

4. BASIC RESPONSES

Jump raises - minors	Limit 10-12 HCP	Other
Jump raises - majors	Limit 10-12 HCP	Other
Jump shifts after minor opening	To the 2 level = 12+ HCP & 5+ suit length To the 3 level = 10-11 HCP & 6+ suit length	
Jump shifts after major opening	As above	
Responses to strong 2 suit open	See other notes section 10	
Responses to 2NT opening	Choose best minor	

5. PLAY CONVENTIONS

Show priorities

	Versus	Suit	(or both)	Versus	No Trump	(if different)
Leads	Sequence	Top				
	Four or more with an honour	Low encouraging				
	From 4 small	2 nd highest				
	From 3 cards (no honour)	Middle/Up/Down				
	In partner's suit	Same as above				
Discards		Low encouraging				
Count		High/Low = Even				
Signal	on partner's lead:	Low encouraging				
Signal	on declarer's lead:	Low encouraging				
Notes	Suit preference where suit switch required is obvious					

6. SLAM CONVENTIONS

4NT: Blackwood N RKC 1430 4♣ Gerber Y When? Most times

Slam Notes 0 or 4 123 responses to Gerber

Cue Bids

Asking Bids

7. OTHER CONVENTIONS

Western cue bid asking for a hold in suit

Support double

Bid up the line – e.g. show 4D before 4H

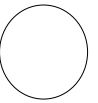
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NZBridge



Nos. / NAMES & SYSTEM

22286 / Justine Hart

4167 / Martin Berry

Basic System:

Standard American

Brown Sticker

Classification: Green Y Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning

Canape Y

1♣ (11)12-19 HCP, 2+ Clubs 1♥ (11)12-19 HCP, 5+ Hearts

1♦ (11)12-19 HCP, 4+ Diamonds 1♠ (11)12-19 HCP, 5+ Spades

1NT 15-17 HCP, Balanced may contain 5 card Major N

1NT Responses 2♣ Simple Stayman Other

2♦ Transfer, 5+ Hearts 2♠ Transfer, 6+ Clubs

2♥ Transfer, 5+ Spades 2NT (8)9 HCP, Balanced invite

Other 3C = Transfer 6+ D, 4D = Transfer 6+ H, 4H = Transfer 6+ S,

2♣ 20-22 HCP Balanced or unbalanced, Not game forcing

2♦ 23+ HCP Balanced or unbalanced, or 9+ playing tricks, or a weak 6 card major

2♥ 6-10 HCP 5 Hearts & 5 of another unspecified suit

2♠ 6-10 HCP 5 Spades & 5 of another unspecified minor suit

2NT 6-10 HCP 5/5 in the minors 3NT Gambling, Self-supporting suit in the minors

Other

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4H Jump overcalls 6-10 HCP, 6+ suit length

Responsive doubles through - Unusual NT Over Major = Minors,
Over Minor = Other 2 colour suits

1NT overcall - immediate (15)16+ HCP Immediate cue of minor Both majors

1NT overcall - re-opening (15)16+ HCP Immediate cue of major Other major &
unspecified minor

