

4. BASIC RESPONSES

Jump raises - minors	weak
Jump raises - Majors	weak
Jump shifts after minor opening	other Minor=support INV -> 2new=stopper, 3new=short, 3x=MIN
Jump shifts after Major opening	Bergen, Splinter
Responses to strong 2 suit open.	
Responses to 2NT opening	Puppet, TRF, 3♠=5♠+4♥

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	A=ATT, K=COUNT, TOP	
Four or more with an honour	3/5	
From 4 small	3rd	
From 3 cards (no honour)	3rd	
In partner's suit	same	
Discards	REV COUNT	
Count	REV	
Signal on partner's lead:	COUNT	
Signal on declarer's lead:	COUNT	
Notes		

6. SLAM CONVENTIONS

4♣ Gerber	<input type="checkbox"/>
4NT: Blackwood	<input checked="" type="checkbox"/> RKCB 1430 DOPI, ROPI
Asking Bids	<input type="checkbox"/> Cue Bids <input checked="" type="checkbox"/> 1st and 2nd
3♦/♥/♠ -> 4♣ AND 3♣ -> 4♦ AND 4♣ -> 4♦ AND 4♦ -> 4♥ = Modified KCB (0,1,1+,2,2+)	
Non serious 3NT; 4N Quant -> show aces 0,1,2...;	

7. OTHER CONVENTIONS

Short Suit Trial bids (can be xx) then values	
Jacoby -> 3x=x, 4x=void, other fast arrival	

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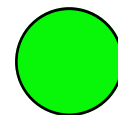
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New Zealand Bridge

STANDARD SYSTEM CARD



NZB Nos.	58944	Jan Alabaster
& Names:	58972	Graeme Tuffnell

Basic System:

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

1♣ 12+HCP, 3+♣	1♥ 12+HCP, 4+♥
1♦ 12+HCP, 4+♦	1♠ 12+HCP, 5+♠
1NT 12-14HCP, BAL	may contain 5 card Major <input checked="" type="checkbox"/>

1NT Responses	2♣ Stayman
2♦ TRF	2♠ RF or weak minor
2♥ TRF	2NT 55 minors then 3M = short
(Dbl) DONT	other 3x = INV

2♣ ART GF	
2♦ 2 way multi, 20-21BAL or weak MAJ	
2♥ NV WEAK, 5♥ + 4m VUL 6♥ 9-11	
2♠ NV WEAK, 5♠ + 4m VUL 6♠ 9-11	
2NT 22-23HCP, BAL	3NT Gambling
other 4♣ = ♥, 8-11HCP; 4♦ = ♠, 8-11HCP; 4♥/♠ = weak; 4N = Specific Ace Ask	

2. PRE-ALERTS

Multi 2D	
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3. COMPETITIVE BIDS / OVERCALLS

Doubles Support doubles and redoubles	Negative DBL thru 4♥
	Responsive DBL thru 4♥
Jump overcalls Intermediate	Unusual NT lower 2 unbid CONST
1NT overcall: (immediate) 15-18, system on	(re-opening) 11-14, system on
Immediate cue: (minor) ♠ + another CONST	(Major) oM + MINOR CONST
Over: Weak Twos X= TO	Opening Threes X= TO
Opponent's transfers X=suit, cue=TO; over Stayman X = values, MM focus	
Opponent's 1NT (weak)X=PEN, (strong)X=♠+another or STRONG;	
2♣ = MM -> 2♦ equal length; 2N = mm; other = NAT	

