

4. BASIC RESPONSES

Jump raises - minors	Weak	Other	
Jump raises - majors	Weak	Other	Bergen 3C/3D
Jump shifts after minor opening		1C-2D: S+H, 1C/1D-2M: Invite, 6 cards	
Jump shifts after major opening		Bergen, but 1S-3H and 1H-2S = invite, 6 cards	
Responses to strong 2 suit open			
Responses to 2NT opening		Puppet, Transfers, 3S= Minor ask	

5. PLAY CONVENTIONS

Show priorities

	Versus	Suit	(or both)	Versus	No Trump	(if different)
Leads	Sequence	3 rd 5 th			Attitude	
	Four or more with an honour	3 rd /5 th			Low	
	From 4 small	3 rd			Not low	
	From 3 cards (no honour)	3 rd			Usually, top	
	In partner's suit	3 rd or att if length is shown			Low from 3	
Discards		Low encourage			Low encourage	
Count		Reversed			Reversed	
Signal	on partner's lead:	In general, attitude			In general, attitude	
Signal	on declarer's lead:	Count, sometimes S/P			Count, sometimes S/P	
Notes		SMITH (high likes) against NT-contracts. Attitude subsequent leads				

6. SLAM CONVENTIONS

4NT:	Blackwood	<input checked="" type="checkbox"/>	RKCB	1430	4♣	Gerber	<input type="checkbox"/>	When?
	Slam Notes	4S can be KC, and Kick Back may occur if a minor suit is trumps						
Cue Bids	<input checked="" type="checkbox"/>	1 st /2 nd (generally lowest)						
Asking Bids	<input checked="" type="checkbox"/>	In some structured auctions						

7. OTHER CONVENTIONS

1S – 3NT = Unknown singleton, game hand	XY and XYZ
1H – 3S = Unknown singleton, game hand	
1H – 3NT = Void spade	
1M – 4x = void	

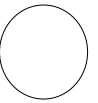
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NZBridge



Nos. / NAMES & SYSTEM

1437 / GeO Tislevoll
33091 / Leon Meier

Basic System: Two-over-One (GF)

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 2+ 1♥ 5+

1♦ 4+ 1♠ 5+

1NT 15-17 (or 14 "good"). Occasionally slightly semi balanced may contain 5 card Major

1NT Responses	2♣ Stayman	Other
2♦ Hearts	2♠ Range finder or clubs, weak/strong	
2♥ Spades	2NT Diamonds w or s (or may be both min)	
Other	3C: Mod. Puppet 3D: Both minors, 5-5+. 3M: Slam try, 6+ cards	

2♣ GF, or 22+ balanced, or 9+ tricks

2♦ Weak 2

2♥ Weak 2

2♠ Weak 2

2NT 20-21 (19 "good") 3NT Gambling

Other

2. PRE-ALERTS

Transfers response to 1C opening 2/1 is RF if they overcall

Transfers in different competition situations

1M – 2C: Multi meaning

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4M Jump overcalls In general, weak (some exceptions)

Responsive doubles through 4M Unusual NT 2NT/4NT jump overcall

1NT overcall - immediate 15-17 (18) Immediate cue of minor Both majors

1NT overcall - re-opening 14-17 ish Immediate cue of major Major + Minor

Over weak twos t/o, Lebensohl + Leaping M Over opening threes t/o non-Leaping M 4m

Over opponents 1NT Dbl: strong, 2C both majors. With a passed hand: Dbl = C + another, 2C: both majors, 2D: D + a major

