

4. BASIC RESPONSES

Jump raises - minors	Preempt	Other:
Jump raises - Majors	Preempt	Other:
Jump shifts after minor opening	over 1D weak 6 card major 3-7, 3C = 6+ clubs 9-12 pts	
Jump shifts after Major opening	3C, 3D = Bergen, 3H mini splinter, 2NT GF	
Responses to strong 2 suit open,	NA	
Responses to 2NT opening	Puppet stayman and transfers, 3S minor suit stayman	

5. PLAY CONVENTIONS

Show priorities

Versus	Suit (or both)	Versus	NotTrump (if different)
Leads	Sequences:	Overlead except AK tight	Overlead all or internal seq
	Four or more with an honour	3rd/5th	attitude
	From 4 small	3rd highest	attitude
	From 3 cards (no honour)	3rd	attitude
	In partner's suit	3rd/5th or attitude	attitude
Discards		Low Encourage	Low Encourage
Count		Low-High = Even	Low-High = Even
Signal	on partner's lead:	reverse attitude	
Signal	on declarer's lead:	reverse count (if given)	

6. SLAM CONVENTIONS

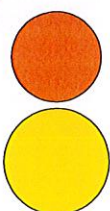
4NT: Blackwood	<input type="checkbox"/>	RKCB 3041	4♣ Gerber	<input type="checkbox"/>	when? over 1NT or 2NT
Slam Notes	after 5C response to RKCB, 5M always pass with 0 KC or bid 6 with 3 KC				
Cue Bids	<input type="checkbox"/>	Yes	1st or 2nd round control		
Asking Bids	<input type="checkbox"/>	Off			

7. OTHER CONVENTIONS

Triple jump = voidwood



New Zealand Bridge



Nos. / NAMES & SYSTEM

19728 / Jenny Millington
26137 / Barry Jones

Basic System: 2 over 1 Game force with transfer responses over the 1C opening
Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning	Canape <input type="checkbox"/>
1♣ Rule of 20, 2+ clubs	1♥ Rule of 20, 5+ hearts (can be 4 in 3rd/4th pos)
1♦ Rule of 20, 4+ diamonds	1♠ Rule of 20, 5+ spades (can be 4 in 3rd/4th pos)
1NT 15-17 pts	may contain 5 card Major <input type="checkbox"/>
1NT Responses 2♣ Stayman	Other: 2C may not have a 4 card major if reb
2♦ transfer to hearts	2♠ transfer to clubs
2♥ transfer to spades	2NT transfer to diamonds
other Stayman may not have a four card major if rebid is 2NT. 4NT after major transfer is quant.	

- 2♣ 23 plus or Game Force
- 2♦ Multi - weak two in a major or 20-21 NT or 27+
- 2♥ 5 hearts, 4/5 clubs 7 - 11 HCP
- 2♠ 5 spades, 4/5 clubs 7 - 11 HCP
- 2NT 21 - 22
- 3NT Gambling
- other 3, 4 and 5 level preemptive

2. PRE-ALERTS

Transfer responses over 1C opening
Multi

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4H	Jump overcalls	variable
Responsive doubles through	3S	Unusual NT	5/5 in lowest unbid suits, intermediate values
1NT overcall - immediate	15 - 18	Immediate cue of minor	5/5 spades + other minor, int
1NT overcall - re-opening	10 - 14	Immediate cue of Major	5/5 other major + a minor, int
Over weak twos	x = takeout, 2NT = 15 - 18 bal	Over opening threes	x = takeout, other bids natural
Over opponent's 1NT	Multi Landy - X = 15+, 2NT 5/5 minors or 5/5 majors		
2C = both majors 5/4 or 4/5 10 - 14 pts, 2D = long major 10 - 14			
2H = 5 hearts and a 4+ minor 10 - 14 2S = 5 spades and 4+ minor 10 - 14			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

