

NEW ZEALAND MIXED: Annette Henry and Stephen Henry, Mixed Trials 31/01/2025

Note [1] Basic Style

- Point count is a guide only. May upgrade 1NT opening or 2NT rebid or 2NT opening
- We tend to open 1♣ with 3-3 in the minors. BAL 4432 or 4333 11 HCP hands are not normally opened
- No requirement to open 2♦ (♠+another weak), especially when BAL or VUL. Shapes tend to be 5/5 Vul vs not, 5+/4+ Vul, 4+/4+ Not Vul, three suiters rare. Nominal range is 4-7HCP but can be varied depending on seat, Vul, state of match etc
- 2♥/2♠ often 5 card suits, often better 2nd in hand vs 1st, 3rd. can be wide ranging if not needing cooperation from partner 4th in hand 9-12 6 card suit. 3 level pre-empts tend to be 7 but follow the same principles as 2M opening.
- We may bypass diamonds after 1♣ to bid a major unless we have GF strength
- We rebid 1NT with most 12-14 HCP hands, meaning we bypass a major if balanced
- 2/1 response is a GF unless there is an overcall then it is 1RF.
- Responses by passed hand no change although ranges can be a little lower eg P-1♦; 2♦ opener can pass but other bids are GF

Note [2] Checkback

- After a 1NT rebid we use 2♣ as a puppet to 2♦ (either to pass 2♦ or show an invitational hand)
 - eg 1♣-1♥; 1NT-2♣: 2♦ - Pass shows diamonds often canapé, 2♥/2♠ is natural with invitational values
- After a 1NT rebid we use 2♦ to show a GF hand, opener bids cheapest major
- After a 2NT rebid we use 3♣ as checkback, opener bids cheapest major

Note [3] Continuations to 1♣-2♣ or 1♦-2♦

- 2♦/2M shows a stopper
- 2NT is forcing and shows 12-14 HCP or 18-19 HCP, then responder's new suit is a singleton
- 3m: suggests m as trumps, 4m sets m as suit F
- Jumpshift shows a SPL (initially looking for right game ie doesn't guarantee extras)
- 3NT shows 18-19 HCP with 3m only
- After a double no change but after an overcall, raise is NAT less than an invite and cue shows INV+ raise

Note [4] Continuations to 1♣-2♦ and 1♦-3♣

After 1♣-2♦ opener rebids as follows:

- 2M shows a stopper
- 2NT is forcing and shows 12-14 HCP or 18-19 HCP, then responder's new suit is a singleton
- 3♣: any minimum
- 4♣ sets ♣ as suit F
- Jumpshift shows a SPL (initially looking for right game ie doesn't guarantee extras)
- 3NT shows 18-19 HCP with 3♣ only

After 1♦-3♣ opener rebids as follows:

- 3♦ shows a minimum, 4♦ sets ♦ as suit F
- 3M shows a stopper
- 3NT is to play

- After a double no change but after an overcall, raise is NAT less than an invite and cue shows INV+ raise

Note [5] Jacoby 2NT (3+ support M, Inv+)

After 1M-2NT opener rebids as follows:

- 3♣: Any minimum (approx. 11-14 HCP), then 3M is NF
- 3♦: 15+ HCP No shortage
- 3♥/3♠/3NT: 15+ HCP SPL High/Middle/Low
- Jump in a new suit shows a void

After 1M-2NT; 3♣:

- 3♦: Asks for shortage, then 3♥: No shortage, 3♠/3NT/4♣: High/Middle/Low SPL

Interference over Jacoby 2NT:

- Step responses
- Pass: Any minimum (approx. 11-14 HCP), then 3M is NF
- X/XX: 15+ HCP No shortage
- Minimum suit: 15+ HCP SPL High
- Minimum suit +1: 15+ HCP SPL Middle
- etc

Note [6] Raises over 1M

- 1M-2M: 3 card support 4-9 HCP or 4 card support 0-6 HCP
- 1M-3M shows four plus support (6)7-9 HCP
- After a double no change but after an overcall, raise is NAT less than an invite and cue shows INV+ raise

Note [7] Reverse

Reverse won't always have 4 of the suit. After reverse:

- Raise: Natural forcing
- Cheapest of 2NT or 4th suit: asks reverser to rebid their first suit unless extras
- Other: forcing

Note [8] Rebids after 2/1 response

- New suit: Nat Forcing
- Rebid of suit: 6+ suit
- 2NT: Balanced 12-14 HCP or 18-19 HCP, opener is expected to continue with 18-19 HCP
- Raise: Natural Forcing

