

4. BASIC RESPONSES

Jump raises – minors:	1♣ 3♣ ART 2=2=5=4 or 1=1=7=4; 1♦ 3♦ weak long diamonds
Jump raises – Majors:	Pre-empt wide range not invitational
Jump shift after minor opening	1♦ 2Ma 8-12 6Ma; 1♦ 3♣ weak both minors; 1♣ 2♦ NAT GF 1♣ 2♥+ ART
Jump shift after Major opening	1♠ 3♣ 6-9; 3♦ 10-11; 3♥ INV three ♠; 1♥ 2♠ 6-9; 3♣ 10-11; 3♦ INV three ♥
Responses to strong 2 suit open.	N/A
Responses to 2NT opening	3♣ GF relay; 3♦ to play 3♥/♠; 3Ma INV; 3NT to play.

5. PLAY CONVENTIONS

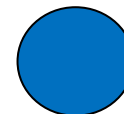
	Versus Suit	Versus NT (if different)
Leads Sequences	Overlead	Underlead for unblock
Four or more with an honour	3 rd /5 th	
From 4 small	3 rd highest	
From 3 cards (no honour)	3 rd	
In partner's suit	3 rd /5 th (1 st /2 nd raise no honour)	
Discards	Low encourage	
Count	Low-High even	
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:	Count low-high even	
Notes	High low in trumps encourages suit lead; low-high neutral or discourage	
Standard suit preference		

6. SLAM CONVENTIONS

4NT: Blackwood	RKCB	1430	4♣ Gerber <input checked="" type="checkbox"/>	Only immediately over 1NT.
Asking bids	Cue Bids		<input checked="" type="checkbox"/>	1 st /2 nd round control up-the-line
Many relays				
Splinters, Exclusion (responses 0, 1, 1 with Q, 2, 2 with Q etc)				

7. OTHER CONVENTIONS

Lebensohl – 3NT shows stopper	1♣ 1♦: 1♥ 19+ any; 1NT 17-19
Suction over Strong 1♣ – suit higher or next two	1♣ 1♦ 1♥ 1♠ 0-4 any then 1NT 20-22
Frivolous 3♠/3NT over ♥/♠ respectively	1♣ 1♦ 1♥ 1♠ 2♣ GF with 2♦ neg or waiting
Transfers after 1Ma 2NT	Many FG Symmetric Relays & ART asks/cues
(Non)-Leaping Michaels – ♥ based if ambiguity	1♣ 1nt 2♦ ~17-19 balanced.
(3Ma) 4Ma minors then 4NT Lebensohl.	2-level Negative Free bids so DBL and bid STR.
(3mi) 4mi both majors.	
(3x) 4NT good hand but weaker than 5mi.	



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Basic System: Symmetric Relay (big 1♣; ART 1♦ 0+; 5-card Majors; Weak 1NT);

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

1♣ 16+ hcp any shape, not 16 hcp bal no 5Ma	1♥ 11-15 hcp 5+ ♥
1♦ (10)11-15(16) 0+ ♦ - description below**.	1♠ 11-15 hcp 5+ ♠
1NT 10-13 hcp NV 1 st and 2 nd else 14-16 (4333, 4432, or 5mi332)	May contain 5 card Major <input type="checkbox"/>

1NT Responses 2♠ Stayman or GF relay

2♦ 5+ ♥	2♠ Rangefinder or weak both minors
2♥ 5+ ♠	2NT Invite with four ♥
(Dbl) Rdbl single-suited; 2-suit suit+higher.	Other 3suit pre-emptive

2♣ (10)11-15 hcp 6+ ♣ no 4+Ma	
2♦ 9-15 hcp 5/5 Ma	
2♥ 5-9 hcp (5)6 ♥s – can be sub-minimum	
2♠ 5-9 hcp (5)6 ♠s – can be sub-minimum	
2NT ~10-13 hcp 5/5 minors	3NT: 6-5 or 5-6 Ma weak.
Other 4NT specific ace ask, responses 5♣ none; 5♦/♥/♠=ace of suit; 5NT ♣A; 6♣ 2; 6♦ 3.	