Over weak twos X = takeout, Suit = Natural Over opening threes Same as weak 2's

Over opponents 1NT X = (15)16+ HCP Penalty, 2C = 12+ HCP Relay

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣	1♦	6+ HCP, 4+ D	2♦	12+ HCP, 5+ D	3♦	10-11 HCP, 6+ D
	1♥	6+ HCP, 4+ H	2♥	12+ HCP, 5+ H	3♥	10-11 HCP, 6+ H
	1♠	6+ HCP, 4+ S	2♠	12+ HCP, 5+ S	3♠	10-11 HCP, 6+ S
	1NT	6-9 HCP, Balanced	2NT	10-12 HCP, Balanced	3NT	13-15 HCP, Balanced
	2♣	10+ HCP, 4+ C	3♣	6-9 HCP, 6+ C	4♣	Gerber ace asking
	Other					
1♦	1♥	6+ HCP, 4+ H	2♥	12+ HCP, 5+ H	3♥	10-11 HCP, 6+ H
	1♠	6+ HCP, 4+ S	2♠	12+ HCP, 5+ S	3♠	10-11 HCP, 6+ S
	1NT	6-9 HCP, Balanced	2NT	10-12 HCP, Balanced	3NT	13-15 HCP, Balanced
	2♣	10+ HCP, 4+ C	3♣	10-11 HCP, 6+ C	4♣	Gerber ace asking
	2♦	10+ HCP, 4+ D	3♦	6-9 HCP, 5+ D	4♦	-
	Other					
1♥	1♠	6+ HCP, 4+ S	2♥	6-9 HCP, 3+ H	3♦	10-11 HCP, 6+ D
	1NT	6-9 HCP, Balanced	2♠	12+ HCP, 5+ S	3♥	10-12 HCP, 3+ H
	2♣	10+ HCP, 4+ C	2NT	10-12 HCP, Balanced	3♠	10-11 HCP, 6+ S
	2♦	10+ HCP, 4+ D	3♣	10-11 HCP, 6+ C	3NT	13-15 HCP, Balanced
	Other	4C = Gerber ace asking				
1♠	1NT	6-9 HCP, Balanced	2♠	6-9 HCP, 3+ S	3♥	10-11 HCP, 6+ H
	2♣	10+ HCP, 4+ C	2NT	10-12 HCP, Balanced	3♠	10-12 HCP, 3+ S
	2♦	10+ HCP, 4+ D	3♣	10-11 HCP, 6+ C	3NT	13-15 HCP, Balanced
	2♥	10+ HCP, 5+ H	3♦	10-11 HCP, 6+ D	4♣	Gerber ace asking
	Other					
1NT	3♣	Transfer to D	3♠	-	4♦	Transfer, 6+ H
	3♦	-	3NT	10-14 HCP, Balanced	4♥	Transfer, 6+ S
	3♥	-	4♣	Gerber ace asking	4♠	-
	Other					
2♣	2♦	Weak or waiting	2NT	-	3♥	-
	2♥	-	3♣	-	3♠	-
	2♠	-	3♦	-	3NT	-
	Other					
2♦	2♥	Weak relay	3♣	To play	3♠	To play
	2♠	-	3♦	To play	3NT	To play
	2NT	14+ HCP	3♥	To play	4♣	-
	Other					

Notes

2♥	2♠	Pass or correct	3♦	3NT
	2NT	Strong relay	3♥	4♣
	3♣		3♠	4♥
	Other			16+ HCP & 3+H or 5+H
2♠	2NT	Strong relay	3♥	4♣
	3♣	Pass or correct	3♠	4♥
	3♦		3NT	4♠
	Other			16+ HCP & 3+S or 5+S
2NT	3♣	Preference	3♠	16+ HCP, 6+ S
	3♦	Preference	3NT	To play
	3♥	16+ HCP, 6+ H	4♣	
	Other			4♠

9. CONVENTIONS

Unusual NT	Over major – 5/5 minor	Over minor – Other colours
4th Suit Forcing	One round	<input type="checkbox"/> Y
NT Checkback	<input type="checkbox"/> N	Priorities
Defence to 3NT opening	Natural	
Defence to Opening Twos	Natural	
Multi 2♦	23+ HCP Balanced or unbalanced, 9+ playing tricks, or a weak 6 card major	
RCO style 2-s	Natural	
Other 2-s	Natural	

Defence to strong ♣	1♣	Natural
	2♣	Natural

Over 1NT Interference	X = Systems On	Suit = Systems off,
Lebensohl - other uses	No	
Take out of 4 level pre-empts	4♣/4♦	Natural
4♥	Natural	4♠ Natural

10. OTHER NOTES

Stayman and transfer apply after 2NT rebid after 2C/2D Opener
 Interference of 2C over 1NT: X = Bid taken
 2D Opening Bid ### 2H = weak reply, 2NT = 14+ HCP. After 2NT reply – 3C = Min Heart, 3H = Max Heart, 3D = Min Spade, 3S = Max Spade

