

4. BASIC RESPONSES

Jump raises - minor:	Limit 6-9	Other:	
Jump raises - major:	Pre-empt	Other:	0-5 pts
Jump shifts after minor opening:			
Jump shifts after major opening:			
Response to strong 2NT opening:	Puppet Stayman and Transfers apply		

5. PLAY CONVENTIONS

Show priorities	versus a suit and NT	versus NT (if different)
LEADS - Sequences	Overlead all	
- 4 or more with an honour	3rd/Low	4th Highest
- from 4 small:	3rd Highest	Other (see Note #3)
- from 3 small:	Low	Top
- in partner's suit:	Same as above	3rds
DISCARDS	Low encouraging	
COUNT	High-Low = Even	
SIGNALS - on partner's lead	Low encouraging	
- on Declarer's lead	Normal Count	

Note #1: Leads are 3ths and 5th against a suit contract.

Note #2: Leads are 4ths against NT.

Note #3: Attitude style

Note #4:

Note #5:

6. SLAM CONVENTIONS

4NT:	Blackwood	Not used
	RKC	1430 etc
4♣:	Gerber	0 or 4 123

Over 1NT, 2NT or 2C ope

Slam Notes:

Cue Bids: 1st or 2nd round control

Asking Bids: Queen ask

7. OTHER CONVENTIONS

Jacoby 2NT	
Bergen Raises	
Inverted Minors	

NZBridge

2 over 1 System card for: Kinga Hajmasi & Candice Smith Printed on: 16 Jan 2024



NZBridge



NAMES - NZB NUMBER - SYSTEM

Names:	Kinga Hajmasi	Candice Smith
NZB No:	21456	43998
Basic System:	2 over 1	
Classification:	Green	Brown Sticker <input type="checkbox"/>

1. OPENING BIDS

Describe Strength, minimum length and/or specific meaning

1♣	2+ clubs 11+ pts	Canape <input type="checkbox"/>	
1♦	4+ diamonds 11+ pts		
1♥	5+ Hearts 11+ pts	1♠ 5+ Spades 11+ pts	
1NT	15-17	1NT may contain a 5 card major	
<i>Responses To 1NT</i>	2♣	Simple stayman	
	2♦	Transfer to H	2♠ Rangefinder or Xfer to C
	2♥	Transfer to S	2NT Xfer to D
	3♣/♦	3C is Puppet Stayman	
	Other:	3D, 3H, 3S - slam interest	
2♣	Game Forcing or 23+ balanced		
2♦	6 Card Major, 2-7 HCP		
2♥	6 Hearts, 8-10 HCP		
2♠	6 Spades, 8-10 HCP		
2NT	20-22 HCP	3NT Gambling	

2. PRE ALERTS

3. COMPETITIVE BIDS & OVERCALLS

Neg Doubles to	4H	Jump Overcalls:	Weak
Responsive Doubles to	4H	Unusual NT:	Minors
1NT Overcall - immediate	15-18	Immediate cue of a minor:	Both majors
1NT Overcall - re-opening	15-18	Immediate cue of a major:	Other major / minor
Over Opp's 1NT:	Landy	Over weak 2's:	X = takeout, suit natural
		Over weak 3's:	X = takeout, suit natural

8. RESPONSES TO OPENING BIDS

1♣	1♦ 4+	2♦ 6+ 0-5 HCP	3♦ 7+ - 0-5
	1♥ 4+	2♥ 6+ 0-5 HCP	3♥ 7+ - 0-5
	1♠ 4+	2♠ 6+ 0-5 HCP	3♠ 7+ - 0-5
	1NT 6-12 HCP	2NT 10-12 HCP	3NT To Play
	2♣ 10+, 4+ clubs	3♣ 6-9, 5+ clubs	
Other			
1♦	1♥ 4+	2♥ 6+ 0-5 HCP	3♥ 7+ - 0-5
	1♠ 4+	2♠ 6+ 0-5 HCP	3♠ 7+ - 0-5
	1NT 6-12 HCP	2NT 10-12	3NT To Play
	2♣ 4+ Game Force	3♣ 6+ 0-5 HCP	
	2♦ 10+, 4+ diamonds	3♦ 6-9, 4+ diamonds	
Other			
1♥	1♠ 4+	2♥ 3 hearts, 6-9	3♦ 4 hearts, 10-12
	1NT 6-12 HCP	2♠ 3 hearts, 10-12	3♥ 4 hearts, 0-5
	2♣ 2+ Game Force	2NT Jacoby	3♠ Shortage
	2♦ 5+ Game Force	3♣ 4 hearts, 6-9	3NT To Play
	Other		
1♠	1NT 6-12 HCP	2♠ 3 spades, 6-9	3♥ 3 spades, 10-12
	2♣ 2+ Game Force	2NT Jacoby	3♠ 4 spades, 0-5
	2♦ 5+ Game Force	3♣ 4 spades, 6-9	3NT To Play
	2♥ 5+ Game Force	3♦ 4 spades, 10-12	
	Other		
1NT 15-17	3♣ Puppet Stayman	3♠ 6 S's slam interest	4♦
	3♦ 6 D's slam interest	3NT To play	4♥ To Play
	3♥ 6 H's slam interest	4♣ Gerber	4♠ To Play
	Other 4NT quantitative		
2♣	2♦ Weak or waiting	2NT 8+ balanced	3♥ Suit Set
	2♥ 8+ HCP, 5+ hearts	3♣ 8+ 5+ C's	3♠ Suit Set
	2♠ 8+ HCP, 5+ spades	3♦ 8+ 5+ D's	3NT To Play
	Other		
2♦	2♥ Relay	3♣ To play	3♠ To play
	2♠ Better H's	3♦ To play	3NT To Play
	2NT 18+ / Interest 4M	3♥ Pass or correct	
	Other		
2♥	2♠ To play	3♦ To play	3NT To Play
	2NT 15+	3♥ 3 card support NF	
	3♣ To play	3♠	
	Other		

Notes

2♠	2NT 15+	3♦ To Play	3♠ 3 card support NF
	3♣ To Play	3♥ To Play	3NT To Play
Other			
2NT	3♣ Puppet Stayman	3♥ Transfer to S's	3NT To play
	3♦ Transfer to H's	3♠ Minor Stayman	
	Other 4C Gerber, 4NT quantitative		

9. CONVENTIONS

Unusual NT:	Minors
4th Suit Forcing:	Game forcing
Checkback Stayman:	Yes XY checkback
Defence to 3NT opening:	X = takeout
Defence to Opening 3's:	X = takeout
Defence to Opening 2's:	X = takeout
Defence to Multi 2's:	Immediate X = 14+, 2NT is 15-18
Defence to 2 suiter openers:	Over 2NT both minors, X = strong bal, cue pref H or S
Defence to other 2 openers:	2NT strong bal / X takeout
Defence to strong 1♣ :	X = majors, 1NT = minors, weak jumps
Takeout of 4-level preempts:	4♣/♦ X = both majors
	4♥ X = spades and another, 4NT = minors
	4♠ X = Penalty, 4NT 2 places to play
Defence after our 1NTX:	XX = transfer to C, other suits are transfers
After interference of our 1NT:	Lebensohl
Lebensohl - other uses:	Over partners double of weak 2 opening

10. OTHER NOTES