

4. BASIC RESPONSES

Jump raises - minors	10-12, 5+card	Other	
Jump raises - majors	Pre-emptive	Other	
Jump shifts after minor opening	Major = weak; minor = 10-12, 5+cards unbal.		
Jump shifts after major opening	Weak		
Responses to strong 2 suit open			
Responses to 2NT opening			

5. PLAY CONVENTIONS

Show priorities

	Versus	Suit (or both)	Versus	No Trump (if different)
Leads	Sequence	Overlead, A-Att, K-count	Overlead, A-Att, K-count	
	Four or more with an honour	1,3,5	1,3,5, occasionally 4 th	
	From 4 small	1,3,5	1,3,5	
	From 3 cards (no honour)	1,3,5	1,3,5	
	In partner's suit	As above, low from Hxx	As above, low from Hxx	
Discards		Natural	Natural	
Count		High-Low = even	High-low = even	
Signal	on partner's lead:	High encourage	High encourage	
Signal	on declarer's lead:	Count	Count	
Notes	Generally discard what we can afford, a really high card is encourage.			
	Signals also may be attitude or suit preference depending on situation.			

6. SLAM CONVENTIONS

4NT:	Blackwood	<input checked="" type="checkbox"/>	RKCB	30/14	4♣	Gerber	<input type="checkbox"/>	When?
	Slam Notes	Minorwood, PODI, PORI						
Cue Bids	<input checked="" type="checkbox"/>	1 st or 2 nd round of control						
Asking Bids	<input checked="" type="checkbox"/>	Q of trumps ask – next non-trump suit, responses= don't have, have						

7. OTHER CONVENTIONS

Unassuming cue bid	
Puppet stayman 2NT (20-22), or 2♣-2♦-2NT	Defence to 1NT(X) – Swain Convention (bid broken)
Bid M don't have	

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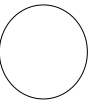
Revised 24 May 2024

Specific Ace Responses: 4♣=0, 4♦=ace♦, 4♥=♥ace, 4♠=♠ace, 4NT=2 non-touching aces; 5♣=♣ace, 5♦=♦&♥, 5♠=♠&♣, 5NT=any 3 aces, 6♣=♣&♦

After 2♣-2♦-2♥=25+pts, either bal or ♥, then 2♠ from responder is relay, system on if 2NT bid after 2♠ relay.



NZBridge



Nos. / NAMES & SYSTEM

16544	/	Mindy Wu
62995	/	Sandra Coleman

Basic System:

ACOL

Brown Sticker

Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning

Canape

1♣	11-19 HCP, 4+♣	1♥	11-19 HCP, 5+♥
1♦	11-19 HCP, 4+♦	1♠	11-19 HCP, 5+♠
1NT	12-14, balanced or semi balanced		may contain 5 card Major <input type="checkbox"/>

1NT Responses	2♣	Simple Stayman	Other
2♦	Trsfr to ♥, superaccept	2♠	Rangefinder or Transfer to minor
2♥	Trsfr to ♠, superaccept	2NT	Bid better minor, weak or strong
Other	3♣/♦=6card suit w 2 of the top 3 honours invite; 3♥/♠=slam interest		

2♣	GF		
2♦	2-way multi, weak ♥/♠, or 20-22 bal (may have 5card M, puppet stayman)		
2♥	6-10 HCP, 5+♥ and 4+ another		
2♠	6-10 HCP, 5+♠ and 4+ another		
2NT	Both minors, weak or strong	3NT	Specific ace ask
Other			