2. PRE-ALERTS

Big club; variable NT; 5-card Ma	After 1♣ (Dbl) Rdbl 5-8 unBAL; 1♦ 5-8 BAL
**1♦: 1. BAL 14-16 1 st /2 nd NV else (11)12-13.	Dbl of STR 1♣/2♣ = ♦ or Both Ma
2. 11-15 2 or 3 suited with minor, no 5Ma	2♣ (Any) Dbl penalties.
3. 10-15 Single-suited diamonds.	

3. COMPETITIVE BIDS/OVERCALLS

Doubles	Most takeout. Common Exception 2♣ (any) Dbl PEN	Negative Dbl thru	6♥
1♦ (1♥) Dbl = 4+♠s; 1♦ (1♠) Dbl = hearts or strong.		Responsive Dbl thru	6♥
Jump overcalls	Variable	Unusual NT	Lowest CONST ~10+ hcp
1NT overcall (immediate)	15-18 hcp	(re-opening)	(11)12-15(16) hcp
Immediate cue (minor)	5+/5+ Majs ~10+ hcp	(Major)	5+/5+ oMa+mi CONST ~10+ hcp
Over: Weak 2s/3s	Dbl TO; (2x) 2NT 16-19 hcp, 3NT 20+; (3x) 3NT 16-22 hcp, 4mi 2-suits		
Opponent's transfers	Over WK NT double=values over STR NT double=lead direct		
Opponent's 1NT:	Dbl 15+ hcp 2♣♥+other; 2♦♠+other; 2NT minors; 2Ma Nat		
Passed hand Dbl one minor.			

8. RESPONSES TO OPENING BIDS

1♣	1♦	0-7(8) hcp any	2♦	5+♦	3♦	3=1=5=4
	1♥	4+♥ may be canapé	2♥	5+♣ 4♦	3♥	2=1=6=4
	1♠	4+♠ maybe canapé	2♠	5+♣ 5+♦	3♠	2=0=7=4
	1NT	BAL - 4333 or 4432	2NT	5+♦ 4♣ 0-1♠	3NT	3=0=6=4, 2 controls
	2♣	5+♣ or mi 3-suited	3♣	2=2=5=4 or 1=1=7=4	4♣	3=0=6=4, 3 controls
other	1♥+ show 8+ hcp.					
1♦	1♥	NAT or relay invite plus	2♥	8-12 hcp 6♥s	3♥	Splinter both minors
	1♠	NAT NF	2♠	8-12 hcp 6♠s	3♠	Splinter both minors
	1NT	7-10 no Major	2NT	12-13 hcp BAL no Ma	3NT	14-15 hcp BAL no Ma
	2♣	5+♣ NF	3♣	Invite 6♣s	4♣	
	2♦	5+♦ NF	3♦	Invite 6♦s	4♦	
other	1♦ 4Ma NAT; 1♦ (2Ma) 2NT both minors weak; 1♦ (1Ma) 2NT Nat F					
1♥	1♠	NAT NF	2♥	6-9 hcp 3-4♥s	3♦	Invite three ♥
	1NT	Relay invite or better	2♠	6-9 hcp 4♥	3♥	NAT Not invitational
	2♣	NAT NF	2NT	NAT Invite	3♠	Splinter
	2♦	NAT NF	3♣	10-11 hcp 4♥	3NT	13-15 hcp Bal 2♥
	Other: 4♥ wide ranging; 4mi Splinter.					
1♠	1NT	Relay invite or better	2♠	6-9 hcp 3-4♠s	3♥	Invite three ♠
	2♣	NAT NF	2NT	NAT invite	3♠	NAT Not invitational
	2♦	NAT NF	3♣	6-9 hcp 4♠	3NT	13-15 hcp Bal 2♠
	2♥	NAT NF	3♦	10-11 hcp 4♠	4♣	Splinter
	4♠ to play; 4♦ and 4♥ Splinter.					
1NT	3♣	NAT pre-emptive	3♠	NAT pre-emptive	4♦	
	3♦	NAT pre-emptive	3NT	To play	4♥	To play
	3♥	NAT pre-emptive	4♣	Gerber	4♠	To play
	Other: 4NT Quantitative					
2♣	2♦	Relay FG	2NT	Invite	3♥	Weak 7♥
	2♥	5+♥ CONST	3♣	Not invitational	3♠	Weak 7♠
	2♠	5+♠ CONST	3♦	INV 6♦s.	3NT	To play.
	Other: 4Ma to play.					
2♦	2♥	To play	3♣	To play	3♠	Nat
	2♠	To play	3♦	Maj raise.	3NT	To play
	2NT	Game force.	3♥	Nat	4♣	
	Other: 4Ma to play.					
Notes	1♦ 1♥/1♠/2♣/2♦ can be very weak.					

