

4. BASIC RESPONSES

Jump raises - minors	6-9pts, 5+	Other
Jump raises - majors	Pre-emptive	Other
Jump shifts after minor opening	Major = weak; minor = invite	
Jump shifts after major opening	Invite and long suit	
Responses to strong 2 suit open	See responses for 2♣ opening	
Responses to 2NT opening	See responses for 2NT opening	

5. PLAY CONVENTIONS

Show priorities

	Versus	Suit	(or both)	Versus	No Trump	(if different)
Leads	Sequence	Overlead, A-Att, K-count		Overlead, A-Att, K-count		
	Four or more with an honour	4 th highest		4 th highest		
	From 4 small	2 nd highest		2 nd highest		
	From 3 cards (no honour)	Middle		middle		
	In partner's suit	As above, low from Hxx		As above, low from Hxx		
Discards		Low encourage		Lavinthal (McKenney)		
Count		Low-High = even		Low-High = even		
Signal	on partner's lead:	Low encourage		Low encourage		
Signal	on declarer's lead:					
Notes						

6. SLAM CONVENTIONS

4NT:	Blackwood	<input checked="" type="checkbox"/>	RKCB	1430	4♣	Gerber	<input type="checkbox"/>	When?
Slam Notes								
Cue Bids	<input checked="" type="checkbox"/>	1 st or 2 nd round of control						
Asking Bids	<input checked="" type="checkbox"/>	Q of trumps ask – next non-trump suit, responses= don't have, have						

7. OTHER CONVENTIONS

2-way checkback: 2♣ = invite checkback	Support double
2♦ = GF checkback	minorwood
Unassuming cue bid	Puppet stayman after 2NT and 2♣-2♦-2NT

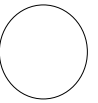
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Defence to 1NT(X) – system on: 2♣=stayman, 2♦♥=trsf, 2♠=RF, 2NT=bid better minor, Pass=weak flat hand or strong (must alert) and opener to redouble; then bid 4card suits up if wk.



NZBridge



Nos. / NAMES & SYSTEM

28432	/	Kate Terry
16544	/	Mindy Wu

Basic System:

Brown Sticker

2/1 with better minor	<input type="checkbox"/>	Classification:	Green	<input checked="" type="checkbox"/>	Blue	<input type="checkbox"/>	Red	<input type="checkbox"/>	Yellow	<input type="checkbox"/>
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1. OPENING BIDS

Describe strength, minimum length, or specific meaning

Canape

1♣	11-21 HCP, 3+♣	1♥	11-21 HCP, 5+♥
1♦	11-21 HCP, 3+♦	1♠	11-21 HCP, 5+♠
1NT	(14)15-17, balanced or semi balanced	may contain 5 card Major <input checked="" type="checkbox"/>	

1NT Responses	2♣	Simple Stayman	Other
2♦	Trsfr to ♥, superaccept	2♠	Rangefinder or Transfer to minor
2♥	Trsfr to ♠, superaccept	2NT	Takeout to minor, weak or strong
Other	3NT=10+HCP, denies 4-card major, superaccept (16HCP, 4card M) bid 3♥/♠		

2♣	20+HCP unbalanced (use common sense) OR 23+HCP balanced; GF		
2♦	6-10 HCP, 6+cards in ♥ or ♠		
2♥	6-10 HCP, 5+♥ and 4+ minor		
2♠	6-10 HCP, 5+♠ and 4+ minor		
2NT	20-22 HCP, balanced, puppet	3NT	Gambling
Other	3-opening = 6-10 HCP, 6+cards		

2. PRE-ALERTS

2♦ 2♥ 2♠	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♠	Jump overcalls	weak
Responsive doubles through		Unusual NT	Michaels (5/5, 5-10 or 16+ HCP)
1NT overcall - immediate	15-18	Immediate cue of minor	M 5/5, wk/strong
1NT overcall - re-opening	15-18	Immediate cue of major	M+m 5/5, wk/strong
Over weak twos	2NT = 16-18 X = t/o	Over opening threes	o/c = natural, 10-15 X = takeout
Over opponents 1NT	X = (15)16+HCP		
Multi-landy : 2♣= both majors, 2♦= single suit, 2♥/♠= 5+♥/♠ and 4+minor, 2NT= minors 5/5			

