

## 4. BASIC RESPONSES

Jump raises - minors	N/A
Jump raises - Majors	Pre-emptive
Jump shifts after minor opening	1♦-2M = Pre-emptive, 6+M; 1♦-3♣ = Pre-emptive, 4+♣, 4+♦
Jump shifts after Major opening	Artificial invitational, see section 8
Responses to strong 2 suit open.	N/A
Responses to 2NT opening	3♣ = Relay, 3♦ = Transfer to 3♥ pass or correct, 3M = Invitational

## 5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead, A/Q:Attitude K:Count	K asks for unblock, then count
Four or more with an honour	3rd/Low	4th highest
From 4 small	3rd	2nd highest
From 3 cards (no honour)	Low	Middle, varies if partner's suit
In partner's suit	Unsupported honour possible	
<b>Discards</b>	Revolving	
<b>Count</b>	Reverse: Low-High = Even	
<b>Signal</b> on partner's lead:	1:low encourage, 2:count, 3:SP	
<b>Signal</b> on declarer's lead:	Count	
<b>Notes</b>	Coded Ts and 9s: J denies higher card, T from AJT/KJT, 9 from AT9/KT9/QT9	

## 6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/> RKC	1430	Only in interference or in specific relays
Asking Bids <input checked="" type="checkbox"/> Cue Bids <input checked="" type="checkbox"/> Control-ask: A=2, K=1*		*does not include singleton K
Denial cuebidding: stopping at suit = either no A or K in suit, or both AK in suit		

## 7. OTHER CONVENTIONS

Equal level conversion	Lebensohl
Touching escapes	Maximal double
Short suit game tries	Minimum-level conversion to pre-empts
Fit-showing jumps	Negative doubles over interference of 1NT

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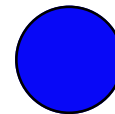
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# New Zealand Bridge



## STANDARD SYSTEM CARD

NZB Nos.	43891	Lysandra Zheng
& Names:	43892	Tim Pan
Basic System:	Symmetric Relay	
Brown Sticker <input type="checkbox"/>	Classification:	Green <input type="checkbox"/> Blue <input checked="" type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>

## 1. OPENING BIDS Describe strength, min.length, or specific meaning Canapé

1♣ (14)15+, any shape; 16+ 3rd/4th	1♥ (9)10-14, 5+♥; wider 3rd/4th
1♦ (9)10-14, 0+♦, 2/3-suited, wider 3rd/4th	1♠ (9)10-14, 5+♠; wider 3rd/4th
1NT 11-14; 12-15 3rd/4th seat	may contain 5 card Major <input type="checkbox"/>

1NT Responses	2♣ Stayman
2♦ Transfer, 5+♥	2♠ Rangefinder or ♣
2♥ Transfer, 5+♠	2NT Minors or ♦
(Dbl) 2x = x+next higher suit, P=forces XX	other 3m = invitational, 3M = splinter

2♣ 10-14, 6+♣, no 4♥/♠; wider 3rd/4th	
2♦ 10-14, 6+♦, no 4♣/♥/♠; wider 3rd/4th	
2♥ Pre-emptive; 5+♥ in certain seats and vulnerability, 3rd seat 13-, 4th seat 10-15	
2♠ Pre-emptive; 5+♠ in certain seats and vulnerability, 3rd seat 13-, 4th seat 10-15	
2NT 10-14, 5+♥, 5+♠	3NT Gambling, no outside A (in 1st/2nd)
other	

## 2. PRE-ALERTS

Coded T and 9 leads (0 or 2 higher)	Very light openings and doubles NV
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## 3. COMPETITIVE BIDS / OVERCALLS