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+HCP, 4+♦	2♦ INV, 4+♣	3♦ SPL
1♥ 6+HCP, 4+♥	2♥ WEAK	3♥ SPL
1♠ 6+HCP, 4+♠	2♠ WEAK	3♠ SPL
1NT 6-9HCP	2NT ♣ GF	3NT TO PLAY
2♣ 6-9HCP, 4+♣	3♣ 5+♣, 0-6HCP	4♣
other 2N -> suit = short; 3♣ = MAX no short; 3N = MIN no short		
1♦ 1♥ 6+HCP, 4+♥	2♥ WEAK	3♥ SPL
1♠ 6+HCP, 4+♠	2♠ WEAK	3♠ SPL
1NT 6-9HCP	2NT ♦ GF	3NT TO PLAY
2♣ 10+HCP, 4+♣	3♣ INV, 4+♦	4♣ SPL
2♦ 6-9HCP, 4+♦	3♦ 4+♦, 0-6HCP	4♦
other 2N -> suit = short; 3♦ = MAX no short; 3N = MIN no short		
1♥ 1♠ 6+HCP, 4+♠	2♥ 6-9HCP, 4+♥	3♦ 8-9 HCP, 4♥
1NT 6-9HCP	2♠ mini-splinter	3♥ WEAK
2♣ 10+HCP, 4+♣	2NT GF, ♥	3♠ SPL
2♦ 10+HCP, 4+♦	3♣ 10-11 HCP, 4♥	3NT
other 4♣/♦ = SPL		
1♠ 1NT 6-9HCP	2♠ 6-9HCP, 3+♠	3♥ 8-9 HCP, 3♠
2♣ 10+HCP, 4+♣	2NT mini-splinter 4♠	3♠ WEAK
2♦ 10+HCP, 4+♦	3♣ GF, 4♠	3NT
2♥ 10+HCP, 4+♥	3♦ 10-11 HCP, 4♠	4♣ SPL
other 4♦/♥ = SPL		
1NT 3♣ 6♣, 2HON, INV	3♠ 6♠, 2HON, INV	4♦ TRF ♠
3♦ 6♦, 2HON, INV	3NT to play	4♥ to play
3♥ 6♥, 2HON, INV	4♣ TRF ♥	4♠ to play
other		
2♣ 2♦ 0-6HCP	2NT 7+HCP, BAL	3♥
2♥ 7+HCP, 5+♥	3♣ 7+HCP, 5+♣	3♠
2♠ 7+HCP, 5+♠	3♦ 7+HCP, 5+♦	3NT
other 2♣ -> 2♦ -> 2M -> 2N = second negative		
2♦ 2♥ P/C	3♣ to play	3♠ 34M, 5-8HCP
2♠ P/C	3♦ 33M, 5-8HCP	3NT 44M, 5-8HCP
2NT ENQ	3♥ 43M, 5-8HCP	4♣
other 2N -> 3♣/♦ = MIN, 3♥/♠ = MAX ; (2x) X = TO, (2N+) X = PEN		

Notes Bergen Raises off after 2x, all else on

2♥ 2♠ NF, NAT	3♦ NF, NAT	3NT to play
2NT ENQ	3♥ to play	4♣ P/C
3♣ P/C	3♠ GF, NAT	4♥ to play
other 5♣ = P/C ; after 2N -> m = MIN, tied M = MAX ; (bid) X = PEN		
2♠ 2NT ENQ	3♥ NF, NAT	4♣ P/C
3♣ P/C	3♠ to play	4♥ to play
3♦ NF, NAT	3NT to play	4♠ to play
other 5♣ = P/C ; after 2N -> m = MIN, tied M = MAX ; (bid) X = PEN		
2NT 3♣ Puppet Stayman	3♠ 5♠, 4♥	4♦ TRF ♠
3♦ TRF	3NT to play	4♥ to play
3♥ TRF	4♣ TRF ♥	4♠ to play
other 3♣ -> any -> 4m = minorwood		

9. CONVENTIONS

Unusual NT: Michaels and Unusual NT apply even if their suit could be void

4th Suit Forcing One round 1♣ -> 1♦ -> 1♥ -> 1♠ = NAT, 2♠ = FSF Game force

NT Checkback Priorities: SHAPE AND STRENGTH

Defence to 3NT opening 4♣ = MM EQUAL OR BETTER ♥, 4♦ MM BETTER ♠

Defence to Opening Twos X=TO

Multi 2♦ X=TO

RCO style 2-s X=TO

Other 2-s

Defence (1♣) : X=MM; 1♦/♥/♠ -> 1N = support;
to (1♣) 1NT AND (1♣) P (1♦) 1N = ♠+MINOR;
strong (2♣) :
1♣ / 2♣

Over 1NT Interference X1=TO ; X2=PEN ; 2N=weak SS ; 3x = INV

Lebensohl - other uses (weak 2) X (P) 2NT = weak

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

4♥ X=TO

4♠ X=PEN

10. OTHER NOTES

1x -> 1y -> jump shift = NAT; 3x = 14-16; 3N = long suit, good hand

1x -> 2y -> 2x = NF; new suit = F; jump shift = SPL; 2N = 15-19 -> 3♣ -> 3♦ = MAX

1x -> 2y -> 3N = good raise, no shortage

After FSF repeat suit as catchall

After reverse next step = can be weak, other = GF

After we overcall -> new suit = 1RF; cue = Good raise; jump suit = SPL INV+