

## 4. BASIC RESPONSES

Jump raises - minors	PRE	Other
Jump raises - majors	PRE	Other
Jump shifts after minor opening	PRE	
Jump shifts after major opening	PRE	
Responses to strong 2 suit open		
Responses to 2NT opening	3♣ to play; others nat F (non-forcing after X)	

## 5. PLAY CONVENTIONS

Show priorities

	Versus	Suit	(or both)	Versus	No Trump	(if different)
<b>Leads</b>	Sequence	Top				
	Four or more with an honour	3				
	From 4 small	3				
	From 3 cards (no honour)	3				
	In partner's suit	1/3/5				
<b>Discards</b>		Roman – see notes				
<b>Count</b>		Rev				
<b>Signal</b>	on partner's lead:	Roman – see notes				
<b>Signal</b>	on declarer's lead:	Roman – see notes				
<b>Notes</b>	Attitude: Odd=Encourage; Even=Discourage; (low Even=Encourage if no odd cards)					
	Even cards can be suit preference. Count: Reverse count; Suit Preference: Reverse suit preference;					
	On partners lead give most appropriate signal (most commonly Attitude but can be Count or SP)					

## 6. SLAM CONVENTIONS

4NT: Blackwood  RKCB 1430 4♣ Gerber  When? Rare, over 1NT

**Slam Notes** Often use relays/spiral scans

Cue Bids  1<sup>st</sup> or 2<sup>nd</sup> round controls

Asking Bids  Rare

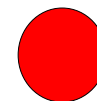
## 7. OTHER CONVENTIONS

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# NZBridge



## Nos. / NAMES & SYSTEM

14261 / Martin Reid  
57530 / Peter Newell

Basic System: Strong Club with Transfer Openings

Brown Sticker  Classification: Green  Blue  Red  Yellow

## 1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 14+ ART (1<sup>st</sup>/2<sup>nd</sup>) 16+ ART (3<sup>rd</sup>/4<sup>th</sup>) 1♥ 4+♠ < 4♥ (9-13, 1<sup>st</sup>/2<sup>nd</sup>) 9-15 (3<sup>rd</sup>/4<sup>th</sup>)

1♦ 4+♥ (9-13, 1<sup>st</sup>/2<sup>nd</sup>) 9-15 (3<sup>rd</sup>/4<sup>th</sup>) 1♠ 4+♦ no 4M (9-13, 1<sup>st</sup>/2<sup>nd</sup>) 9-15 (3<sup>rd</sup>/4<sup>th</sup>)

1NT 11-14, 12-14, 12-15, 13-15 depends on vul + seat may contain 5 card Major

<b>1NT Responses</b>	2♣ Stayman or Relay	Other
2♦ TRF ♥	2♠ Weak minor or both minors weak/strong	
2♥ TRF ♠	2NT Nat INV	
Other	3 minor INV; 3 major PRE; 4♣ Gerber; 4♦ TRF ♥; 4♥ TRF ♠; 4S Nat PRE	

2♣ 2-8; ♥+minor (4+4+ NVul; 9+cards Vul)

2♦ 2-8; ♠+minor (4+4+ NVul; 9+cards Vul)

2♥ 2-8; 5+♥ Weak Two (Aggressive)

2♠ 2-8; 5+♠ Weak Two (Aggressive)

2NT 6+♣ Preempt (Aggressive) 3NT Gambling (rare)

Other 3♣ 10-12(13) 6+♣

## 2. PRE-ALERTS

All opening bids 1♣ thru 1♠; 2♣ thru 3♣

1NT Overall is strong (15-17(18)) or Comic Comic = Weak 1 or 2 or 3 suited

All Michaels cue bids are Weak or Very Strong Leaping Michaels (always Strong)

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♥ Jump overcalls NVul Weak; Vul Intermediate

Responsive doubles through 4♥ Unusual NT Weak or Very Strong

1NT overcall - immediate Strong or Comic Immediate cue of minor Majors

1NT overcall - re-opening 12-15 Immediate cue of major OtherM+minor

Over weak twos X=T/O; 2NT=Strong NT Over opening threes

Over opponents 1NT X=PEN; 2♣ = Single suited any suit; 2♦=Majors; 2♥ = ♥+minor;

2♠=♠+minor; 2NT=ART Strong 2-suited unsuitable for X; 3any = NVul Weak; Vul Intermediate

