

4. BASIC RESPONSES

Jump raises - minors	See 8. Responses to Opening Bids
Jump raises - Majors	See 8. Responses to Opening Bids
Jump shifts after minor opening	See 8. Responses to Opening Bids
Jump shifts after Major opening	See 8. Responses to Opening Bids
Responses to strong 2 suit open.	See 8. Responses to Opening Bids
Responses to 2NT opening	See 8. Responses to Opening Bids

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	tops but maybe Q-AKQ, K-AKJ	AQT asks UB/count KJ = ATT
Four or more with an honour	3rd from even lowest from odd	ATT
From 4 small	3rd	ATT
From 3 cards (no honour)	3rd	ATT
In partner's suit	Same, but top xxx if we raised	1/3/5 but top xxx if we raised
Discards	1. R Att 2. R Count. 3 Std S/P	
Count	Reverse	
Signal on partner's lead:	1. R Att 2. R Count. 3 Std S/P	
Signal on declarer's lead:	Reverse Smith (R ATT to our opening lead) unless obvious holdup	
Notes	Switches generally ATT	

6. SLAM CONVENTIONS

4♣ Gerber <input type="checkbox"/>	KCB sometimes
4NT: Blackwood <input type="checkbox"/>	RKCB 1430 Can be Quant, if so can treat as Blackwood
Asking Bids <input type="checkbox"/>	Cue Bids <input checked="" type="checkbox"/> 1st or 2nd
5NT pick a slam, Quant, v rarely GSF. Interference over KCB P=1st step, X=2nd etc.	
If too high (5♥ over M: 4♠ over ♣; 4NT over ♦) Pass even X odd or just bid slam	

7. OTHER CONVENTIONS

Drury	Minorwood
Smolen	Majorwood
Lightner double	Splinterwood
4♠ RKB when ♥ is the agreed suit	Balsawood
	Bidenwood

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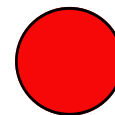
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New Zealand Bridge

STANDARD SYSTEM CARD



NZB Nos.	56093	Ian Berrington
& Names:	58972	Graeme Tuffnell

Basic System: WHEN VUL: 2/1 with Transfer Responses to 1♣

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

1♣ 12-19+ HCP, 1+♣	1♥ 12-19+ HCP, 5+♥
1♦ 12-19+ HCP, 5+♦	1♠ 12-19+ HCP, 5+♠
1NT 15-17 HCP, BAL, (4441, 5422, 6322 allowed)	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses 2♣ Stayman	
2♦ TRF ♥	2♠ RF ; SS ♣ or ♦ weak or GF
2♥ TRF ♠	2NT 5+/4+ both minors weak or GF
(Dbl) (Px)XX ♠+other, suit NAT nf, note 10.1 other (x) XX Nat; others as above note 10.2	

2♣ ART GF (might not comply with the rule of 29)	
2♦ 11-16 HCP 4+♠ + 5+♥	
2♥ 8-12 HCP, 6♥	
2♠ 8-12 HCP, 6♠	
2NT 20-21 HCP, BAL (4441, 5422, 6322)	3NT Gambling
other	

2. PRE-ALERTS

SYSTEM VARIES with our vulnerability	Double of 1NT opening Minor+Major 11+
RED 2/1 GREEN Mini Precision	1NT/2NT opening can be off shape
HCP ranges are a guide can up/downgrade	Flannery 2♦ opening

