

4. BASIC RESPONSES

Jump raises – minors:	1♣ 3♣ ART 2=2=5=4 or 1=1=7=4; 1♦ 3♦ weak long diamonds
Jump raises – Majors:	Pre-empt wide range not invitational
Jump shift after minor opening	1♦ 2Ma 8-12 6Ma; 1♦ 3♣ weak both minors; 1♣ 2♦ NAT GF 1♣ 2♥ ⁺ ART
Jump shift after Major opening	1♠ 3♣ 6-9; 3♦ 10-11; 3♥ INV three ♠; 1♥ 2♠ 6-9; 3♣ 10-11; 3♦ INV three ♥
Responses to strong 2 suit open.	N/A
Responses to 2NT opening	3♣ GF relay; 3♦ to play 3♥/♠; 3Ma INV; 3NT to play.

5. PLAY CONVENTIONS

	Versus Suit	Versus NT (if different)
Leads Sequences	Overlead	Underlead for unblock
Four or more with an honour	3 rd /5 th	
From 4 small	3 rd highest	
From 3 cards (no honour)	3 rd	
In partner's suit	3 rd /5 th (1 st /2 nd raise no honour)	
Discards	Low encourage	
Count	Low-High even	
Signal on partner's lead:	Low encourage	
Signal on declarer's lead:	Count low-high even	
Notes	High low in trumps encourages suit lead; low-high neutral or discourage	
Standard suit preference		

6. SLAM CONVENTIONS

4NT: Blackwood	RKCB	1430	4♣ Gerber <input checked="" type="checkbox"/>	Only immediately over 1NT.
Asking bids	Cue Bids		<input checked="" type="checkbox"/>	1 st /2 nd round control up-the-line
Many relays				
Splinters, Exclusion (responses 0, 1, 1 with Q, 2, 2 with Q etc)				

7. OTHER CONVENTIONS

Lebensohl – 3NT shows stopper	1♣ 1♦: 1♥ 19 ⁺ any; 1NT 17-19
Suction over Strong 1♣ – suit higher or next two	1♣ 1♦ 1♥ 1♠ 0-4 any then 1NT 20-22
Frivolous 3♠/3NT over ♥/♠ respectively	1♣ 1♦ 1♥ 1♠ 2♣ GF with 2♦ neg or waiting
Transfers after 1Ma 2NT	Many FG Symmetric Relays & ART asks/cues
(Non)-Leaping Michaels – ♥ based if ambiguity	1♣ 1nt 2♦ ~17-19 balanced.
(3Ma) 4Ma minors then 4NT Lebensohl.	2-level Negative Free bids so DBL and bid STR.
(3mi) 4mi both majors.	
(3x) 4NT good hand but weaker than 5mi.	



Jack JAMES	NZB 8483
Wayne BURROWS	NZB 38192
Basic System:	Symmetric Relay (big 1♣; ART 1♦ 0 ⁺ ; 5-card Majors; Weak 1NT;)
Brown Sticker	Classification: Green <input type="checkbox"/> Blue <input checked="" type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>

1. OPENING BIDS

1♣ 16 ⁺ hcp any shape	1♥ 11-15 hcp 5 ⁺ ♥
1♦ (10)11-15(16) 0 ⁺ ♦ - description below**.	1♠ 11-15 hcp 5 ⁺ ♠
1NT 10-13 hcp NV 1 st and 2 nd else 14-16 (4333, 4432, or 5mi332)	May contain 5 card Major <input type="checkbox"/>
1NT Responses 2♠ Stayman or GF relay	
2♦ 5 ⁺ ♥	2♠ Rangefinder or weak both minors
2♥ 5 ⁺ ♠	2NT Invite with four ♥
(Dbl) Rdbl single-suited; 2-suit suit+higher.	Other 3suit pre-emptive
2♣ (10)11-15 hcp 6 ⁺ ♣ no 4 ⁺ Ma	
2♦ 9-15 hcp 5/5 Ma	
2♥ 5-9 hcp (5)6 ♥s – can be sub-minimum	
2♠ 5-9 hcp (5)6 ♠s – can be sub-minimum	
2NT ~10-13 hcp 5/5 minors	3NT: 6-5 or 5-6 Ma weak.
Other 4NT specific ace ask, responses 5♣ none; 5♦/♥/♠=ace of suit; 5NT ♣A; 6♣ 2; 6♦ 3.	

