



New Zealand Bridge

STANDARD SYSTEM CARD

NZB Nos. 46311 Matthew McManus
 & Names: 23133 Michael Ware

Basic System: **Standard (3rd/4th seats only)**

Brown Sticker Classification: Green Blue Red Yellow
 Describe strength, min.length, or specific meaning Canapé

1. OPENING BIDS

- 1♣ 10-19, 2+♣ 1♥ 10-19, 5+♥
- 1♦ 10-19, 4+♦ 1♠ 10-19, 5+♠
- 1NT 15-17 may contain 5 card Major

1NT Responses	2♣ Stayman
2♦ Transfer	♥ 2♠ ART, Invite+
2♥ Transfer	♠ 2NT 5 card Stayman

(Db) XX strong, bid nat, Pass semi-forcing other 3m = nat to play; 3M = 4oM GF

- 2♣ GF or 23-24 bal
 - 2♦ 5-9, 5 or 6 ♦ 4th seat: 10-12 5+♥/5+♠
 - 2♥ 5-9, 5 or 6 ♥ 4th seat: 10-12, 6♥
 - 2♠ 5-9, 5 or 6 ♠ 4th seat: 10-12, 6♠
 - 2NT 20-22 bal 3NT 4 level m pre-empt
- other 4♣/♦ = 8-9 playing tricks in ♥/♠, good suit

2. PRE-ALERTS

Strong Club in 1st/2nd seat (other card)
 1NT overcall = 15-18 or weak 1 or 2 suited X of 1NT in 4th seat = 2 suits or strong
 Michael's/Unusual 2NT are constructive

3. COMPETITIVE BIDS / OVERCALLS

Doubles mainly t/o Negative DBL thru 4♥
 support doubles Responsive DBL thru 4♥
 Jump overcalls weak - except 3♣ (2 suited rank) Unusual NT 2 suits same colour (const)
 1NT overcall: (immediate) 15-18 or Comic (re-opening) 11-14(15)
 Immediate cue: (minor) 2♣=♦+♠, 2♦=♣+♥ (Major) 2♥=♦+♠, 2♠=♣+♥
Over: Weak Twos cue=4oM/6m; 4m=5m+5♣ Opening Threes 4m=5m/5M
 Opponent's transfers meaning dependent
 Opponent's 1NT X=Strong; 2♣=♥+♠; 2♦=weak M; 2M = nat constructive
 4th seat: X = 10+ any two suits or any 17(18)+; suits = nat

4. BASIC RESPONSES

Jump raises - minors Pre-emptive
 Jump raises - Majors Pre-emptive
 Jump shifts after minor opening (7)8-9(10), 6M+4oM, jump om = limit raise
 Jump shifts after Major opening Bergen style
 Responses to strong 2 suit open. 2♦ = 3+ HCP, 2♥ = 0-4, denies A or K, 2♠=nat, 2NT=♥
 Responses to 2NT opening 5 card stayman, transfers, minor suit stayman

5. PLAY CONVENTIONS

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

Leads Sequences: Overlead, but A(Q)-Att, K-Count K for unblock
 Four or more with an honour 3rd/low attitude
 From 4 small 3rd attitude
 From 3 cards (no honour) low top
 In partner's suit 3rd/low, top from 3 if raised attitude
Discards odd=enc, even=rev count
Count reverse original
Signal on partner's lead: rev count (except AQ leads) rev att (except K leads)
Signal on declarer's lead: Std Smith Peters, rev count, Std suit preference (trumps)

6. SLAM CONVENTIONS

4NT: Blackwood RKC 1430 4♣ Gerber
 Asking Bids Cue Bids 1st/2nd 3014 after 3 level openings and Exclusion

