## 4. BASIC RESPONSES Jump raises - minors invitation Other Other invitation Jump raises - majors Jump shifts after minor opening Strong Jump shifts after major opening strong 2d=0-3hcp, 2h=4-6hcp, 2s=7-9hcp, 2NT=10+hcp Responses to strong 2 suit open Responses to 2NT opening Best minor **Show priorities** 5. PLAY CONVENTIONS No Trump Versus Suit (or both) Versus (if different) Leads Sequence top Four or more with an honour 4ths From 4 small top From 3 cards (no honour) mud In partner's suit Normally top **Discards** Reverse attitude Count Signal on partner's lead: Reverse attitude on declarer's lead: Signal Notes **6. SLAM CONVENTIONS** 4NT: Blackwood RKCB 3041 Gerber X When? After NT Slam Notes King ask = lowest king Cue Bids Asking Bids 7. OTHER CONVENTIONS Michaels Cue bids Jacoby **UCBs** www.nzbridge.co.nz

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## **NZB**ridge



	- 20 %				•				
		Nos.	1	M					
25329			1	Martyn Re					
		32422	1	Andrew C					
Basic S	System:								
Brown	Sticker	Cla	assification:	Green	X Blue	Red Yellow			
			1.	OPENI	NG BIDS				
Describ	oe strena	th, minimum le	nath. or speci	fic meaning	1	Canape			
1♣ 2+ C, 12-22HCP, forci				1♥	5+ H, 12-22HCP				
1 ♦	4+ D, 1	2-22HCP		1♠	5+ S, 12-22HCP				
1NT	12-14H	ICP			ma	ay contain 5 card Major			
11	IT Respo	onses 2.	Stayman		Other				
	2♦	Transfer to H		2♠	Rangefinder				
	2♥	Transfer to S		2NT	Transfer to 3C (p	ass or correct)			
	Other	4C = Gerber,	3NT = 13+HC	P with no	4 card major				
2♣	23+HCP or 8+playing tricks. Indicative of game force.								
2 ♦	•	y multi – 20-22 Balanced or a weak major							
2♥		arts plus 4+ of i							
2♠	5+ spa	des plus 4+ of another							
2NT		oth minors	n minors 3NT Gambling						
Other	3, 4 or	3, 4 or 5 level openings are pre-emptive							
			2	2. PRE- <i>F</i>	ALERTS				
			3. COMPE	TITIVE B	IDS / OVERCAL	.LS			
Negativ	ve double	es through	4H	Jump over	calls Weak – 6 c	ard suit			
Responsive doubles through		4H	Unusual N	T 2NT = 5 + i suits	n each of the lowest unbid				
1NT overcall - immediate			15-17HCP+ stop		mediate cue of mind	or Both Ms			
1NT overcall - re-opening			15-17HCP+ stop		mediate cue of majo	or 5+ Other M + m			
stopper, els				with Ov	X=T/out, else natura				
Over o	pponents	1NT Ham	ilton						

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

Describe strength, minimum length, or specific meaning										
1.	1♦	4+d, 0+hcp	2♦	6+d, 10-11hcp	3♦	5+d, 12-17hcp				
	1♥	4+h, 0+hcp	2♥	6+h, 10-11hcp	3♥	5+h, 12-17hcp				
	1♠	4+s, 0+hcp	2♠	6+s, 10-11hcp	3♠	5+s, 12-17hcp				
	1NT	6-9hcp, no 4+ M	2NT	11-12hcp, no4+M	3NT	5+C, 13+hcp				
	2*	5+C, 4-10hcp	3 <b>.</b>	6+C, 10-13hcp	4 🚓	6+C, 14-16hcp				
	Other									
1•	1♥	4+h, 4+hcp	2♥	6+h, 10-11hcp	3♥	5+h, 12-17hcp				
	1♠	4+s, 4+hcp	2♠	6+s, 10-11hcp	3♠	5+s, 12-17hcp				
	1NT	6-9hcp, no 4+ M	2NT	11-12hcp, no4+M	3NT	13+HCP				
	2*	4+C, 10+hcp	3 <b>.</b>	6+C, 13+HCP	4 🚓					
	2♦	4+D, 4-9hcp	3♦	4+D, 10-12HCP	4 ♦	4+D, 13-15HCP				
	Other									
1♥	1♠	4+s, 4+hcp	2♥	3+H, 4-9HCP	3♦	6+D, 13+HCP				
	1NT	6-9hcp, no 4+ M	2♠	6+s, 10-11hcp	3♥	3+H, 10-11HCP				
	2♣	4+C, 10+hcp	2NT	3+ H, 11+hcp,	3♠	5+s, 12-17hcp				
	2♦	4+D, 10+HCP	3 <b>.</b>	6+C, 13+HCP	3NT	13+HCP				
	Other									
1♠	1NT	6-9hcp,	2♠	3+S, 4-9HCP	3♥	6+H, 12+HCP				
	2*	4+C, 10+hcp	2NT	3+ S, 11+hcp,	3♠	3+S, 10-11HCP				
	2♦	4+D, 10+HCP	3 <b>.</b>	6+C, 13+HCP	3NT	13+HCP				
	2♥	4+H, 10+HCP	3♦	6+D, 13+HCP	4.					
	Other									
1NT	3♣	6+C, 17+hcp	3♠	6+S, 17+hcp	4 ♦					
	3♦	6+D, 17+hcp	3NT	13+HCP, no 4+M	4♥	6+H, 12-17HCP				
	3♥	6+H, 17+hcp	4.	Gerber	4♠	6+S, 12-17+HCP				
	Other					·				
2*	2♦	0-3HCP	2NT	10+HCP	3♥					
	2♥	4-6HCP	3♣		3♠					
	2♠	7-9HCP	3♦		3NT					
	Other									
2♦	2♥	Pass or correct	3.		3♠					
	2♠	2+H, 14+HCP	3♦		3NT					
	2NT	15+HCP	3♥		4 <b>.</b>					
	Other									
Notes										

2♥	<b>∠</b> •	Naturai		3♦			JIN I			
	2NT	ogust		3♥			4♣			
	3 <b>.</b>	Pass or c	orrect	3♠			4♥			
	Other									
2♠	2NT	ogust		3♥			4.*		_	
	3♣	Pass or c	orrect	3♠			4♥			
	3♦			3NT			4♠			
	Other									
2NT	3 <b>.</b>	Better mir	nor	3♠			4♦			
	3♦	Better mir	nor	3NT			4♥			
	3♥			4.			4♠			
	Other									
				9. (	CONV	ENTIONS				
Unusi	ual NT	2NT – 5+	5 in 2 low s							
	uit Forcin	-	One roun						Game force	
	neckback	·	orities	~ <u>L-</u>	<u> </u>				Gaine leise	L
Defence to 3NT opening Natural										
		ening Twos	3	Natural						
Multi	•	2 way								
	style 2-s	,								
Other	•	2H = 5	+H and 4+r	ninor, 2	S = 5+	S and 4+ of	another (v	veak)		
							•	·		
De	efence	1.								
	to									
S	trong	2♣								
	*									
Over	1NT Inter	rference	Systems	on		X of 2C =	stayman			
			After X				Ť			
	nsohl - ot									
	out of 4 l	evel pre-em	npts 4.	•/4 ♦						
4♥					4♠					
				10	OTHE	R NOTES	3			
					9 T I I L					