

4. BASIC RESPONSES

| | | |
|----------------------------------|---|----------|
| Jump raises - minors | Inverted | Other: - |
| Jump raises - Majors | Limit 10-12 | Other: |
| Jump shifts after minor opening | 1m-2M = 6+ card major, 3-7 HCP | |
| Jump shifts after Major opening | all are raises | |
| Responses to strong 2 suit open. | | |
| Responses to 2NT opening | 3♣ = Puppet Stayman, 3♦/3♥ = transfers 3♠ = 5♠ and 4♥ | |

5. PLAY CONVENTIONS Show priorities

| | Versus Suit (or both) | Versus NoTrump (if different) |
|-----------------------------------|------------------------------|---------------------------------------|
| Leads Sequences: | Overlead except AKQ or AKJ | AQT=good suit, KJ9 searching attitude |
| Four or more with an honour | 3rd even/Low odd | |
| From 4 small | 3rd highest | |
| From 3 cards (no honour) | Bottom | |
| In partner's suit | same as above* | top from even small (10 highest)* |
| Discards | Low Encourage | |
| Count | Low-High = Even | |
| Signal on partner's lead: | Natural att | |
| Signal on declarer's lead: | Reverse count or Smith Peter | |

Notes Subsequent leads - reverse attitude NT, reverse count for suit

If singleton in dummy, show suit preference regardless of lead

*top from even small (10 highest) when shown length

6. SLAM CONVENTIONS

| | | |
|--|--|--|
| 4NT: Blackwood <input type="checkbox"/> | RKCB 3041 | 4♣ Gerber <input checked="" type="checkbox"/> when? After 1nt opener |
| Slam Notes | minorwood, splinterwood, balsawood, Bidenwood, majorwood, exclusion kc | |
| Cue Bids <input checked="" type="checkbox"/> | first or second round controls, frequent last train | |
| Asking Bids <input type="checkbox"/> | | |

7. OTHER CONVENTIONS

| | |
|---|--|
| P0D1/P0R1 0or2or4 1or3or5 | DONT escape from 1NTX: XX = single-suited |
| 5NT pick a slam | (then 2♣ = pass or correct), suit = 2-suited |
| Major raises (on after X, off after overcall) | (that suit and a higher, at least 4/4) |
| Long suit game tries - looking for help | - |

After we double opp's 1NT and they bid a suit at the 2-level, all doubles are takeout

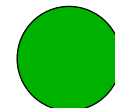
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New Zealand Bridge



Nos. / NAMES & SYSTEM

11261 / Malcolm Mayer

37757 / Pam Livingston

Basic System: ACOL Rev5
 Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 4+♣, 11-20 HCP 1♥ 4+♥, 11-20 HCP

1♦ 4+♦, 11-20 HCP 1♠ 4+♠, 11-20 HCP

1NT (11)12-14, balanced (10)11-13 at favourable may contain 5 card Major

| | | |
|---|---|--------|
| 1NT Responses | 2♣ Stayman | Other: |
| 2♦ 5+♥ (superaccept next step, then retrans | 2♠ RF 2nt min 3c max then 3d asks 5M (S/T) | |
| 2♥ 5+♠ or int suit 'maybe' | 2NT m wk or str forces 3♣ thenen 3M tied m, | |
| other 3c = puppet, 3d = nat inv, 3M = slam int quality suit | {3nt both m, 4c both m S//T | |

2♣ GF or 22-24+bal/semibal

2♦ weak 2 either major

2♥ 5♥/4+ minor, (5)6-9 HCP

2♠ 5♠/4+ minor, (5)6-9 HCP

2NT 20-22 bal./semibal. (Puppet Stayman) 3NT gambling in any suit

other 4NT both minors

2. PRE-ALERTS

Leaping and non-leaping Micheals Transfers over 1c opener

Comic 1NT overcall (standard or

weak jump type) 0-18 (19) opp passed hand

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♥ Jump overcalls intermediate except minor over minor

Responsive doubles through Unusual NT 5+/5+ lowest unbid suits, constr(+)

1NT overcall - immediate 15-18, system on Immediate cue of minor 5+♠/5+ another, constr (+)

1NT overcall - re-opening 11-15 system on Immediate cue of Major 5+ other major/5+ minor, constr(+)

Over weak twos nat., 2NT = 15-18 Over opening threes 3♣-4♣ = both majors

Over opponent's 1NT X = 4+M and 5+m

2♣ = 4+/4+majors 2♦ any suit 14+ then 2M p/c and 2nt at least invite in M.

2M nat 11-13. 2NT any good 5/5 3x preempt.

