

tayman

4. BASIC RESPONSES

Jump raises – minors:	PRE
Jump raises – Majors:	Mixed
Jump shift after 1m:	2M weak, om: GT raise
Jump shift after 1M:	NAT INV NF
Resp to strong 2 suit opening	
Resp to 2NT opening:	3♣: Puppet STAY, 3♦/3♥/3♠: ♥/♠/♣, 4♠: Gerber, 4♦: NAT F

5. PLAY CONVENTIONS

	Versus Suit	Versus NT
Leads Sequences	Top/Interior -K from AK at 5 level	K unblock/rev count
4 or more with an honour	3 rd /5 th	Same
From 4 small	3 rd	Same
From 3 cards (no honour)	3 rd	Same
In partner's suit	3 rd /5 th (Poss ATT if supported)	Same
Discards	Odd=enc, rev count, std suit pref	Same
Count	Reverse	Same
Signal on partner's lead:	Odd=enc, rev count, std suit pref	Same
Signal on declarer's lead:	rev count, std suit pref	Same
Notes:	High low in trumps may be suit preference or show desire for ruff	

6. SLAM CONVENTIONS

4NT:	RKCB	3041	4♣ Gerber	<input checked="" type="checkbox"/> When?	Over 1NT/2NT
Slam Notes	Last train, PODI/PORI				
Cue bids:	1 st /2 nd equally (4NT shows extras often good trumps)				

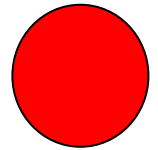
7. OTHER CONVENTIONS

After 1NT rebid; 2♣ is puppet to 2♦ and shows desire to play 2♦ OR an ART GT hand
After 1NT rebid; 2♦ is ART GF (priority is cheapest)
After 2NT rebid: 3♣ is checkback (priority is cheapest)
After 1M-2NT: 3♣: Any Min (11-14), 3♦: 15+ Bal, 3♥/3♠/3NT: 15+ SPL H/M/L [5]
After 1NT-Transfer: New suit by resp NAT GF [8]
After 1NT-2♠; 3♣: Any max, After 1NT-2NT; 3♣: Super accept [8]
After 2♦-3♣: 3♦: 4+♥, 3♥: 4+♠, 3♠: 4+♦, 3NT: 5+♠ & 4+♦
After 2M-2NT: 3♣: Max & feature, 3♦/3♥: Min 5/6 card suit, 3♠/3NT: Max 5/6 card suit



New Zealand Bridge

31/01/2025



Annette Henry
Stephen Henry

Basic System: 2/1 game force [1]

Brown Sticker Classification Green Blue Red Yellow

1. OPENING BIDS [1]

1♣:	3+♠, 10+ HCP, open 1♣ with 3-3m	1♥:	5+♥, 10+HCP
1♦:	3+♠, 10+ HCP, open 1♦ with 4-4m	1♠:	5+♠, 10+HCP
1NT:	15-17 HCP, approx. balanced (may contain a five card major)		

1NT Responses: 2♣ Stayman

2♦:	5+♥	2♠:	Size ask or 5+♣
2♥:	5+♠	2NT:	5+♦

Other 3♣: Puppet STAY

2♣:	ART GF or 22-24 HCP approx. balanced		
2♦:	(0)4-7 HCP, 4+♠ & 4+other, NF		
2♥:	4-9 HCP, (5)6♥		
2♠:	4-9 HCP, (5)6♠		
2NT:	20-21 HCP, approx. balanced	3NT:	ANY solid suit, no outside A/K
Other	3 SUIIT: PRE (6)7 suit		

2. PRE ALERTS

2♦: (0)4-7 HCP, 4+♠&4+other, NF

3. COMPETITIVE BIDS / OVERCALLS

Neg X thru:	4♥	Jump Overcalls:	Weak, 6+ suit
Resp X thru:	4♥	Unusual NT:	Minors (or ♠&om) weak or strong
1NT overcall – immediate	15-18	Immediate cue of 1m (3+)	Majors weak or strong
1NT overcall - reopening	12-15	Immediate cue of 1M	OM & m weak or strong
Over weak twos	X: T/O with weak lebensohl	Over opening threes	X: T/O
Over Opponent's 1NT:	X: PEN, 2♣: ♥ & another, 2♦: ♠ & minor, 2♥/2♠: NAT, 2NT: ♣&♦		

