

4. BASIC RESPONSES

Jump raises - minors	weak 6-9 HCP	Other:
Jump raises - Majors	weak 0-6 HCP	Other:
Jump shifts after minor opening	over 1♦ weak 6+ suit 3-6, over 1♣ 2♦=6+♥/♠ 3-7, 2♥/♠=6+ suit 8-9(1♠)	
Jump shifts after Major opening	Supt, 2NT=GF, 3♣=6-9, 3♦=10-11, 2♠/3♥ over 1♥/♠=10-11 3 cd supt	
Responses to strong 2 suit open.	2♦=8+ HCP, 2♥=0-4 HCP, suit bids = 5+ suit, 5-7 HCP	
Responses to 2NT opening	3♣ Puppet, 3♦/♥ TRF → ♥/♠, 3♠=minor(s), 4♣ Ace Ask, 4♦/♥=S/T TRF	

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Attitude K-Count	Overlead, A-Attitude K-Count
Four or more with an honour	Attitude	Attitude
From 4 small	Reverse attitude	Reverse attitude
From 3 cards (no honour)		
In partner's suit	Attitude if supported, otherwise 3rd	Attitude if supported, otherwise 3rd
Discards	Low Encourage	Low Encourage
Count	Low-High = Even	Low-High = Even
Signal on partner's lead:	Low Encourage	Low Encourage
Signal on declarer's lead:	Reverse count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 14,30 4♣ Gerber when? Over NT, 14,30,2

Slam Notes Exclusion key card

Cue Bids 1st or 2nd below game

Asking Bids asking for hold in NT

7. OTHER CONVENTIONS

Minorwood	Lightner doubles
Lebensohl	Long suit trials

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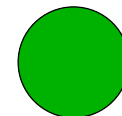
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New Zealand Bridge



Nos. / NAMES & SYSTEM

20626 / Glenis Palmer

3979 / Linda Cartner

Basic System: 2 over 1 Standard

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning

Canape

1♣ 11+, 2 1♥ 11+, 5

1♦ 11+, 4 1♠ 11+, 5

1NT (14)15-17, may be off-shape may contain 5 card Major

1NT Responses 2♣ Stayman or invitational Other:
 2♦ TRF → 2♥ 2♠ TRF → 3♣
 2♥ TRF → 2♠ 2NT TRF → 3♦
 other 3♣ Puppet, 3♦ minors, 3♥/♠=natural S/T, 4♣ Ace Ask, 4♦/♥=weak in ♥/♠

2♣ GF, or 8+ Playing tricks in Major, or 24+ HCP balanced

2♦ Weak Major, or 22-23 HCP balanced

2♥ 5♥ / 4+ minor 6-10 HCP non vul, 5♥ / 5+ minor 6-10 HCP vul

2♠ 5♠ / 4+ minor 6-10 HCP non vul, 5♠ / 5+ minor 6-10 HCP vul

2NT 20-21 HCP balanced 3NT Gambling

other 4NT = minors 6/5 8-13HCP

2. PRE-ALERTS

Transfer responses to 1♣

Inverted minors

Bergen raises

2♦ 2 way multi

2♥/♠ Weak Major/minor

Leaping & non-leaping Michaels Cue Bids

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♥ Jump overcalls Variable (weak not vul, Intermediate vul)

Responsive doubles through Unusual NT 2 lowest suits

1NT overcall - immediate 15-18 HCP Immediate cue of minor Majors

1NT overcall - re-opening 14-17 HCP Immediate cue of Major Other Major + minor

Over weak twos X=T/O, 2NT=16-18 HCP Over opening threes X=T/O, min Cue=M, 4♣/♦=m+M

Over opponent's 1NT 2♣=Majors, 2♦=6 cd Major, 2♥=♥+minor, 2♠=♠+minor, 2NT=minors

or strong 2 suiter, 3m=intermediate, 3M=Preemptive, 4 level minor = mM, X=PEN

If NT is weak X=PEN

