

4. BASIC RESPONSES

Jump raises - minor: Pre-empt Other: _____
 Jump raises - major: Limit 6-9 Other: 4 card support 8-9 HCP
 Jump shifts after minor opening: _____
 Jump shifts after major opening: _____
 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	3rd/Low	
- from 4 small:	3rd Highest	
- from 3 small:	Top	
- in partner's suit:	Same as above	
DISCARDS	High encouraging	
COUNT	Low-High = Even	
SIGNALS - on partner's lead	Normal Count	
- on Declarer's lead	Normal Count	

Note #1: _____
 Note #2: _____
 Note #3: _____
 Note #4: _____
 Note #5: _____

6. SLAM CONVENTIONS

4NT: Blackwood	1340 Aces & Kings
RKC	1430 etc
4♣: Gerber	1430 CRO

Slam Notes: _____
Cue Bids:
Asking Bids:

7. OTHER CONVENTIONS

NZBridge

Acol System card for: Bridget Hannaway & Helen Fitzgerald Printed on: 23 Nov 2024



NZBridge



NAMES - NZB NUMBER - SYSTEM

Names: Bridget Hannaway Helen Fitzgerald
 NZB No: 47916 63138
 Basic System: **Acol**
 Classification: **Green** Brown Sticker

1. OPENING BIDS

Describe Strength, minimum length and/or specific meaning

1♣ 4+ clubs 11+ pts	Canape <input type="checkbox"/>
1♦ 4+ diamonds 11+ pts	
1♥ 4+ Hearts 11+ pts	1♠ 4+ 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♠ Rangefinder
2♥ Transfer to S	2NT Transfer to Clubs
3♣/♦ 6 card suit with 2 of the top 3 honours	
Other:	

2♣ Game Forcing or Rule of 29
2♦ Both Majors 4/4 no more than 5/5 6-10 points
2♥ 6 Hearts 6-10HCP
2♠ 6 Spades 6-10HCP
2NT 20-22 HCP **3NT** Gambling

2. PRE ALERTS

3. COMPETITIVE BIDS & OVERCALLS

Neg Doubles to 3S	Jump Overcalls: Variable
Responsive Doubles to 3S	Unusual NT: Minors
1NT Overcall - immediate 15-18	Immediate cue of a minor: Majors
1NT Overcall - re-opening	Immediate cue of a major: Other major/minor
Over Opp's 1NT: Multi Landy	Over weak 2's: X = takeout, suit natural
2C=5/4 Majors. 2D long suit	Over weak 3's: X = takeout, suit natural
2H/S Major & minor	

1NT overall - re-opening 9-11

8. RESPONSES TO OPENING BIDS

1♣	1♦ 4+	2♦ 6cards weak to play	3♦ splinter
	1♥ 4+	2♥ 6cards weak to play	3♥ splinter
	1♠ 4+	2♠ 6 cards weak to play	3♠ splinter
	1NT 6-9 Bo 4 card major	2NT Bal10-12HCP	3NT Bal 13-15HCP
	2♣ 4-7, 4+ clubs	3♣ weak 5 card support	
Other			
1♦	1♥ 4+	2♥ 6+ weak to play	3♥ splinter
	1♠ 4+	2♠ 6+weak to play	3♠ splinter
	1NT 6-9 No 4card Major	2NT 10-12HCP	3NT Bal 13-15HCP
	2♣ 10+	3♣ splinter	
	2♦ 4-7, 4+ diamonds	3♦ weak 5 card support	
Other			
1♥	1♠ 4+	2♥ 4-7HCP 3 card support	3♦ splinter
	1NT 6-9	2♠ 6 cards weak to play	3♥ 4 card support 8-9 HCP
	2♣ 10+ HCP	2NT Jacoby	3♠ splinter
	2♦ 10+HCP	3♣ splinter	3NT To Play
	Other		
1♠	1NT 6-9	2♠ 3 card support	3♥ splinter
	2♣ 10+	2NT Jacoby	3♠ 8-9HCP 4 card support
	2♦ 10+	3♣ splinter	3NT To Play
	2♥ 10+, 5+ hearts	3♦ splinter	
	Other		
1NT 11-14	3♣ 6 C's game invite	3♠ 6 S's game invite	4♦
	3♦ 6 D's game invite	3NT To play	4♥ To Play
	3♥ 6 H's game invite	4♣ Ace ask	4♠ To Play
	Other		
2♣	2♦ Weak or waiting	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 To Play
	Other		
2♦	2♥ preferred major	3♣ To play	3♠ non forcing
	2♠ preferred major	3♦ To play	3NT To Play
	2NT 16+	3♥ non forcing	
	Other		
2♥	2♠ To play	3♦ To play	3NT To Play
	2NT Strong relay	3♥ 3 card support NF	
	3♣ Pass or correct	3♠	
	Other		

Notes

2♠	2NT Strong relay	3♦ to play	3♠ 3 card support NF
	3♣ To play	3♥ to play	3NT To Play
	Other		
2NT	3♣ puppet stayman	3♥ transfer to spades	3NT To Play
	3♦ transfer to hearts	3♠	
	Other		

9. CONVENTIONS

Unusual NT: Minors

4th Suit Forcing: Game 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 = 16, delayed X = 12-15

Defence to 2 suiter openers: X = takeout

Defence to other 2 openers:

Defence to strong 1♣: x=Majors, 1D=long suit, 1H=h & minor. 1S=s&minor
1NT=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: systems on. Forcing pass xx either pass or bid 4 cards up the line

After interference of our 1NT: Lebensohl

Lebensohl - other uses:

10. OTHER NOTES

Jacoby Responses.

Responses after 2d/2NT

3C/D other major= singleton or feature

3C=4/4 min

3 of agreed suit=minimum

3D=5/5 any (if strong bid on)

3NT=16HCP

3H 5/4

4C/D other major= void

3S=5/4

4 of agreed suit= enough for game

3NT 4/4 max

Responses after weak 2/2NT 3C=shouldn't have bid. 3D had worse

3H =got my bid. 3S should have opened 1. 3NT=AKQ