Doubles	Negative DBL thru	3♥	
	Responsive DBL thru	3♦	
Jump overcalls	Weak, strong over pre-empts	Unusual NT	Lowest 2 suits, constructive
1NT overcall: (immediate)	15-18 BAL, can be off-shape	(re-opening)	12-15
Immediate cue: (minor)	Majors, constructive	(Major)	Other major + minor
<b>Over:</b> Weak Twos	Lebensohl + Leaping	Opening Threes	X = Takeout
Opponent's transfers	X = Lead-directing; Cuebid of shown suit = Takeout		
Opponent's 1NT	Landy		
2♣ = 4+♥, 4+♠; 5/4 or longer when vulnerable			
X = Penalty, weaker penalty in balancing seat			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 8- pts or 2- controls	2♦ 5+♣	3♦ 3154
1♥ 4+♠	2♥ 5+♣, 4♦	3♥ 2164
1♠ BAL or ♦+♥	2♠ 5+♣, 5+♦	3♠ 3064
1NT 4+♥	2NT 5+♦, 4♣, high shortage	3NT 2074
2♣ 4+♦	3♣ 2254 (unless 1174)	4♣ 2074, 4 controls
other		
1♦ 1♥ 5-13, 3+♥, NF	2♥ Pre-emptive	3♥ Pre-emptive
1♠ 8-13, 4+♠, NF	2♠ Pre-emptive	3♠ Pre-emptive
1NT GF relay	2NT Invitation to 3NT	3NT To play
2♣ 8-13, 5+♣, NF	3♣ Pre-emptive, 4+♣ 4+♦	4♣ Pre-emptive, 5+♣ 5+♦
2♦ 8-13, 5+♦, NF	3♦ Pre-emptive	4♦ Pre-emptive
other		
1♥ 1♠ 8-13, 4+♠, NF	2♥ 8-11, 3+♥	3♦ (11)12-13, 3+♥
1NT GF relay	2♠ SSGT in ♦ or ♠	3♥ Pre-emptive
2♣ 8-13, 5+♣, NF	2NT Natural invite	3♠ Splinter
2♦ 8-13, 5+♦, NF	3♣ SSGT	3NT To play
other		
1♠ 1NT GF relay	2♠ 8-11, 3+♠	3♥ (11)12-13, 3+♠
2♣ 8-13, 4+♣, NF	2NT SSGT in ♥	3♠ Pre-emptive
2♦ 8-13, 4+♦, NF	3♣ SSGT	3NT To play
2♥ 8-13, 5+♥, NF	3♦ SSGT	4♣ Splinter
other		
1NT 3♣ Invitational	3♠ Splinter	4♦ 6+♠, slam interest
3♦ Invitational	3NT To play	4♥ To play
3♥ Splinter	4♣ 6+♥, slam interest	4♠ To play
other		
2♣ 2♦ GF relay	2NT Invitation to 3NT	3♥ Stopper ask
2♥ 10-13, 5+♥, NF	3♣ RONF	3♠ Stopper ask
2♠ 10-13, 5+♠, NF	3♦ Stopper ask	3NT To play
other		
2♦ 2♥ GF relay	3♣ 10-13, 5+♥, NF	3♠ Stopper ask
2♠ 10-13, 5+♠, NF	3♦ RONF	3NT To play
2NT Invitation to 3NT	3♥ Stopper ask	4♣
other		

**Notes** All natural suit changes to limited openings are non-forcing

2♥ 2♠ 1RF (unless fav), 5+♠	3♦ 1RF (unless fav), 5+♦	3NT To play
2NT Artificial inquiry, INV+	3♥ RONF	4♣ RKCB
3♣ 1RF (unless fav), 5+♣	3♠ To play	4♥ To play
other		
2♠ 2NT Artificial inquiry, INV+	3♥ 1RF (unless fav), 5+♠	4♣ RKCB
3♣ 1RF (unless fav), 5+♣	3♠ RONF	4♥ To play
3♦ 1RF (unless fav), 5+♦	3NT To play	4♠ To play
other		
2NT 3♣ GF relay	3♠ Invitational to 4♠	4♦ To play
3♦ Relay 3♥, pass/correct	3NT To play	4♥ To play
3♥ Invitational to 4♥	4♣ To play	4♠ To play
other		

## 9. CONVENTIONS

**Unusual NT:** Lowest 2 unbid suits, constructive

**4th Suit Forcing** One round  Game force

**NT Checkback**  Priorities:

**Defence to 3NT opening** Multi-Landy against Gambling 3NT

**Defence to Opening Twos** 2NT = 15-18, X = takeout, better minor Lebensohl applies

Multi 2♦ X = 13-15 balanced or 16+ any shape

RCO style 2-s

Other 2-s

**Defence** (1♣): Suction to ∞ over 1♣ and 1♣-1♦

to

**strong** (2♣):

1♣ / 2♣

**Over 1NT Interference** X = doubleton + values, transfer Lebensohl (fast denies stopper)

**Lebensohl - other uses** To partner's X against pre-emptive 2-level opener (better minor)

**Take out of 4 level pre-empts** 4♣/4♦ X = Takeout

4♥ X = Takeout

4♠ X = Optional, penalty-oriented

## 10. OTHER NOTES

**Escape from 1NTX:** / = forcing XX, XX = forcing 2♣ (single-suited), 2x = x and next suit

**Jump overcalls:** Weak, wider-ranging opposite passed hand

**2NT/cue in competition:** Offensive/defensive raise (when both force to 3-level)

Pre-empts in 3rd seat are very wide-ranging

Fit-non jumps by passed hands or against strong auctions

Forcing pass when: all cue-raises to the 4-level, shape-raises to the 4-level when vul

Forcing pass when: invitational raise, and opponents compete to the 5-level