2. PRE-ALERTS

2♦ 2♥ 2♠	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	NV=weak, Vul=variable
Responsive doubles through		Unusual NT	Michaels (5/5, 5-10 or 16+ HCP)
1NT overcall - immediate	15-18	Immediate cue of minor	M 5/5, wk/strong
1NT overcall - re-opening	15-18	Immediate cue of major	M+m 5/5, wk/strong
Over weak twos	2NT = 16-18 X = t/o	Over opening threes	o/c = natural, 10-15 X = takeout
Over opponents 1NT	X = (15)16+HCP		
Multi-landy : 2♣= both majors, 2♦= single suit, 2♥/♠= 5+♥/♠ and 4+minor, 2NT= minors 5/5			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣	1♦	6+pts, 4+cards	2♦	4-6pts, to play NF	3♦	
	1♥	6+pts, 4+cards	2♥	4-6pts, to play NF	3♥	
	1♠	6+pts, 4+cards	2♠	4-6pts, to play NF	3♠	
	1NT	6-9pts, no M	2NT	10-12pts, 4♣, noM	3NT	To play
	2♣	6-9pts, 4+♣	3♣	10-12, 5+♣, unbal	4♣	minorwood
	Other					
1♦	1♥	6+pts, 4+cards	2♥	4-6pts, to play NF	3♥	
	1♠	6+pts, 4+cards	2♠	4-6pts, to play NF	3♠	
	1NT	6-9pts, noM	2NT	10-12pts, noM	3NT	To play
	2♣	10+pts, 4+♣	3♣	4-6pts, to play NF	4♣	minorwood
	2♦	6-9pts, 4+♦, noM	3♦	10-12, 5+♦, unbal	4♦	minorwood
	Other					
1♥	1♠	6+pts, 4+cards	2♥	6-9pts, 3+cards	3♦	4-6pts, to play NF
	1NT	6-9pts	2♠	4-6pts, to play NF	3♥	Pre-emptive
	2♣	10+pts, 4+♣	2NT	10+pts, 4+♥	3♠	Splinter
	2♦	10+pts, 4+♦	3♣	4-6pts, to play NF	3NT	To play
	Other					
	1♠	1NT	6-9pts	2♠	6-9pts, 3+cards	3♥
2♣		10+pts, 4+♣	2NT	10+pts, 4+♠	3♠	Pre-emptive
2♦		10+pts, 4+♦	3♣	4-6pts, to play NF	3NT	To play
2♥		10+pts, 5+♥	3♦	4-6pts, to play NF	4♣	
Other						
1NT		3♣	6+cards, invite	3♠	6+♠, slam invite	4♦
	3♦	6+cards, invite	3NT	To play	4♥	To play
	3♥	6+♥, slam invite	4♣	Minorwood	4♠	To play
	Other	Superaccept w dbtn new suit, 2NT=max w 3card with an honour, 3H=max				
2♣	2♦	0-7 pts	2NT	8+pts, balanced	3♥	
	2♥	8+pts, 5+♥	3♣	8+pts, 5+♣	3♠	
	2♠	8+pts, 5+♠	3♦	8+pts, 5+♦	3NT	12+pts, balanced
	Other	2♣-2♦-2♥=25+pts, either bal or ♥, then 2♠ is relay				
2♦	2♥	Pass or correct	3♣	To play	3♠	6♠ & invitational
	2♠	Pass w ♠/invite ♥	3♦	To play	3NT	To play
	2NT	Forcing enquiry	3♥	6♥ & invitational	4♣	
	Other					

Notes

2♥	2♠	Pass or correct	3♦	To play	3NT	To play
	2NT	Forcing enquiry	3♥	Pre-emptive	4♣	
	3♣	Pass / correct	3♠	Natural & forcing	4♥	To play
	Other					
2♠	2NT	Forcing enquiry	3♥	To play	4♣	
	3♣	Pass / correct	3♠	Pre-emptive	4♥	
	3♦	To play	3NT	To play	4♠	To play
	Other					
2NT	3♣	Prefer ♣ to ♦	3♠	Natural, forcing	4♦	minorwood
	3♦	Prefer ♦ to ♣	3NT	To play	4♥	To play
	3♥	Natural, forcing	4♣	minorwood	4♠	To play
	Other	Quantitative 4/5NT				

9. CONVENTIONS

Unusual NT	2 non-touching suits	5+/5+ weak or strong
4th Suit Forcing	One round <input type="checkbox"/>	Game force <input checked="" type="checkbox"/>
NT Checkback	<input checked="" type="checkbox"/> Priorities	
Defence to 3NT opening		
Defence to Opening Twos	2NT=15-18, X=T/O	
Multi 2♦	X=♥, 2♥=♠, 2♠/3♣/3♦=natural, 2NT=15-18	
RCO style 2-s		
Other 2-s		

Defence to strong ♣	1♣	X = majors, 1NT = minors
	2♣	

Over 1NT Interference	
Lebensohl - other uses	
Take out of 4 level pre-empts	4♣/4♦
4♥	4♠

10. OTHER NOTES

Defence to strong 1NT: X = 4M + 5m (bid 2♣ to ask for the M)
Puppet Stayman responses: 3♥=no major then 3♠ is asking for a 5card minor, if no 5card minor bid 3NT; 3♠=5♠; 3NT=5♥
2♣-2♦-2♥=25+pts, either H or artificial
1X-1Y-2NT=17-18; 1X-2Y-2NT=19pts; 1X-2Y-3NT=15-17
1NT-(X)-P-(2C)-P-(2D)-X = double of their bid shows able to penalise that suit plus values
1C-1D-1H-1S=the 1S is natural, but 1C-1D-1H-2S=the 2S is 4 th suit forcing