7. OTHER CONVENTIONS

short suit trials
 Leaping and non-leaping Michael's

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣	1♦	5-10, 4+♦	2♦	10-11, 5+♣	3♦
1♥	1♥	5-10, 4+♥	2♥	(7)8-9(10), 6♥+4♠	3♥
1♠	2♠	5-10, 4+♠	2♠	(7)8-9(10), 6♠+4♥	3♠
1NT	2NT	6-9	2NT		3NT
2♣	3♣	5-9, 5+♣	3♣	0-5, 5+♣	4♣
other					
1♦	2♥	5-10, 4+♥	2♥	(7)8-9(10), 6♥+4♠	3♥
1♠	2♠	5-10, 4+♠	2♠	(7)8-9(10), 6♠+4♥	3♠
1NT	2NT	6-9	2NT		3NT
2♣	3♣	(6)7-10, 5+♣	3♣	10-11, 4+♦	4♣
2♦	3♦	5-9, 4+♦	3♦	0-5, 5+♦	4♦
other					
1♥	2♥	5-10, 4+♥	2♥	5-8, 3♥	3♦
1NT	2♠	6-9, could have long ♣	2♠	(5)6-9, 4♥+ singleton	3♥
2♣	2NT	8-10, 3♥	2NT	GF raise	3♥
2♦	3♣	(6)8-10, 5+♦	3♣	9-11, 4♥	3♠
other					3NT
1♠	2♠	6-9, could have long ♣	2♠	5-8, 3♠	3♥
2♣	2NT	8-10, 3♠	2NT	(5)6-9, 4♠+ singleton	3♠
2♦	3♣	(6)8-10, 5+♦	3♣	GF raise	3NT
2♥	3♦	(6)8-10, 5+♥	3♦	9-11, 4♠	4♣
other					splinter
1NT	3♠	weak, to play	3♠	4♥, GF <4♠	4♦
3♦	3NT	weak, to play	3NT	to play	4♥
3♥	4♣	4♠, GF <4♥	4♣	transfer ♥	4♠
other					to play
2♣	2♦	3+ HCP, waiting	2NT	7+, 6+♥ goodish suit	3♥
2♥	3♠	0-4, no A or K	3♠	7+, 6+♠ goodish suit	3♠
2♠	3♦	7+, 5+♠ goodish suit	3♦	7+, 6+♦ goodish suit	3NT
other					any solid suit
2♦	2♥	nat, NF or lead direct	3♣	♦ raise (♦A or K)	3♠
2♠	3♦	nat, NF or lead direct	3♦	♦ raise (no ♦A or K)	3NT
2NT	3♥	♣, NF or lead direct	3♥	splinter	4♣
other					splinter

Notes

2♥	2♠	nat NF or lead direct	3♦	♥ raise (♥A or K)	3NT	to play
2NT	3♣	♣, NF or lead direct	3♥	♥ raise (no ♥A or K)	4♣	splinter
3♣	3♦	♦, NF or lead direct	3♠	splinter	4♥	splinter
other						
2♠	2NT	♣, NF or lead direct	3♥	♠ raise (♠A or K)	4♣	splinter
3♣	3♠	♦, NF or lead direct	3♠	♠ raise (no ♠A or K)	4♥	splinter
3♦	3♥	♥, NF or lead direct	3NT	to play	4♠	splinter
other						
2NT	2♠	5 card Stayman	3♠	minor suit Stayman	4♦	nat, slam try
3♦	3♥	transfer ♥	3NT	to play	4♥	nat, mild slam try NF
3♥	3♥	transfer ♠	4♣	nat, slam try	4♠	nat, mild slam try NF
other		4NT = quantitative (4NT after other bid is RKCB)				

9. CONVENTIONS

Unusual NT: Constructive 5+/5+ two suits of the same colour

4th Suit Forcing One round Game force

NT Checkback Priorities:

Defence to 3NT opening 4♣/♦ = takeout with longer/better ♥/♠

Defence to Opening Twos

Multi 2♦ X = 16+, next double = t/o

RCO style 2-s X = t/o

Other 2-s X = t/o

Defence (1♣) : (1♠) : = 15+, 1♦ = ♦ or ♥♠, 1♥ = ♥ or ♠+♣, 1♠ = ♠ or ♣+♦

to 1NT = odd suits, 2♣ = ♣ or ♦+♥, others = nat, weak

strong (2♣) : (2♠) : X = ♣, others same as over 1♣ up one level

1♣ / 2♣

Over 1NT Interference Transfer Lebensohl

Lebensohl - other uses After X of weak twos

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X 4♠ X/4NT

10. OTHER NOTES

After our 3 level opening, new suit is asking about holding in the suit - may not be natural

3♠ - 4♦ and 3♦/♥/♠ - 4♣ - 1st step is bad hand, 2nd step+ is RKCB (3014)