2. PRE-ALERTS

Big club; variable NT; 5-card Ma	After 1♣ (Dbl) Rdbl 5-8 unBAL; 1♦ 5-8 BAL
**1♦: 1. BAL 14-16 1 st /2 nd NV else (11)12-13.	Dbl of STR 1♣/2♣ = ♦ or Both Ma
2. 11-15 2 or 3 suited with minor, no 5Ma	2♣ (Any) Dbl penalties.
3. 10-15 Single-suited diamonds.	

3. COMPETITIVE BIDS/OVERCALLS

Doubles	Most takeout. Common Exception 2♣ (any) Dbl PEN	Negative Dbl thru	6♥
1♦ (1♥) Dbl = 4 ⁺ ♠s; 1♦ (1♠) Dbl = hearts or strong.		Responsive Dbl thru	6♥
Jump overcalls	Variable	Unusual NT	Lowest CONST ~10 ⁺ hcp
1NT overcall (immediate)	15-18 hcp	(re-opening)	(11)12-15(16) hcp
Immediate cue (minor)	5 ⁺ /5 ⁺ Majs ~10+ hcp	(Major)	5 ⁺ /5 ⁺ oMa+mi CONST ~10 ⁺ hcp
Over: Weak 2s/3s	Dbl TO; (2x) 2NT 16-19 hcp, 3NT 20 ⁺ ; (3x) 3NT 16-22 hcp, 4mi 2-suits		
Opponent's transfers	Over WK NT double=values over STR NT double=lead direct		
Opponent's 1NT:	Dbl 15 ⁺ hcp 2♣ ♥+other; 2♦ ♠+other; 2NT minors; 2Ma Nat		
Passed hand Dbl one minor.			

8. RESPONSES TO OPENING BIDS

1♣	1♦	0-7(8) hcp any	2♦	5 ⁺	3♦	3=1=5=4
	1♥	4 ⁺ ♥ may be canapé	2♥	5 ⁺ ♣ 4♦	3♥	2=1=6=4
	1♠	4 ⁺ ♠ maybe canapé	2♠	5 ⁺ ♣ 5 ⁺ ♦	3♠	2=0=7=4
	1NT	BAL - 4333 or 4432	2NT	5 ⁺ ♦ 4♣ 0-1♠	3NT	3=0=6=4, 2 controls
	2♣	5 ⁺ ♣ or mi 3-suited	3♣	2=2=5=4 or 1=1=7=4	4♣	3=0=6=4, 3 controls
other	1♥ ⁺ show 8 ⁺ hcp.					
1♦	1♥	NAT or relay invite plus	2♥	8-12 hcp 6♥s	3♥	Splinter both minors
	1♠	NAT NF	2♠	8-12 hcp 6♠s	3♠	Splinter both minors
	1NT	7-10 no Major	2NT	12-13 hcp BAL no Ma	3NT	14-15 hcp BAL no Ma
	2♣	5 ⁺ ♣ NF	3♣	Invite 6♣s	4♣	
	2♦	5 ⁺ ♦ NF	3♦	Invite 6♦s	4♦	
other	1♦ 4Ma NAT; 1♦ (2Ma) 2NT both minors weak; 1♦ (1Ma) 2NT Nat F					
1♥	1♠	NAT NF	2♥	6-9 hcp 3-4♥s	3♦	Invite three ♥
	1NT	Relay invite or better	2♠	6-9 hcp 4♥	3♥	NAT Not invitational
	2♣	NAT NF	2NT	NAT Invite	3♠	Splinter
	2♦	NAT NF	3♣	10-11 hcp 4♥	3NT	13-15 hcp Bal 2♥
	Other: 4♥ wide ranging; 4mi Splinter.					
1♠	1NT	Relay invite or better	2♠	6-9 hcp 3-4♠s	3♥	Invite three ♠
	2♣	NAT NF	2NT	NAT invite	3♠	NAT Not invitational
	2♦	NAT NF	3♣	6-9 hcp 4♠	3NT	13-15 hcp Bal 2♠
	2♥	NAT NF	3♦	10-11 hcp 4♠	4♣	Splinter
	4♠ to play; 4♦ and 4♥ Splinter.					
1NT	3♣	NAT pre-emptive	3♠	NAT pre-emptive	4♦	
	3♦	NAT pre-emptive	3NT	To play	4♥	To play
	3♥	NAT pre-emptive	4♣	Gerber	4♠	To play
	Other: 4NT Quantitative					
2♣	2♦	Relay FG	2NT	Invite	3♥	Weak 7♥
	2♥	5 ⁺ ♥ CONST	3♣	Not invitational	3♠	Weak 7♠
	2♠	5 ⁺ ♠ CONST	3♦	INV 6♦s.	3NT	To play.
	Other: 4Ma to play.					
2♦	2♥	To play	3♣	To play	3♠	Nat
	2♠	To play	3♦	Maj raise.	3NT	To play
	2NT	Game force.	3♥	Nat	4♣	
	Other: 4Ma to play.					
Notes	1♦ 1♥/1♠/2♣/2♦ can be very weak.					