8. RESPONSES TO OPENING BIDS

1♣	1♦	NAT F (may bypass)	2♦	GT ♣ Raise	3♦	SPL
	1♥	NAT F	2♥	6+suit NF	3♥	SPL
	1♠	NAT F	2♠	6+ suit NF	3♠	SPL
	1NT	5-10 NF	2NT	NAT NF GT	3NT	To play
	2♣	GF Raise	3♣	PRE	4♣	To play
Other						
1♦	1♥	NAT F	2♥	6+suit NF	3♥	SPL
	1♠	NAT F	2♠	6+suit NF	3♠	SPL
	1NT	5-10 NF	2NT	NAT NF GT	3NT	To play
	2♣	NAT GF	3♣	GT ♦ Raise	4♣	SPL
	2♦	GF Raise	3♦	PRE	4♦	To play
Other						
1♥	1♠	NAT F	2♥	NF	3♦	NAT INV NF
	1NT	5-11 NF	2♠	6+suit NF	3♥	(6)7-9 4+ Raise
	2♣	NAT GF	2NT	INV+, 3+ raise	3♠	SPL
	2♦	NAT GF	3♣	NAT INV NF	3NT	To play
Other						
1♠	1NT	5-11 NF	2♠	NF	3♥	NAT INV NF
	2♣	NAT GF	2NT	INV+, 3+ raise	3♠	(6)7-9 4+ Raise
	2♦	NAT GF	3♣	NAT INV NF	3NT	To play
	2♥	NAT GF	3♦	NAT INV NF	4♣	SPL
Other						
1NT	3♣	Puppet STAY	3♠	3 suited ♠ SPL	4♦	
	3♦	3 suited ♦ SPL	3NT	To play	4♥	To play
	3♥	3 suited ♥ SPL	4♣	Gerber	4♠	To play
Other						
2♣	2♦	Negative	2NT	♠ GF	3♥	3 suited ♥ SPL
	2♥	NAT GF	3♣	NAT GF	3♠	3 suited ♠ SPL
	2♠	BAL GF	3♦	NAT GF	3NT	
Other						
2♦	2♥	P/C	3♣	ART GF	3♠	PRE
	2♠	NF	3♦	NAT INV NF	3NT	To play
	2NT	NF INV	3♥	NAT INV NF	4♣	

Notes Little change after the opponents X, if the opponents overcall then 2/1 is 1RF

No change for passed hand bids although ranges can be a little lower eg P-1♦; 2♦

2♥	2♠	NAT F	3♦	NAT F	3NT	To play
	2NT	ART enquiry	3♥	To play	4♣	SPL
	3♣	NAT F	3♠	SPL	4♦	SPL
Other After X new suit NF						
2♠	2NT	ART enquiry	3♥	NAT F	4♣	SPL
	3♣	NAT F	3♠	To play	4♥	SPL
	3♦	NAT F	3NT	To play	4♠	To play
Other After X new suit NF						
2NT	3♣	Puppet STAY	3♠	5+ ♣	4♦	NAT F
	3♦	5+♥	3NT	To play	4♥	To play
	3♥	5+♠	4♣	Gerber	4♠	To play

9. CONVENTIONS

Unusual NT:	Minors (or ♠&om)	Weak or strong
4th suit forcing	One round	Game force <input checked="" type="checkbox"/>
NT Checkback	<input checked="" type="checkbox"/>	2♠: ♦ or GT, 2♦: GF, 3♣ after 2NT rebid, Priority: Cheapest
Defence to 3NT Opening		X values, Overcall NAT, Pass then X: T/O
Defence to Opening Twos		X: T/O with weak Lebensohl
Multi 2♦		X: T/O of ♠ or strong, 2♥: T/O of ♥, Pass then X: T/O, Others: NAT
RCO style 2s		X: T/O, Pass then X: T/O, Others: NAT
Other 2s		X: T/O, Pass then X: T/O, Others: NAT
Defence To Strong ♣	1♣: X: Majors, NT: Minors, Pass then bid: stronger than immediate action	
	2♣: X: Clubs	

Over 1NT Interference	X: T/O
Lebensohl - other uses	Weak after opponents weak 2
Takeout of 4 level pre-empts	4♣/4♦ X: T/O
	4♥ X: T/O 4♠ X: values, 4NT: T/O

10. OTHER NOTES

- 2♦ (Bid); X: takeout, 2+♠: NF, 2NT: NAT, 3m/OM: NAT NF, 3NT/4M: To play
- 2♦ (X); XX: strong desire not to play 2♦^x, New suit: NAT NF, 2NT: NAT GT, 3♣: ART GF
- 1NT-(2♣); no change with double replacing 2♣
- 1NT-(X not pen): no change
- 1NT-(X Pen): Pass: NF, XX: values, Bid: Natural or rarely (semi) three suited without suit bid
- Competition after opening 1 Suit: Over X no change, after overcall new suit 1RF only
- After our side opens doubles generally show shape not extras