8. RESPONSES TO OPENING BIDS

1♣	1♦	4+ H	2♦	5S-4+H, max 10	3♦	7D, weak ish
	1♥	4+ S	2♥	6H, invite	3♥	7H, weak ish
	1♠	* See "Other"	2♠	6S, invite	3♠	7S, weak ish
	1NT	11-12 (may have 4 major or 4-4), NF	2NT	13+ Balanced	3NT	Natural
	2♣	10+, clubs	3♣	4-9 ish	4♣	Many clubs, weak
Other	* 1C-1S is no major, or a diamond suit. Can be diamonds + major if strong					
1♦	1♥	4+H	2♥	6H, invite	3♥	Void
	1♠	4+S	2♠	6S, invite	3♠	Void
	1NT	6-11 (12) NF	2NT	Natural invite	3NT	Natural
	2♣	GF natural	3♣	6+C, invite	4♣	Void
	2♦	10+, Ds	3♦	4-9 ish	4♦	
Other	Transfers after a X (RD =H)					
1♥	1♠	4+S	2♥	Usually, 3H max10	3♦	Bergen, invite
	1NT	6-11 (12) NF	2♠	Invite, 6S	3♥	Max ca. 5 HCP
	2♣	GF or supp (10+)	2NT	Jacoby	3♠	Unkn shortage
	2♦	GF, 5+D	3♣	Bergen, max 9	3NT	Void spades!
	Other	2C = balanced, or GF clubs, or invite+ with 3 card support				
1♠	1NT	6-11 (12) NF	2♠	Usually 3S max 10	3♥	Invite, 6H
	2♣	GF or supp (10+)	2NT	Jacoby	3♠	Max. ca. 5 HCP
	2♦	GF, 5+D	3♣	Bergen, max 10	3NT	Unkn shortage
	2♥	GF, 5+H	3♦	Bergen, invite	4♣	Void, 4D/H Void
	Other	2C = balanced, or GF clubs, or invite+ with 3 card support				
1NT	3♣	Mod. Puppet	3♠	6+S, slam try	4♦	Ss, game only
	3♦	Both Minors (55+)	3NT	To play	4♥	To play
	3♥	6+H, slam try	4♣	Hearts, game only	4♠	To play
	Other					
2♣	2♦	waiting	2NT	Both minors	3♥	
	2♥	Natural, ok suit	3♣	Natural, good suit	3♠	
	2♠	Natural, ok suit	3♦	Natural, good suit	3NT	
	Other					
2♦	2♥	Natural, NF.	3♣	Natural, NF constr.	3♠	Natural, forcing
	2♠	Natural, NF	3♦	Just a raise	3NT	To play
	2NT	Inquiry	3♥	Natural, forcing	4♣	

2♥	2♠	Natural, NF constr	3♦	Natural, NF constr	3NT	To play
	2NT	Inquiry	3♥		4♣	Splinter
	3♣	Natural, NF constr	3♠	Natural, GF	4♥	Splinter
	Other					
2♠	2NT	Inquiry	3♥	Natural, NF constr	4♣	Splinter
	3♣	Natural, NF constr	3♠		4♥	Splinter
	3♦	Natural, NF constr	3NT	To play	4♠	
	Other					
2NT	3♣	Puppet	3♠	Minor suit ask	4♦	Slam try spades
	3♦	Hearts	3NT	To play	4♥	Slam try clubs
	3♥	Hearts	4♣	Slam try hearts	4♠	Slam try diamonds
	Other					

9. CONVENTIONS

Defence to strong 1 or 2C	DBL= B Majors and 1 NT/2NT = B Minors
	Weak Jumps
	Pass followed by a bid later indicates a strong hand
	If we overcall 1M over strong 1C, 1NT is a cue raise
Over 1NT Interference	Transf Lebensh After strong X, transfers (RD=C or two suits),
Lebensohl - other uses	Transfer Lebensohl when they overcall 2x over 1NT
Take out of 4 level pre-empts	4♣/4♦ In principle take out
4♥ In principle take out	4♠ In principle take out
Unusual NT	Jumps 2NT/4NT Sometimes 1NT overcall if passed hand
4th Suit Forcing	One round <input type="checkbox"/> Game force <input checked="" type="checkbox"/>
NT Checkback	<input checked="" type="checkbox"/> Priorities XY over 1NT. Transfer sys over jump 2NT (18-19)
Defence to 3NT opening	
Defence to Opening Twos	t/o dbl, Lebensohl. Leaping Michaels
Multi 2♦	Dbl. good hand, 2NT natural, 4m = Leaping with Hs + the minor
RCO style 2-s	
Other 2-s	

10. OTHER NOTES

1D - (x) -?: Transfers (RD =H). 1C-(x)-? Transfers and RD = clubs, 10+ ish
When our major suit bids are doubled: Transfers from NT
The explained responses will differ when the opponents are bidding.
HCPs are just a guideline
Jump overcalls are usually weak but some exceptions (over weak opening, in pass out seat and 3m over weak NTs). Also, over 1m (if 2+ or less), 3 in that minor is constructive, 6+ cards