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣	1♦	ART Neg (Note 1)	2♦	GF 6+♦			
	1♥	GF 4+♠ (Note 2)	2♥+	GF minors			
	1♠	GF BAL or ♥					
	1NT	GF ♥+minor					
	2♣	GF ♣					
Notes 1: 0-9 or 10+<3 controls (A=2;K=1) 2: Relay over all GF resps After 3 <sup>rd</sup> Seat 16+ show GF with 9-11 BAL or 6-9 UNBAL							
1♦	1♥	GF Relay	2♥	Weak 3+♥	3♥	PRE	
	1♠	NAT F1 <GF 3+♠	2♠	6-9 6+♠	3♠	PRE	
	1NT	TRF ♣	2NT	SPL <GF	3NT	NAT (v.rare)	
	2♣	TRF ♦	3♣	12-13 BAL 4+♥	4♣	(4)5+♥ and 5+♣	
	2♦	8-14 3+♥	3♦	10-11 BAL 4+♥	4♦	(4)5+♥ and 5+♦	
3 <sup>rd</sup> /4 <sup>th</sup>	Resps: 1♥=9-11 BAL; 1♠/1NT/2♣=6-8 NAT; 2♦=Weak 3♥; 2♥=Weak 4♥						
1♥	1♠		2♥	8-14 3+♠	3♦	10-11 BAL 4+♠	
	1NT	GF Relay	2♠	Weak 3+♠	3♥	PRE	
	2♣	TRF ♦	2NT	SPL <GF	3♠	PRE	
	2♦	TRF ♥	3♣	12-13 BAL 4+♠	3NT	NAT (v.rare)	
	3 <sup>rd</sup> /4 <sup>th</sup>	Resps: 1♠=9-11 BAL; 1NT/2♣/2♦=6-8 NAT; 2♥=Weak 3♠; 2♠=Weak 4♠					
1♠	1NT	GF Relay	2♠	Weak 5+♣	3♥	PRE	
	2♣	P/C <INV	2NT	9-11 4+♦	3♠	PRE	
	2♦	TRF ♥ (usually 6)	3♣	P/C Weak	3NT	NAT (v.rare)	
	2♥	TRF ♥ (usually 6)	3♦	PRE	4♣	P/C Weak	
	3 <sup>rd</sup> /4 <sup>th</sup>	Resps: 1NT=9-11 BAL					
1NT	3♣	NAT INV	3♠	NAT PRE	4♦	TRF ♥	
	3♦	NAT INV	3NT	To Play	4♥	TRF ♠	
	3♥	NAT PRE	4♣	Gerber (rate)	4♠	PRE	
	Other						
	2♣	2♦	Relay (GF v Max)	2NT	Semi-bal 14-18	3♥	PRE
2♥		To play	3♣	P/C	3♠	PRE	
2♠		NAT NF	3♦	PC	3NT	To Play	
Other							
2♦		2♥	Relay (GF v Max)	3♣	PRE	3♠	PRE
	2♠	To Play	3♦	PRE	3NT	To Play	
	2NT	Semi-bal 14-18	3♥	PRE	4♣	P/C	
	Other						

2♥	2♠	NAT F1	3♦	NAT F1	3NT	To Play	
	2NT	Relay (GF v Max)	3♥	PRE	4♣	PRE	
	3♣	NAT F1	3♠	PRE	4♥	PRE	
	Other						
	2♠	2NT	Relay (GF v Max)	3♥	NAT F1	4♣	PRE
3♣		NAT F1	3♠	PRE	4♥	To Play	
3♦		NAT F1	3NT	To Play	4♠	To Play	
Other							
2NT		3♣	To Play	3♠	NAT F1	4♦	PRE
	3♦	NAT F1	3NT	To Play	4♥	To Play	
	3♥	NAT F1	4♣	PRE	4♠	To Play	
	Other						

## 9. CONVENTIONS

Unusual NT	Weak or Very Strong	
4th Suit Forcing	One round	<input checked="" type="checkbox"/> X
NT Checkback	<input type="checkbox"/> Priorities	Game force <input type="checkbox"/>
Defence to 3NT opening	X = Strong BAL(ish); 4♣=Both M; 4♦=1M; 4♥/4♠ = M+minor	
Defence to Opening Twos	X=T/O; 2NT = 15-18; Lebensohl after X	
Multi 2♦		
RCO style 2-s	X=T/O; 2NT = 15-18; Lebensohl after X	
Other 2-s	X=T/O; 2NT = 15-18; Lebensohl after X	

Defence to strong ♣	1♣	X = Colour; 1♦ = Rank; 2♣ = Shape; 1NT = COMIC (any 1/2/3 suiter)
		1♥/♠ = NAT lead directing; All other bids NAT PRE
	2♣	Bids are natural lead directing; Jumps PRE

Over 1NT Interference	Lebensohl	
Lebensohl - other uses	After opps open 1NT; or opps open 2X; or opps bid (1X) X (2X)	
Take out of 4 level pre-empts	4♣/4♦	X T/O; 4♦ Majors
4♥	X T/O; 4NT 2-suited	4♠ X T/O; 4NT 2-suited

## 10. OTHER NOTES

After our 1NT (X): P = To Play; XX = Single Suit; Suits=Suit + Higher; 2NT = Strong Unbal

Short suit trials after we have agreed 8+card trump suit