



Systems for Junior and Intermediate Tournaments

The following short summary has been prepared to assist Junior and Intermediate grade players with regard to the basic requirements and treatments approved to be incorporated within systems proposed to be played at tournaments approved by NZ Bridge to be restricted to such players. For more extended detail, refer to the NZ Bridge Systems Policy (pages D41–D49 of the 2020 NZ Bridge Manual).

Opening Bids

Call	Treatment allowed at both levels	Allowed at Intermediate but not Junior
1♣	Minimum suit length ¹ , 2 cards; opening strength ²	
	Simple Precision, with no relay or artificial responses other than the negative 1♦ response	Precision style (strong ³ ; forcing; any distribution); may include relay or artificial responses
1♦	Minimum suit length, 3 cards; opening strength Precision style (opening strength; any distribution)	
1♥ 1♠	Minimum suit length, 4 cards; opening strength	
1NT	Balanced; 11+ HCP	
2♣	Very strong ⁴ ; forcing; any distribution	Multi-style; weak ⁵ with 6-card major; with or without strong option(s)
	Opening strength; minimum suit length, 5 cards (Precision style)	
2♦	Very strong; forcing; any distribution	Multi-style; weak with 6-card major; with or without strong option(s)
	Opening strength; minimum suit length, 5 cards	Precision style (opening strength; 3-suited with shortage in diamonds)
	Weak; minimum suit length, 6 cards	
2♥ 2♠	Strong; minimum suit length, 4 cards	Weak with 5+ cards in suit and 4+ cards in another suit (which may be unspecified)
	Weak; minimum suit length, 6 cards	
2NT	Balanced; 20+ HCP	Weak with length in minor suit(s)
3NT	Very strong or "gambling" (with long minor suit)	
Suit bid, 3+ level	May be weak; minimum suit length, 6 cards	May specify a suit that is different from the suit named in the bid (i.e. a transfer bid)

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Notes

"Precision" may also include any convention / treatment that is allowed to be played at this level with a natural system.

¹ Unless otherwise noted, the suit to which the "minimum length" applies must be the suit named in the bid.

For the purposes of these tables, the following definitions of strength apply.

² "Opening strength": At least 11 high-card points (HCP) or equivalent with allowance for distribution (for which the guideline is: *add one point for every card after the eighth in the two longest suits*).

³ "Strong": At least 16 HCP or equivalent.

⁴ "Very strong": At least 19 HCP or equivalent.

⁵ "Weak": Less than opening strength.

Responses to Opening Bids

Treatment allowed at both levels	Allowed at Intermediate but not Junior
Any artificial negative response to forcing opening, including "impossible" 1♦ response to Precision 1♣	
Artificial forcing responses promising trump support (e.g. 2NT, splinter bids)	
Stayman or Baron responses to NT bids, including modified forms	
Transfer or range-finder responses to NT bids	
2NT enquiry response to weak 2-suit opening	Enquiry response to Multi 2-suit opening
2♦ enquiry response to Precision 2♣ opening	Enquiry response to Precision 2♦ (with diamond shortage) opening

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Calls over Opponents' Natural 1-Suit Opening

Treatment allowed at both levels	Allowed at Intermediate but not Junior
Any suit bid that promises 4+ cards in the suit	
Cue bid showing a very strong hand	
Bid (including a cue bid) showing 2 suits (5+/5+), at least one specified; must be either "weak only" or "strong only"	Artificial bid showing 2 suits, at least one specified; strength may be variable
Jump cue bid asking partner to bid 3NT with a stopper in that suit	

Others

Treatment allowed at both levels	Allowed at Intermediate but not Junior
Any defence to opponents' 1NT opening	
Any defence to opponents' artificial forcing opening	
Any meaning of double in any sequence	
Any ace-asking bids (including RKCB) and responses	
Any treatment for a cue bid made after the first bid by one's own side	