2♥	2♠	NAT not forcing	3♦	NAT forcing	3NT	To play
	2NT	ART enquiry	3♥	Not invitational	4♣	
	3♣	NAT forcing	3♠	NAT forcing	4♥	To play
	Other: 4♠ to play					
2♠	2NT	ART enquiry	3♥	NAT forcing	4♣	
	3♣	NAT forcing	3♠	Not invitational	4♥	To play
	3♦	NAT forcing	3NT	To play	4♠	To play
	Other: 2Ma 2NT 3♣ sub-min; 3♦/♥ min bad/good suit; 3♠/NT max bad/good suit					
2NT	3♣	To play	3♠		4♦	Pre-emptive
	3♦	To play	3NT	To play	4♥	To play
	3♥		4♣	Pre-emptive	4♠	To play

9. CONVENTIONS

Unusual NT:	Lowest unbid suits always constructive around 10+ hcp.		
4th suit forcing	Game forcing.	Not played	Game force
NT Checkback	Not played		
Defence to 3NT Opening	Dbl values.		
Defence to Opening Twos	Dbl takeout – Lebensohl responses.		
Multi 2♦	Dbl values about 13+ hcp. Next double takeout.		
RCO style 2s	Dbl values.		
Other 2s	Dbl values over ART or takeout over NAT.		
Defence To Strong 1♣ or 2♣	Suction to infinity – next higher suit or two suits above that, eg Dbl ♦ or ♥+♠		
	1♦ = ♥ or ♠+♣ etc		
	Also applies after (1♣) Pass (1♦) ... Dbl=♥ or ♠+♣ etc.		

Over 1NT Interference	Dbl takeout; Lebensohl – fast shows (and slow denials)		
Lebensohl - other uses	After we double a 2-level opening or (1Ma) P (2Ma) Dbl		
Takeout of 4 level pre-empts	4♣/♦	Dbl takeout	
4♥	Dbl T/O; 4NT minors.		4♠ Dbl takeout 4NT 2-suiter.

10. OTHER NOTES

Relay notes (HS high shortage; MS mid shortage; LS low shortage)

Single suiters – show suit then 2♠ HS; 2NT MS; 3♣ 6322 (3Ma) or 7222; 3♦ 5332; 3♥ 6331; 3♠ 7330; 3NT 7321 (low three); 4♣ 7321 (high three); 4♦ 7321 (low three with extras)

Two suiters – show both suits then 2♥ reverser; 2♠ 5+/5+; 2NT HS; 3♣ 5422 or 7411; 3♦ 5431; 3♥ 6421; 3♠ 7420; 3NT 6430

Three suiters – various: major or minor three-suiters over 1♣; hearts or not hearts over 1♦

Balanced – 1♣ 1NT bal with step relays; 1NT 2♣ then 2♠ relay if available or 2NT relay GF