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣	1♦	6+pts, 4+cards	2♦	10+pts, 5+cards	3♦	9-11pts, 6+♦, noM
	1♥	6+pts, 4+cards	2♥	5♠&4♥, 6-9pts	3♥	splinter
	1♠	6+pts, 4+cards	2♠	6+♠, 4-9pts	3♠	splinter
	1NT	6-9pts, no M	2NT	11-12pts, 4♣, noM	3NT	To play
	2♣	10+pts 5+♣, noM	3♣	6-9pts, 5+♣, noM	4♣	minorwood
	Other					
1♦	1♥	6+pts, 4+cards	2♥	5♠&4♥, 6-9pts	3♥	splinter
	1♠	6+pts, 4+cards	2♠	6+♠, 4-9pts	3♠	splinter
	1NT	6-9pts, no Majors	2NT	11-12pts, no Majs	3NT	To play
	2♣	GF, 3+♣ cards	3♣	9-11pts, 6+cards	4♣	minorwood
	2♦	10+pts, 4+♦, noM	3♦	6-9pts, 5+♦, noM	4♦	minorwood
	Other					
1♥	1♠	6+pts, 4+cards	2♥	6-9pts, 3+cards	3♦	9-11pts, 6+♦
	1NT	6-9pts, denies 3♥	2♠	10+pts, 3♥	3♥	Pre-emptive
	2♣	GF, 3+♣	2NT	10+pts, 4+♥	3♠	splinter
	2♦	GF, 4+cards	3♣	9-11pts, 6+cards	3NT	To play
	Other					
1♠	1NT	6-9pts, denies 3♠	2♠	6-9pts, 3+♠	3♥	Natural invite
	2♣	GF, 3+cards	2NT	10+pts, 4+♠	3♠	Pre-emptive
	2♦	GF, 4+cards	3♣	9-11pts, 6+cards	3NT	To play
	2♥	GF, 5+cards	3♦	9-11pts, 6+cards	4♣	splinter
	Other					
1NT	3♣	Puppet stayman	3♠	6+♠, slam invite	4♦	minorwood
	3♦	Good 6+♦ invite	3NT	To play	4♥	To play
	3♥	6+♥, slam invite	4♣	Minorwood	4♠	To play
	Other					
2♣	2♦	0-7 pts	2NT	8+pts, balanced	3♥	
	2♥	8+pts, 5+♥	3♣	8+pts, 5+♣	3♠	
	2♠	8+pts, 5+♠	3♦	8+pts, 5+♦	3NT	12+pts, balanced
	Other					
2♦	2♥	Pass or correct	3♣	Own suit GF	3♠	Nat, invite to 4♠
	2♠	Pass w♠/clarify ♥	3♦	Invite in both Ms	3NT	To play (solid m)
	2NT	Forcing enquiry**	3♥	Fit both Ms, noGm	4♣	Bid suit bel yr suit
	Other					

Notes **3♣=min then 3D=GF enq then 3♥/♠=trfs; **3♦=max trsf to ♥ and 3♥=max trsf to ♠

**After 3♣=min, then 3♥= invite to ♥ but GF in ♠; and 3♠=invite to ♠ but GF in ♥ (if accept, cue)

2♥	2♠	Nat, non-forcing	3♦	Invite to 4♥	3NT	To play
	2NT	Forcing enquiry	3♥	Fit, no game	4♣	Natural, to play
	3♣	Pass / correct	3♠	Invite to 4♠	4♥	To play
	Other			4♦ or 4♠ natural to play		
2♠	2NT	Forcing enquiry	3♥	Nat, non-forcing	4♣	To play
	3♣	Pass / correct	3♠	Fit, no game	4♥	Natural, to play
	3♦	Invite to 4♠	3NT	To play	4♠	To play
	Other					
2NT	3♣	Puppet stayman	3♠	Minor stayman	4♦	minorwood
	3♦	Transfer to ♥	3NT	Exactly 5♠/4♥	4♥	5 total pts, 6+♥
	3♥	Transfer to ♠	4♣	minorwood	4♠	5 total pts, 6+♠
	Other			Quantitative 4/5NT		

9. CONVENTIONS

Unusual NT	Lower 2 unbid suits	5+/5+ weak or strong
4th Suit Forcing	One round <input type="checkbox"/>	Game force <input checked="" type="checkbox"/>
NT Checkback	<input checked="" type="checkbox"/> Priorities	2♣ invite ch/back or sign off in 2♦ or 3♣; 2♦ = GF checkback
Defence to 3NT opening		
Defence to Opening Twos		
Multi 2♦	X in first round with ♥, X in second round with ♠	
RCO style 2-s		
Other 2-s		

Defence to strong ♣	1♣	X = clubs; 1-level = natural overcall; 2-level = multi landy
	2♣	

Over 1NT Interference		
Lebensohl - other uses		
Take out of 4 level pre-empts	4♣/4♦	
4♥		4♠

10. OTHER NOTES

Defence to strong 1NT: X = 4M + 5m (bid 2♣ to ask for the M)
Puppet Stayman responses: 3♥=no major then 3♠ is asking for a 5card minor, if no 5card minor bid 3NT; 3♠= 5♠; 3NT = 5♥

