

4. BASIC RESPONSES

Jump raises – minors:	See inside card
Jump raises – Majors:	PRE
Jump shift after 1m:	2M weak
Jump shift after 1M:	ART Spine Responses (SPL/Power/Inv/Neutral/Pre)
Resp to strong 2 suit opening	
Resp to 2NT opening:	3♣: ART enquiry, 3♦/3NT: To Play, 3♥/3♠: NAT F

5. PLAY CONVENTIONS

	Versus Suit	Versus NT
Leads Sequences	Overlead/Interior	K unblock/rev count
4 or more with an honour	3 rd /5 th	Same
From 4 small	3 rd /5 th	Same
From 3 cards (no honour)	3 rd	Same
In partner's suit	as above	Same
Discards	odd= enc, even= disc	Same
Count	Reverse	Same
Signal on partner's lead:	odd= enc, even= disc, rev count	Same
Signal on declarer's lead:	rev count, std suit pref	Same

Notes:

6. SLAM CONVENTIONS

4NT: RKCB 14/30 4♣ Gerber When? Over 1NT

Slam Notes

Cue bids: 1st/2nd equally below game, generally 1st before 2nd above game

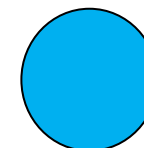
7. OTHER CONVENTIONS

1♠-1♦: 1♥: 19+HCP, 1NT: 17-19 HCP, Suit: Nat 16-18
1♠-1♠; 1NT: ENQ (then 2♣/2♦: NAT no Maj 8-10, 2♥/2♠: NAT 8-10, 2NT & 3 level: 11-13)
1♠-1♥/2♣/2♦/2♥; Accept transfer is a trump enquiry
Interference over 1♠-(X-2NT): P: 0-4 or Trap, X/XX: 5-7, Bid: NAT GF, Cue: 1 suit shown shows GF with no clear direction, Cue: 2 suits shown shows other two suits with tied pref
1NT-2♠; 2NT: Any Min, 3♣: Any Max, 1NT-2NT; 3♣: Super Accept, 3♦: Non super accept
2♦-2NT; 3♣: Min, 4/4 or 5♥, 3♦: Min 5♠, 3♥: Max 5♥, 3♠: Max 5♠, 3NT: Max 4/4
2M-2NT; New suit: SPL, 3M: Min no shortage, 3NT: Max no shortage
2NT-3♣; 3♦: Minimum NF, 3♥/3♠: Fragment F



New Zealand Bridge

25/01/2024



Annette Henry (54280)

Anne-Marie Russell (63345)

Basic System: Precision

Brown Sticker Classification Green Blue Red Yellow

1. OPENING BIDS [1]

1♠:	16+ HCP (17+ if BAL), ART F	1♥:	5+♥, 11-15 HCP
1♦:	11-15 HCP 2/3 suiter or 12-13 BAL	1♠:	5+♠, 11-15 HCP
1NT:	14-16 HCP balanced		

1NT Responses: 2♣ Stayman

2♦:	5+♥	2♠:	Range Finder or 5+♣
2♥:	5+♠	2NT:	5+♦
Other	3♣: Puppet STAY, 3♦/3♥/3♠: NAT Slam Try		

2♠:	11-15 HCP 6+♣, may have 4M		
2♦:	4-9 HCP, 4+♠ & 4+♥		
2♥:	4-9 HCP, 6♥ (occasionally 5)		
2♠:	4-9 HCP, 6♠ (occasionally 5)		
2NT:	11-15 with 6+♦ (no 4+M)	3NT:	Solid Minor, no outside A or K
Other	3+ SUIT: PRE 6+ suit		

2. PRE ALERTS

1♦:	(11) 12-13 BAL, or 11-15 any 4441	2♦:	5-9 HCP, 4+♠ & 4+♥
	or ♦ & another or ♣ & another	2NT:	11-15 with 6+♦

3. COMPETITIVE BIDS / OVERCALLS

Neg X thru:	4♥	Jump Overcalls:	6-9/9-12/12-15 fav/equal/unfav
Resp X thru:	4♥	Unusual NT:	Minors (or ♥&♠) weak or strong
1NT overcall – immediate	15-18	Immediate cue of 1m (3+)	Majors weak or strong
1NT overcall - reopening	12-15	Immediate cue of 1M	OM & m weak or strong
Over weak twos	X: T/O	Over opening threes	X: T/O
Over Opponent's 1NT:	X: PEN, 2♣: ♥ & ♠, Other: Natural, 2NT: ♣&♦		