<p>1♣ 1♦ 6+ pts, 4+ hearts</p> <p>1♥ 6+ pts, 4+ spades</p> <p>1♠ 6+ no major</p> <p>1NT 10+ pts, 5+ diamonds</p> <p>2♣ GF, 4+ clubs</p> <p>other</p>	<p>2♦ 3-7 pts, 6 card major</p> <p>2♥ 8-9 pts, 6 hearts</p> <p>2♠ 8-9 pts, 6 spades</p> <p>2NT 10-12 pts, 5 clubs</p> <p>3♣ preemptive 6-9 pts</p>	<p>3♦ splinter</p> <p>3♥ splinter</p> <p>3♠ splinter</p> <p>3NT 13-15 bal</p> <p>4♣ preemptive</p>	
<p>1♦ 1♥ 6+ points, 4+ hearts</p> <p>1♠ 6+ pts, 4+ spades</p> <p>1NT 6-9 (10)</p> <p>2♣ GF, natural</p> <p>2♦ 10+ inverted</p> <p>other</p>	<p>2♥ 3-7 pts, 6 card suit</p> <p>2♠ 3-7 pts, 6 card suit</p> <p>2NT 11 - 12 pts</p> <p>3♣ 9-12, 6 card suit</p> <p>3♦ preemptive 6-9pts</p>	<p>3♥ splinter</p> <p>3♠ splinter</p> <p>3NT 13 - 15 bal</p> <p>4♣ splinter</p> <p>4♦ preemptive</p>	
<p>1♥ 1♠ 6+ pts, 4+ spades</p> <p>1NT 6-12, forcing</p> <p>2♣ GF, natural</p> <p>2♦ GF, natural</p> <p>other</p>	<p>2♥ 6-9 pts, 3 card support</p> <p>2♠ 3-7 pts, 6 card suit</p> <p>2NT GF, 4 card support</p> <p>3♣ 7-10 pts, 4 card support</p>	<p>3♦ limit raise, 4 card support</p> <p>3♥ 0-6 pts, 4 card suit</p> <p>3♠ GF, splinter</p> <p>3NT 13-15 pts, bal</p>	
<p>1♥ 1NT 6-12, forcing</p> <p>2♣ GF, natural</p> <p>2♦ GF, natural</p> <p>2♥ GF, natural</p> <p>other</p>	<p>2♠ 6-9 pts, 3 card support</p> <p>2NT GF, 4 card support</p> <p>3♣ 7-10 pts, 4 card support</p> <p>3♦ limit raise, 4 card support</p>	<p>3♥ mini splinter</p> <p>3♠ 0-6 pts, 4 card support</p> <p>3NT 13-15 pts, bal</p> <p>4♣ splinter</p>	
<p>1NT 3♣ asks for 5 card major</p> <p>3♦ minor suit stayman</p> <p>3♥ 3145 or 3154 shape</p> <p>other 3D response to 3C puppett just denies a 5 card major</p>	<p>3♠ 1345 or 1354 shape</p> <p>3NT To play</p> <p>4♣ Gerber</p>	<p>4♦ transfer to hearts</p> <p>4♥ transfer to spades</p> <p>4♠ to play</p>	
<p>2♣ 2♦ 9+ points</p> <p>2♥ 0-4 points</p> <p>2♠ 5-8 points, 5 card suit</p> <p>other</p>	<p>2NT 5-8 pts, balanced</p> <p>3♣ 5-8 pts, 5 card suit</p> <p>3♦ 5-8 pts, 5 card suit</p>	<p>3♥ 5-8, 5 card suit</p> <p>3♠</p> <p>3NT</p>	
<p>2♦ 2♥ relay limited values</p> <p>2♠ hearts, preemptive or inv</p> <p>2NT 14+ pts</p> <p>other</p>	<p>3♣ Natural and NF</p> <p>3♦ 5-14 pts, 3/3 majors</p> <p>3♥ 5-14pts, 4S/3H</p>	<p>3♠ 5-14 pts, 4H/3S</p> <p>3NT 5-10 pts, 4/4 majors,</p> <p>4♣</p>	

Notes

<p>2♥ 2♠ Natural, NF</p> <p>2NT 14+ pts</p> <p>3♣ To play</p> <p>other</p>	<p>3♦ Natural, to play</p> <p>3♥ Natural, to play</p> <p>3♠ Splinter</p>	<p>3NT Natural, to play</p> <p>4♣ Splinter</p> <p>4♥ Natural, to play</p>	
<p>2♠ 2NT 14+ pts</p> <p>3♣ To play</p> <p>3♦ Natural, to play</p> <p>other</p>	<p>3♥ Natural, to play</p> <p>3♠ Natural, to play</p> <p>3NT Natural, to play</p>	<p>4♣ Splinter</p> <p>4♥ Splinter</p> <p>4♠ Natural to play</p>	
<p>2NT 3♣ Puppet</p> <p>3♦ Transfer to hearts</p> <p>3♥ Transfer to spades</p> <p>other</p>	<p>3♠ Minor suit stayman</p> <p>3NT To play</p> <p>4♣ Gerber</p>	<p>4♦ Suit set slam try</p> <p>4♥ Natural, to play</p> <p>4♠ Natural, to play</p>	

9. CONVENTIONS

Unusual NT: Lower 2 unbid suits

4th Suit Forcing One round Off

Game force Yes

NT Checkback Off Priorities:

Defence to 3NT opening X = penalties, natural overcalls

Defence to Opening Twos X = takeout, 2NT = 15-18, other bids natural

Multi 2♦ X = 16+ pts, 2NT = 15-18, other bids natural

RCO style 2-s X = takeout, 2NT = 15-18, other bids natural

Other 2-s X = takeout, 2NT = 15-18, other bids natural

Defence x = majors, 1NT+ minors, 1D = D + a major to weak jumps

strong 2C, 2D, 2H, 2S natural

♣

Over 1NT Interference lebensohl

Lebensohl - other uses Used when responding to a double over a 2 level bid

Take out of 4 level pre-empts

4♥ X = takeout

4♠ X = takeout, 4NT 2 suiter

10. OTHER NOTES