1♦ 1♥ 1♠ 1NT 2♣ 2♦ other	2♥ 2♠ 2NT 3♣ 3♦	3♥ 3♠ 3NT 4♣ 4♦
1♥ 1♠ 1NT 2♣ 2♦ other	2♥ 2♠ 2NT 3♣	3♦ 3♥ 3♠ 3NT
1♠ 1NT 2♣ 2♦ 2♥ other	2♠ 2NT 3♣ 3♦	3♥ 3♠ 3NT 4♣
1NT 3♣ 3♦ 3♥ other	3♠ 3NT 4♣	4♦ 4♥ 4♠
2♣ 2♦ 2♥ 2♠ other	2NT 3♣ 3♦	3♥ 3♠ 3NT
2♦ 2♥ 2♠ 2NT other	3♣ 3♦ 3♥	3♠ 3NT 4♣

Notes

2♥ 2♠ 2NT 3♣ other	3♦ 3♥ 3♠	3NT 4♣ 4♥
2♠ 2NT 3♣ 3♦ other	3♥ 3♠ 3NT	4♣ 4♥ 4♠
2NT 3♣ 3♦ 3♥ other	3♠ 3NT 4♣	4♦ 4♥ 4♠

9. CONVENTIONS

Unusual NT:

4th Suit Forcing One round

Game force

NT Checkback Priorities:

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦

RCO style 2-s

Other 2-s

Defence

to

strong

1♣ / 2♣

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦

4♥

4♠

10. OTHER NOTES