2♥	2♠	NAT not forcing	3♦	NAT forcing	3NT	To play
	2NT	ART enquiry	3♥	Not invitational	4♣	
	3♣	NAT forcing	3♠	NAT forcing	4♥	To play
	Other: 4♠ to play					
2♠	2NT	ART enquiry	3♥	NAT forcing	4♣	
	3♣	NAT forcing	3♠	Not invitational	4♥	To play
	3♦	NAT forcing	3NT	To play	4♠	To play
	Other: 2Ma 2NT 3♣ sub-min; 3♦/♥ min bad/good suit; 3♠/NT max bad/good suit					
2NT	3♣	To play	3♠		4♦	Pre-emptive
	3♦	To play	3NT	To play	4♥	To play
	3♥		4♣	Pre-emptive	4♠	To play

9. CONVENTIONS

Unusual NT:	Lowest unbid suits always constructive around 10 ⁺ hcp.		
4th suit forcing	Game forcing.	Not played	Game force
NT Checkback	Not played		
Defence to 3NT Opening	Dbl values.		
Defence to Opening Twos	Dbl takeout – Lebensohl responses.		
Multi 2♦	Dbl values about 13 ⁺ hcp. Next double takeout.		
RCO style 2s	Dbl values.		
Other 2s	Dbl values over ART or takeout over NAT.		
Defence To Strong 1♣ or 2♣	Suction to infinity – next higher suit or two suits above that, eg Dbl ♦ or ♥+♠		
	1♦ = ♥ or ♠+♣ etc		
	Also applies after (1♣) Pass (1♦) ... Dbl=♥ or ♠+♣ etc.		

Over 1NT Interference	Dbl takeout; Lebensohl – fast shows (and slow denials)		
Lebensohl - other uses	After we double a 2-level opening or (1Ma) P (2Ma) Dbl		
Takeout of 4 level pre-empts	4♣/♦	Dbl takeout	
4♥	Dbl T/O; 4NT minors.		4♠ Dbl takeout 4NT 2-suiter.

10. OTHER NOTES

Relay notes (HS high shortage; MS mid shortage; LS low shortage)			
Single suiters – show suit then 2♠ HS; 2NT MS; 3♣ 6322 (3Ma) or 7222; 3♦ 5332; 3♥ 6331; 3♠ 7330; 3NT 7321 (low three); 4♣ 7321 (high three); 4♦ 7321 (low three with extras)			
Two suiters – show both suits then 2♥ reverser; 2♠ 5 ⁺ /5 ⁺ ; 2NT HS; 3♣ 5422 or 7411; 3♦ 5431; 3♥ 6421; 3♠ 7420; 3NT 6430			
Three suiters – various: major or minor three-suiters over 1♣; hearts or not hearts over 1♦			
Balanced – 1♣ 1NT bal with step relays; 1NT 2♣ then 2♠ relay if available or 2NT relay GF			