8. RESPONSES TO OPENING BIDS

1♣	1♦	0-7 HCP	2♦	5+ ♥ GF	3♦	4144, 8+GF
	1♥	5+ ♠ GF	2♥	6+suit NF	3♥	1444, 8+GF
	1♠	BAL or 5m332, 8-13 GF	2♠	6+ suit NF	3♠	4441, 8+GF
	1NT	5+♣ GF, not 5♣332	2NT	BAL 14+GF	3NT	
	2♣	5+♦ GF, not 5♦332	3♣	4414,8+GF	4♣	
Other: Transfer after 1♣-1♦; 1♥. After 1♣-2NT; 3♣: Baron & 3♦/3♥: transfer						
1♦	1♥	NAT F	2♥	NF, 6+♥, 4-7	3♥	PRE, 6-9
	1♠	NAT F	2♠	NF, 6+♠, 4-7	3♠	PRE, 6-9
	1NT	7-11 NF, no 4+M	2NT	NAT NF INV	3NT	To play
	2♣	NAT, 11+, 1RF	3♣	PRE, 6-9	4♣	
	2♦	NAT, 11+ F to 2NT	3♦	PRE, 6-9	4♦	
Other						
1♥	1♠	NAT F	2♥	3♥, 7-10	3♦	Mixed Raise
	1NT	7-10 NF	2♠	ART INV SPL	3♥	PRE
	2♣	NAT, 1RF	2NT	GF Raise	3♠	GF SPL
	2♦	NAT, 1RF	3♣	Inv Raise	3NT	To play
Other 1♥-2♠: 2NT asks for SPL with 3♣/3♦: ♣/♦ SPL & 3♥: ♠ SPL						
1♠	1NT	5-11 NF	2♠	3♠, 7-10	3♥	Mixed Raise
	2♣	NAT, 1RF	2NT	ART INV SPL	3♠	PRE
	2♦	NAT, 1RF	3♣	GF Raise	3NT	To play
	2♥	NAT, 1RF	3♦	INV Raise	4♣	GF SPL
Other 1♠-2NT: 3♣ asks for SPL with 3♦/3♥: ♦/♥ SPL & 3♠: ♣ SPL						
1NT	3♣	Puppet STAY	3♠	Nat Slam Try	4♦	Not bid
	3♦	NAT Slam Try	3NT	To play	4♥	To play
	3♥	NAT Slam Try	4♣	Gerber	4♠	To play
Other						
2♣	2♦	Enquiry	2NT	NAT NF INV	3♥	SPL
	2♥	5+ Suit, 1RF	3♣	NAT	3♠	SPL
	2♠	5+ Suit, 1RF	3♦	NAT GF	3NT	To Play
Other 4♣: Inv, 4♦: SPL						
2♦	2♥	To play	3♣	NAT GF	3♠	PRE
	2♠	To play	3♦	NAT GF	3NT	To play
	2NT	ART Enquiry	3♥	PRE	4♣	

Notes

2♥	2♠	NAT F	3♦	NAT F	3NT	To play
	2NT	ART enquiry	3♥	To play	4♣	SPL
	3♣	NAT F	3♠	SPL	4♦	SPL
Other After X new suit NF						
2♠	2NT	ART enquiry	3♥	NAT F	4♣	SPL
	3♣	NAT F	3♠	To play	4♥	SPL
	3♦	NAT F	3NT	To play	4♠	To play
Other After X new suit NF						
2NT	3♣	ART Enquiry	3♠	NAT GF	4♦	NAT INV
	3♦	To play	3NT	To play	4♥	SPL
	3♥	NAT GF	4♣	SPL	4♠	SPL

9. CONVENTIONS

Unusual NT:	Minors (or ♥&om) Weak or strong
4th suit forcing	One round force
NT Checkback	2♣: Puppet to 2♦ (either Inv or to play 2♦), 2♦: ART GF
Defence to 3NT Opening	X values, Overcall NAT, Pass then X: T/O
Defence to Opening Twos	X: T/O with weak Lebensohl
Multi 2♦	X: T/O of ♠ or strong, 2♥: T/O of ♥, Pass then X: T/O, Others: NAT
RCO style 2s	X: T/O, Pass then X: T/O, Others: NAT
Other 2s	X: T/O, Pass then X: T/O, Others: NAT
Defence To Strong ♣	(1♠)-X: Both Majors, 1NT: Both minors
	(2♠)-X: Both Majors, 2NT: Both minors
Over 1NT Interference	X: T/O
Lebensohl - other uses	2NT: Weak (0-7) after opponents weak 2
Takeout of 4 level pre-empts	4♣/4♦ X: T/O
	4♥ X: T/O 4♠ X: values, 4NT: T/O

10. OTHER NOTES

Defence to Short Club/Precision 1♦: (< 3 card suit): X=T/O, Overcall NAT (incl 2 of their suit),
 New suit response to an overcall is F unless a passed hand
 1NT-(2♣); no change with double replacing 2♣
 1NT-(X not pen): no change (Stayman & Transfers), XX: Inv not suitable for Stayman
 1NT-(X Pen): XX: 5+suit, Bid: 2 suits touching, Pass: = forcing to XX (to play or non-touching)
 After our side opens doubles generally show shape not extras