

4. BASIC RESPONSES

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

5. PLAY CONVENTIONS

Show priorities Versus **Suit** (or both) Versus **NoTrump** (if different)

Leads Sequences:
 Four or more with an honour
 From 4 small
 From 3 cards (no honour)
 In partner's suit

Discards

Count

Signal on partner's lead:

Signal on declarer's lead:

Notes

6. SLAM CONVENTIONS

4♣ Gerber

4NT: Blackwood RKCB

Asking Bids Cue Bids

7. OTHER CONVENTIONS

www.nzbridge.co.nz

PDF Form Rev. 22D13 by RoL
 MyRev.

Copyright © ABF 2022



New Zealand Bridge

STANDARD SYSTEM CARD

NZB Nos.

& Names:

Basic System:

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, min.length, or specific meaning Canapé

1♣

1♥

1♦

1♠

1NT

may contain 5 card Major

1NT Responses 2♣

2♦

2♠

2♥

2NT

(Dbl)

other

2♣

2♦

2♥

2♠

2NT

3NT

other

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Doubles

Negative DBL thru
 Responsive DBL thru

Jump overcalls

Unusual NT

1NT overcall: (immediate)

(re-opening)

Immediate cue: (minor)

(Major)

Over: Weak Twos

Opening Threes

Opponent's transfers

Opponent's 1NT

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

| | | |
|---|-----------------------------|-----------------------------|
| 1♣ 1♦ 1♥ 1♠ 1NT 2♣ other | 2♦ 2♥ 2♠ 2NT 3♣ | 3♦ 3♥ 3♠ 3NT 4♣ |
| 1♦ 1♥ 1♠ 1NT 2♣ 2♦ other | 2♥ 2♠ 2NT 3♣ 3♦ | 3♥ 3♠ 3NT 4♣ 4♦ |
| 1♥ 1♠ 1NT 2♣ 2♦ other | 2♥ 2♠ 2NT 3♣ | 3♦ 3♥ 3♠ 3NT |
| 1♠ 1NT 2♣ 2♦ 2♥ other | 2♠ 2NT 3♣ 3♦ | 3♥ 3♠ 3NT 4♣ |
| 1NT 3♣ 3♦ 3♥ other | 3♠ 3NT 4♣ | 4♦ 4♥ 4♠ |
| 2♣ 2♦ 2♥ 2♠ other | 2NT 3♣ 3♦ | 3♥ 3♠ 3NT |
| 2♦ 2♥ 2♠ 2NT other | 3♣ 3♦ 3♥ | 3♠ 3NT 4♣ |

Notes

| | | |
|-----------------------------|-----------------|-----------------|
| 2♥ 2♠ 2NT 3♣ other | 3♦ 3♥ 3♠ | 3NT 4♣ 4♥ |
| 2♠ 2NT 3♣ 3♦ other | 3♥ 3♠ 3NT | 4♣ 4♥ 4♠ |
| 2NT 3♣ 3♦ 3♥ other | 3♠ 3NT 4♣ | 4♦ 4♥ 4♠ |

9. CONVENTIONS

Unusual NT:

4th Suit Forcing One round

Game force

NT Checkback Priorities:

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦

RCO style 2-s

Other 2-s

Defence

to

strong

1♣ / 2♣

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦

4♥

4♠

10. OTHER NOTES