

4. BASIC RESPONSES

Jump raises - minors	12+ HCP	Other
Jump raises - majors	Limit 11-13 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	Game force 5+ suit	
Responses to strong 2 suit open	2D 0-5 HCP	
Responses to 2NT opening	Stayman and transfers apply	

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	Top of nothing				
	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 RKCB 4♣ Gerber When? Most times

Slam Notes 0 or 4 123 responses to 4NT asking, 1430CRO responses to 4C asking

Cue Bids

Asking Bids

7. OTHER CONVENTIONS

Western cue bid asking for a hold in suit

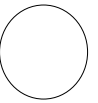
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NZBridge



Nos. / NAMES & SYSTEM

44265 / Anne Putt

45535 / Diane Waite

Basic System:

Standard American

Brown Sticker

Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning

Canape

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 16-18 HCP, Balanced may contain 5 card Major

1NT Responses	2♣ Simple Stayman	Other
2♦ Transfer, 5+ Hearts	2♠ Transfer to a 5+ minor, pass or correct	
2♥ Transfer, 5+ Spades	2NT 8-9 HCP, Balanced invite	
Other		

2♣ 20+ HCP unbalanced or 20-21 HCP balanced

2♦ 6-10 HCP 6 Diamonds

2♥ 6-10 HCP 6 Hearts

2♠ 6-10 HCP 6 Spades

2NT 22-24 HCP, balanced 3NT 25-27 HCP, balanced

Other

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 3S Jump overcalls 12+ HCP, 5+ suit length

Responsive doubles through 3S Unusual NT Over Major = Minors, Over Minor = Majors

1NT overcall - immediate 16-18 HCP Immediate cue of minor -

1NT overcall - re-opening 10-15 HCP Immediate cue of major -

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

Over opponents 1NT X = 16+ HCP Penalty, 2C = 12+ HCP Relay, other bids natural

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣	1♦	6+ HCP, 4+ D	2♦	12+ HCP, 5+ D	3♦	10-12 HCP, 6+ D
	1♥	6+ HCP, 4+ H	2♥	12+ HCP, 5+ H	3♥	10-12 HCP, 6+ H
	1♠	6+ HCP, 4+ S	2♠	12+ HCP, 5+ S	3♠	10-12 HCP, 6+ S
	1NT	6-9 HCP, Balanced	2NT	10-12 HCP, Balanced	3NT	13-15 HCP, Balanced
	2♣	6-9 HCP, 5+ C	3♣	10-12 HCP, 6+ C	4♣	Gerber ace asking
	Other					
1♦	1♥	6+ HCP, 4+ H	2♥	12+ HCP, 5+ H	3♥	10-12 HCP, 6+ H
	1♠	6+ HCP, 4+ S	2♠	12+ HCP, 5+ S	3♠	10-12 HCP, 6+ S
	1NT	6-9 HCP, Balanced	2NT	10-12 HCP, Balanced	3NT	13-15 HCP, Balanced
	2♣	10+ HCP, 4+ C	3♣	10-12 HCP, 6+ C	4♣	Gerber ace asking
	2♦	6-9 HCP, 4+ D	3♦	10-12 HCP, 4+ D	4♦	-
	Other					
1♥	1♠	6+ HCP, 4+ S	2♥	6-9 HCP, 3+ H	3♦	10-12 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♠	10-12 HCP, 6+ S
	2♦	10+ HCP, 4+ D	3♣	10-12 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♥
2♣		10+ HCP, 4+ C	2NT	10-12 HCP, Balanced	3♠	10-12 HCP, 3+ S
2♦		10+ HCP, 4+ D	3♣	10-12 HCP, 6+ C	3NT	13-15 HCP, Balanced
2♥		10+ HCP, 5+ H	3♦	10-12 HCP, 6+ D	4♣	Gerber ace asking
Other						
1NT		3♣	-	3♠	-	4♦
	3♦	-	3NT	10-14 HCP, Balanced	4♥	-
	3♥	-	4♣	Gerber ace asking	4♠	-
	Other					
2♣	2♦	0-6 HCP	2NT	7+ HCP, Balanced	3♥	-
	2♥	7+ HCP, 5+ H	3♣	7+ HCP, 5+ C	3♠	-
	2♠	7+ HCP, 5+ S	3♦	7+ HCP, 5+ D	3NT	-
	Other					
2♦	2♥	16+ HCP, 5+ H	3♣	16+ HCP, 6+ C	3♠	-
	2♠	16+ HCP, 5+ S	3♦	Invitational	3NT	To play
	2NT	16+ HCP Asking	3♥	-	4♣	-
	Other	Change of suit is forcing for one round				

Notes

2♥	2♠	16+ HCP, 5+ S	3♦	16+ HCP, 6+ D	3NT	To play
	2NT	16+ HCP Asking	3♥	Invitational	4♣	Gerber ace asking
	3♣	16+ HCP, 6+ C	3♠	-	4♥	16+ HCP & 2+H or 4+H
	Other	Change of suit is forcing for one round				
	2♠	2NT	16+ HCP Asking	3♥	16+ HCP, 6+ H	4♣
3♣		16+ HCP, 6+ C	3♠	Invitational	4♥	-
3♦		16+ HCP, 6+ D	3NT	To play	4♠	16+ HCP & 2+S or 4+S
Other		Change of suit is forcing for one round				
2NT		3♣	Stayman	3♠	-	4♦
	3♦	Transfer, 5+ H	3NT	To play	4♥	-
	3♥	Transfer, 5+ S	4♣	Gerber ace asking	4♠	-
	Other					

9. CONVENTIONS

Unusual NT	Over major – 5/5 minor	Over minor – 5/5 major
4th Suit Forcing	One round <input checked="" type="checkbox"/> Y	Game force <input type="checkbox"/>
NT Checkback	<input type="checkbox"/> N	Priorities
Defence to 3NT opening	Natural	
Defence to Opening Twos	Natural	
Multi 2♦	No	
RCO style 2-s	-	
Other 2-s	-	

Defence to strong ♣	1♣	Natural
	2♣	Natural

Over 1NT Interference	Systems Off	Natural bids
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 2C Opener rebid of 2NT