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

| | | |
|--|--------------------------------|----------------------|
| 1♣ 1♦ 4+♥, 3+ HCP | 2♦ 4/5M4-7 or 14+6+♦ | 3♦ splinter 14+ |
| 1♥ 4+♠, 3+HCP | 2♥ 6+♥, 3-7 HCP | 3♥ splinter 14+ |
| 1♠ 4+♦, 6+ HCP | 2♠ 6+♠, 3-7 HCP | 3♠ splinter 14+ |
| 1NT 4+♣, 8-13 HCP | 2NT 4+♣ GF | 3NT to play |
| 2♣ 4+♣, 8-13 HCP | 3♣ 4+♣, 6-7 HCP | 4♣ minorwood |
| other - | | |
| 1♦ 1♥ 4+♥, 6+ HCP | 2♥ 6+♥, 3-7 HCP | 3♥ splinter 14+ |
| 1♠ 4+♠, 6+ HCP | 2♠ 6+♠, 3-7 HCP | 3♠ splinter 14+ |
| 1NT 6-9 HCP | 2NT 4+♦, GF | 3NT to play |
| 2♣ 4+♣, 10+ HCP | 3♣ 4+♦, 8-9 HCP | 4♣ splinter 14+ |
| 2♦ 4/5M4-7 or 4+♦(8or9)-13 | 3♦ 4+♦, 6-7 HCP | 4♦ minorwood |
| other - | | |
| 1♥ 1♠ 4+♠, 6+ HCP | 2♥ 3(4)♥, 5-9 HCP | 3♦ 4♥, min gf spl |
| 1NT 6-9 HCP | 2♠ 4♥ inv any spl | 3♥ 4♥, inv bal |
| 2♣ 4+♣, 10+ HCP* | 2NT 4♥, gf bal | 3♠ splinter 14+ |
| 2♦ 4+♦, 10+ HCP | 3♣ 4♥, 6-9 HCP/ 8 loser | 3NT ♦ splinter 14+ |
| other *Drury by passed hand (can be a balanced invite with less than 3♥) | | |
| 1♠ 1NT 6-9 HCP | 2♠ 3(4)♠, 6-9 HCP | 3♥ 4♠, min gf spl |
| 2♣ 4+♣, 10+ HCP* | 2NT 4♠ inv any spl | 3♠ 4♠, inv bal |
| 2♦ 4+♦, 10+ HCP | 3♣ 4♠, gf bal | 3NT ♥ splinter 14+ |
| 2♥ 5+♥, 10+ HCP | 3♦ 4♠, 6-9 HCP/ 8 loser | 4♣ splinter 14+ |
| other *Drury by passed hand (can be a balanced invite with less than 3♠) | | |
| 1NT 3♣ puppet | 3♠ slam inv | 4♦ - |
| 3♦ 6♦, inv | 3NT to play | 4♥ to play |
| 3♥ slam inv, needs ♥ hono | 4♣ gerber | 4♠ to play |
| other - | | |
| 2♣ 2♦ waiting-can be good | 2NT - | 3♥ playable opp void |
| 2♥ 5+♥ 7+ hcp | 3♣ 6+♣ 8+ hcp good suit | 3♠ playable opp void |
| 2♠ 5+♠ 8+ hcp good suit | 3♦ 6+♦ 8+ hcp good suit | 3NT |
| other 2♣-2♦-3M = suit set | 2♣ 2♦ 2♥ Kokish = 25+bal or ♥ | |
| 2♦ 2♥ NF relay, 0-13 HCP | 3♣ dist gt then * or jump to ♠ | 3♠ p/c |
| 2♠ p/c | 3♦ gf - bid OM please | 3NT to play |
| 2NT forcing, 14+ HCP then * | 3♥ p/c | 4♣ |
| other 4M to play After 2d 2nt 3c 3d = gf opener chooses to bid game or xfer at 3 level | | |

Notes *(3♣= sub minimum) 3♦=poor with ♥, 3♥=poor with ♠, 3♠=good with ♥, 3nt=good with ♠, After 2♦-2nt-3♣; 3♦ asks which suit.

| | | |
|--|----------------|--------------|
| 2♥ 2♠ nat forcing | 3♦ | 3NT to play |
| 2NT forcing, 14+ HCP | 3♥ pre-emptive | 4♣ |
| 3♣ pass or correct | 3♠ | 4♥ to play |
| other after 2♥-2NT: 3♣ = min with ♣, 3♦ = min with ♦, 3♥ = max with ♣, 3♠ = max with ♦ | | |
| 2♠ 2NT forcing, 14+ HCP | 3♥ nat forcing | 4♣ |
| 3♣ pass or correct | 3♠ pre-emptive | 4♥ |
| 3♦ | 3NT to play | 4♠ to play |
| other after 2♠-2NT: 3♣ = min with ♣, 3♦ = min with ♦, 3♥ = max with ♣, 3♠ = max with ♦ | | |
| 2NT 3♣ Puppet Stayman | 3♠ 5♠ + 4♥ | 4♦ minorwood |
| 3♦ 5+♥ | 3NT to play | 4♥ to play |
| 3♥ 5+♠ | 4♣ minorwood | 4♠ to play |
| other - | | |

9. CONVENTIONS

| | |
|---|--|
| Unusual NT: Lower 2 unbid suits | Constr (+) |
| 4th Suit Forcing One round <input checked="" type="checkbox"/> | gf at 3 level <input type="checkbox"/> Game force <input checked="" type="checkbox"/> |
| NT Checkback <input checked="" type="checkbox"/> | Priorities: - |
| Defence to 3NT opening | x values 4c both M better ♥ 4d both M better ♠ |
| Defence to Opening Twos | 2NT = 15-18 (system on, Puppet Stayman) |
| Multi 2♦ | x = t/o of ♥, 2♥ t/o ♠ |
| RCO style 2-s | 2NT = 15-18 (Puppet S.) |
| Other 2-s | |
| Defence to | x = takeout of clubs (majors), 1nt = 4+!M and 5+m 2c is cue raise (2d for P 1d opener) |
| strong | After (1c) 1M (x or bid) we play transfers starting at 1nt=>2c |
| ♣ | - |

| | | |
|--------------------------------------|--------------------|------|
| Over 1NT Interference | rubinsohl | FASS |
| Lebensohl - other uses | multi 2, opening 2 | |
| Take out of 4 level pre-empts | 4♣/4♦ | x |
| 4♥ x | 4♠ | 4nt |

10. OTHER NOTES

| |
|---|
| 1NT rebid = 11-17 HCP either (14)15-17 or suit between if 11-13 |
| - |
| - |
| - |
| 1♣-1♦-1♥-2♠ = 4th suit forcing |
| - |
| 2d/h/s (x) xx shows own suit |