

4. BASIC RESPONSES

Jump raises - minor:	Limit 10-12	Other:
Jump raises - major:	Pre-empt	Other:
Jump shifts after minor opening:	Pre-empt	
Jump shifts after major opening:	Pre-empt	
Response to strong 2NT opening:	Stayman and 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	Attitude	
- from 4 small:	3rd Highest	
- from 3 small:	Middle/Up/Down (MUD)	
- in partner's suit:	Same as above Honour if doubleton	
DISCARDS	Odd/Even	Odd/Even
COUNT	Other (see Note #5)	
SIGNALS - on partner's lead	Suit preference	
- on Declarer's lead	Suit preference	

Note #1:

Note #2:

Note #3:

Note #4:

Note #5: Odd/ odd no.cards/ even card = even number of cards

6. SLAM CONVENTIONS

4NT: Blackwood	0314 Aces & Kings
RKC	0314 etc
4♣: Gerber	0314 CRO after NT

Slam Notes:

Cue Bids: 1st and 2nd round controls after Jacoby

Asking Bids:

7. OTHER CONVENTIONS

DRIPO	
Gambling 3NT	Splinters
Unassuming cue bids	Long suit trial bids
Truscott	Maximal Double
Michaels CRO	

NZBridge

Acol System card for: Mary Scott & Peter Jackson Printed on: 1 Oct 2024



NZBridge



NAMES - NZB NUMBER - SYSTEM

Names:	Mary Scott	Peter Jackson
NZB No:	13827	2761
Basic System:	Acol	
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♦ 3+ diamonds 11+ pts	
1♥ 5+ Hearts 11+ pts	1♠ 5+ Spades 11+ pts
1NT 11-14	1NT may 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 with 2 of the top 3 honours Other: Lebensohl after interference
2♣ Game Forcing	
2♦ Multi 3 way, long weak major; 22-23 balanced; 8 trick hand	
2♥ 5H/5 minor	
2♠ 5S/5 another	
2NT 20 - 21 Balanced	3NT Gambling

2. PRE ALERTS

3. COMPETITIVE BIDS & OVERCALLS

Neg Doubles to 4H	Jump Overcalls: Weak
Responsive Doubles to 4H	Unusual NT: Other:
1NT Overcall - immediate 15-18	Immediate cue of a minor: CRO
1NT Overcall - re-opening 12-14	Immediate cue of a major: CRO
Over Opp's 1NT: Multi Landy	Over weak 2's: X = takeout, suit natural
	Over weak 3's: X = takeout, suit natural

8. RESPONSES TO OPENING BIDS

1♣	1♦ 4+	2♦	3♦
	1♥ 4+	2♥ 6 H, 2-5 hcps	3♥ 7 H, 5-9hcp
	1♠ 4+	2♠ 6 S, 2 - 5 hcps	3♠ 7 S, 5-9hcp
	1NT 6-9	2NT 11-12hcp, no 4+ M	3NT To Play
	2♣ 6-9, 4+ clubs	3♣ 10-12, 4+ c	
	Other after +ve club support, 4 c is RKC		
1♦	1♥ 4+	2♥ 6 H, 2 - 5 hcps	3♥ 7 H, 5-9hcp
	1♠ 4+	2♠ 6 S, 2-5 hcps	3♠ 7 S, 5-9hcp
	1NT 6-9	2NT 11-12hcp, no 4+ M	3NT To Play
	2♣ 10+	3♣	
	2♦ 6-9, 4+ diamonds	3♦ 10-12 4+ d	
	Other after +ve d support, 4d is RKC		
1♥	1♠ 4+	2♥ 6-9 3 H	3♦ 4H 7-9 hcp
	1NT 6-9	2♠ 6S 2-5 hcps	3♥ 3/4H 3-6hcp
	2♣ 4+c, 10+hcps	2NT Jacoby	3♠ splinter 11-14hcp
	2♦ 4+ d, 10+ hpcs	3♣ 4H, 10=12 hcps	3NT To Play
	Other after +ve H support, 3NT is RKC		
1♠	1NT 6-9	2♠ 6-9 3 card support	3♥ lots of H weak
	2♣ 10+	2NT Jacoby	3♠ 4 S, 3-6 hcps
	2♦ 10+	3♣ 4S 10 - 12 total p	3NT To Play
	2♥ 10+, 5+ hearts	3♦ 4 S, 7-9 hcps	4H splinter 11-14hcp
	Other after +ve S support 3NT is RKC		
1NT 11-14	3♣ 6 C's game invite	3♠ 5+ S GF	4♦
	3♦ 6 D's game invite	3NT To play	4♥ To Play
	3♥ 5+ H GF	4♣ Gerber CRO	4♠ To Play
	Other		
2♣	2♦ 0-7 hcps	2NT 8+ balanced	3♥
	2♥ 8+ HCP, 5+ hearts	3♣ 8+ 5+ C's	3♠
	2♠ 8+ HCP, 5+ spades	3♦ 8+ 5+ D's	3NT
	Other rebid of 2NT shows 0-3hcp		
2♦	2♥ Relay	3♣ To play	3♠ 3S, 4H, p/c
	2♠ 2S, 3 H p/c	3♦ To play	3NT
	2NT 14+	3♥ 3 H, 3 S, p/c	
	Other		
2♥	2♠ relay p/c	3♦ To play	3NT To Play
	2NT Strong relay	3♥ 3 card support NF	
	3♣ To play	3♠ To play	
	Other		

Notes

2♠	2NT Strong relay	3♦	3♠ 3 card support NF
	3♣ Pass or correct	3♥	3NT To Play
	Other		
2NT	3♣ Puppet Stayman	3♥ transfer to S	3NT To Play
	3♦ transfer to H	3♠	
	Other		

9. CONVENTIONS

Unusual NT: Not used

4th Suit Forcing: One Round forcing

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

Defence to 3NT opening: X = takeout

Defence to Opening 3's: X = takeout

Defence to Opening 2's: X = takeout

Defence to Multi 2's: Immediate X = 15+, delayed X = penalty, Lebensohl

Defence to 2 suiter openers: X = other 2suits

Defence to other 2 openers:

Defence to strong 1♣: X = red suit, 1d = both M, 1NT both minors

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

4♥ X = spades and another, 4NT = minors

4♠ X = Penalty, 4NT 2 places to play

Defence after our 1NTX: XX = 5 card suit weak, forcing pass

After interference of our 1NT: Lebensohl

Lebensohl - other uses: after weak 2 X - shows 0-7 hcps

10. OTHER NOTES