3. COMPETITIVE BIDS / OVERCALLS

Doubles T/O, support, lead directing, rarely PEN	Negative DBL thru 4♥
If we have rested after suit agreement then X = PEN	Responsive DBL thru 4♥
Jump overcalls Sound weak at 2 level; INT at 3L	Unusual NT lower 2 unbid constructive
1NT overcall: (immediate) 15-18	(re-opening) See note 10.4
Immediate cue: (minor) Both Majors constructive	(Major) OM + minor constructive
Over: Weak Twos Leaping Micheals	Opening Threes Non leaping Michaels
Opponent's transfers X = that suit, cue = T/O	
Opponent's 1NT X= 11+ (4)5+ minor and 4+ Major OR 20+; 2♣ 4+/4+ majors	
2♦ single suited overcall 14+	
2♥♠ and 3♣♦ Natural approx 8-13 HCP	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 3+HCP, 4+♥	2♦ 0-5 HCP, 6+M	3♦ Sound PRE
1♥ 3+HCP, 4+♠	2♥ 3-7 HCP, 5♠ + 4♥	3♥ Sound PRE
1♠ 3+HCP, 4+♦	2♠ 11-12 HCP, 4+♣	3♠ Sound PRE
1NT 6-10 HCP, 4+♣	2NT INV, NAT	3NT 13-15 HCP, BAL
2♣ 13+HCP, 4+♣	3♣ Sound PRE	4♣
other		
1♦ 1♥ 6+HCP+, 4+♥	2♥ GF, ANY SPL	3♥ VOID SPL, then KCB
1♠ 6+HCP, 4+♠	2♠ Jacoby	3♠ VOID SPL, then KCB
1NT 6-11 HCP	2NT 10-12, 3+♦, likes NT	3NT 13-15 HCP, BAL
2♣ 12+HCP, 4+♣	3♣ 10-12 HCP, 3+♦	4♣ VOID SPL, then KCB
2♦ 6-9 HCP, 3+♦	3♦ 6-9 HCP, 4+♦	4♦ PRE
other		
1♥ 1♠ 5+HCP, 5+♠	2♥ 6-9 3+♥	3♦ Min GF SPL any suit
1NT 5-11, semiF maybe 4♠	2♠ MINI SPL, ANY SUIT	3♥ 7 LTC raise
2♣ 3+♣ GF♣/4♠/3♥ 10-12	2NT Jacoby	3♠ 14+ SPL ♠
2♦ GF 4+♦	3♣ 8 LTC raise	3NT 14+ SPL ♦
other 4♣ 14+ SPL ♣		
1♠ 1NT 5-11, semi F	2♠ 6-9 3+♠	3♥ Min GF SPL any suit
2♣ 3+♣ GF♣ or 3♠ 10-12	2NT MINI SPL, ANY SUIT	3♠ 7 LTC raise
2♦ GF 4+♦	3♣ Jacoby	3NT 14+ SPL ♥
2♥ GF 5+♥	3♦ 8 LTC raise	4♣ 14+ SPL ♣
other 4♦ 14+ SPL ♦		
1NT 3♣ 5cd M Stayman	3♠ SLAM TRY	4♦ 6+♠
3♦ ANTI LEMMING	3NT to play	4♥ to play
3♥ SLAM TRY	4♣ 6+♥	4♠ to play
other		
2♣ 2♦ 0-7 or waiting	2NT BAL, stop in all suits	3♥ 7+♥, semi solid
2♥ 7+, 5+♥	3♣ 6+♣, 2 of top 3 HON	3♠ 7+♠, semi solid
2♠ 6+♠, two of top 3 HON	3♦ 6+♦, 2 of top 3 HON	3NT
other		
2♦ 2♥ To play	3♣ To play	3♠ Slam try
2♠ To play	3♦ ♥ or ♠ mixed raise	3NT To play
2NT Game try ENQ	3♥ Slam try	4♣ ♥ slam try (♠ SPL)
other 4♦ ♠ slam try (♥ SPL)		

Notes

2♥ 2♠ Nat forcing one round	3♦ Nat forcing	3NT to play
2NT ENQ	3♥ PRE	4♣ SPL 4♦ SPL
3♣ Nat forcing	3♠ SPL	4♥ to play; 4♠ also to play
other 2NT responses: 3♥ min, 3 other MAX with high card feature, 3NT good Hearts		
2♠ 2NT ENQ	3♥ Nat forcing	4♣ SPL 4♦ SPL
3♣ Nat forcing	3♠ PRE	4♥ to play
3♦ Nat forcing	3NT to play	4♠ to play
other 2NT responses: 3♠ min, 3 other MAX with high card feature, 3NT good Spades		
2NT 3♣ Muppet	3♠ minor suit Stayman	4♦ MinorWood
3♦ TRF ♥	3NT to play	4♥ Mild Slam Try
3♥ TRF ♠	4♣ MinorWood	4♠ Mild Slam Try
other		

9. CONVENTIONS

Unusual NT: Constructive 2 lowest unbid suits (suits must promise 3 to be "bid")

4th Suit Forcing One round Game force

NT Checkback Priorities: XYZ 2♣ = Puppet 2♦ then Cont = INV. 2♦ = ART GF

Defence to 3NT opening X T/O 4♣ Majors = or longer ♥, 4♦ = Majors or longer ♠

Defence to Opening Twos X T/O (Lebensohl/Rubensohl); leaping Michaels

Multi 2♦ X = T/O of ♠ or 17+; 2♥ T/O of ♥; others NAT

RCO style 2-s X may be 12-14 Bal

Other 2-s X may be 12-14 Bal

Defence (1♣) : X = Strong; 1♦ = 4+/4+ both M; 1NT = minor + major; 2NT = minors

to

strong (2♣) : X = Minor+Major; 2♦ = Majors; 2NT = minors

1♣ / 2♣

Over 1NT Interference X = T/O; Rubensohl (slow shows direct denies stop)

Lebensohl - other uses Auctions that start 1NT or higher Rubensohl applies note 10.3

Take out of 4 level pre-empts 4♣/4♦ X = T/O; 4NT 2 suits

4♥ X = T/O; 4NT 2 suits

4♠ X = T/O; 4NT 2 suits

10. OTHER NOTES

10.1 1NT (Px) Pass either happy or maybe 2/3 suits without ♠. 2NT minors or GF 2 suited

10.2 1NT (Ox) Pass suggests T/O esp to a minor if (Ox) is converted

10.3 Auctions that start below 1NT a non-jump 2NT is 2 places to play after T/O X

10.4 Balancing NT after (1♣♦) 12-14. After (1♥) 12-15. After (1♠) 12-16.