Note [9] Responses to 1NT Opening

- 2♣ is Stayman then 2♥/2♠ is to play, 2NT is invitational, 3m is natural NF GT, 3OM shows BAL slam try, 3NT shows OM, jumpshift is SPL
- 2♦/2♥ show 5+♥/5+♠, normally opener bids 2♥/2♠ but can super accept with 2NT (excellent) or 3♥/3♠ (good). Then new suit is natural GF, 2NT is invitational, 3NT is choice of games, jumpshift is SPL
- 2♠ shows 5+ clubs or size ask, then 2NT is any minimum and 3♣ is any maximum. 2NT shows 5+♦, then 3♣ is super accept, 3♦ is non super accept. Responder's continuations are new suits NAT and 3NT being a mild slam try
- 3♣ is Puppet Stayman, 3♦/3♥/3♠ show SPL and other three suits

Interference over 1NT Opening

- Double is takeout over a natural bid, new suit at 2 level is NF (opener may raise), 2NT: minors, new suits at the 3 level is F, double is values over an artificial overcall.
- If they double (not penalties) then system on with XX strong showing values and subsequent doubles are takeout
- If they double (penalties) then XX: values, Suit: natural
- If they double Stayman or puppet Stayman then pass denies club stop, XX shows interest to play in clubs, others no change with a club stop. If the X is passed to responder then XX asks again eg 1NT-(P)-2♣-(X); P-(P)-XX is Stayman

Note [10] Slam Bidding

- RKCB: 5♣: 0/3, 5♦: 1/4, 5♥: 2 without Q, 5♠: 2 with Q. If clubs agreed, then step 1 shows zero and 6♣ shows three. Likewise, if diamonds agreed then step 2 shows 1 keycard and 6♦ shows four keycards. If key carder signs off, then responder with 3 or 4 keycards is always expected to bid slam
- After 4NT RKCB and response - responder bids cheapest King eg...4NT-5♦; 5NT-6♦ shows ♦K, denies ♣K
- After 4NT and Q ask responder bids cheapest trump suit with no Q, others show Q and cheapest K, responder bids 6 of the trump suit with Q and no outside K. If responder cannot deny trump Q below slam, then 5NT shows trump Q and 6 of suit denies trump Q
- PODI/PORI (Pass: 0, X/XX: 1)
- In cue bidding (SPL is a cuebid) show cheapest of 1st or 2nd round controls, XX: 1st round control, 4NT(5NT) shows extras often good trumps.
- After a major has been agreed and cue bidding (or splinter) has commenced then step below major is Last Train showing extras but not enough to commit above game. If Last Train bidder continues after signoff then it was a cue bid.
- When two suits are possibly trumps then a new suit is a cue bid for the suit that can't be agreed below game eg 1♠-2♦; 3♦-3♠: new suit is a cue bid for spades, to agree diamonds responder bids 4♦.
- 4NT/5NT is quantitative after 1NT or 2NT or 2♣-2♦; 2NT or 2♣-2♠; 2NT or 2♣-2♠ or after fourth suit.
- 5NT is normally pick a slam.

Note [11] Defence to Transfers over 1♣ opening eg (1♣)-P-(1♦ showing hearts)-?

- Double is takeout
- Bid of suit transferred to is natural
- 1NT is 15-18 HCP
- 2♣ is Michaels

Note [12] Defence to 1NT

- Double is penalties, nominally 16+ HCP vs strong or weak 1NT, nominally 14+ HCP vs mini 1NT (ie less than 12 HCP) but can be weaker with some tricks
- Double by a passed hand is a maximum
- 2♣ shows hearts and another; then 2♦: pass or correct (then after 2♥, 2♠ is P/C), 2♥/2♠: Natural NF, 2NT: Natural constructive, 3♣: ART GF (then 3♦: spades, 3♥: diamonds, 3♠: 4♥ & 5+♣, 3NT: 5+♥ & 4+♣)
- 2♦ shows spades and a minor; then 2♥/2♠: NF, 2NT: Natural constructive; 3♣: Pass or correct, 3♦: ART GF (then 3♥: Diamonds, 3♠: 4♠ & 5+♣, 3NT: 5+♠ & 4+♣)
- If the opponent's double 2♣ or 2♦ then XX shows strong desire not to play 2♣^x or 2♦^x respectively, raise remains ART GF, other suit: NAT NF, 2NT: Inv, 3NT: To play
- 2NT: Shows ♣ & ♦
- Jump: Constructive vs weak/mini 1NT; Pre-emptive vs Strong 1NT
- If they bid Stayman or a transfer, then double is lead directional

Note [13] Defence to Multi 2♦

- Double is takeout of spades or strong (weak Lebensohl applies)
- 2♥ is takeout of hearts (weak Lebensohl applies)
- Other natural

Note [14] Defence to Short 1♠ or 1♦ (eg Precision)

- If the suit is 3+ then as a natural 1♣/1♦
- If the suit could be less than 3 then 2+m is natural