

4. BASIC RESPONSES

Jump raises - minors	See 8. Responses to Opening Bids
Jump raises - Majors	See 8. Responses to Opening Bids
Jump shifts after minor opening	See 8. Responses to Opening Bids
Jump shifts after Major opening	See 8. Responses to Opening Bids
Responses to strong 2 suit open.	See 8. Responses to Opening Bids
Responses to 2NT opening	See 8. Responses to Opening Bids

5. PLAY CONVENTIONS

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Top = ATT if underlead	Count AQT asks UB/count KJ = ATT
Four or more with an honour	3rd	ATT
From 4 small	3rd	ATT
From 3 cards (no honour)	3rd	ATT
In partner's suit	Same, but top xxx if we raised	1/3/5 but top xxx if we raised
Discards	1. R Att 2. R Count. 3 Std S/P	
Count	Reverse	
Signal on partner's lead:	1. R Att 2. R Count. 3 Std S/P	
Signal on declarer's lead:	Reverse Smith (R ATT to our opening lead) unless obvious holdup	
Notes	Switches generally ATT	

6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/> RCB 1430 Can be Bidenwood (Quant)	4♣ Gather <input type="checkbox"/> KCB sometimes
Asking Bids <input type="checkbox"/> Cue Bids <input checked="" type="checkbox"/> 1st or 2nd	
5NT pick a slam, Quant, v rarely GSF. Interference over KCB P=1st step, X=2nd etc.	
If too high (5♥ over M: 4♠ over ♣; 4NT over ♠) Pass even X odd or just bid slam	

7. OTHER CONVENTIONS

Drury	
Smolen	
Leaping and non-leaping Michaels	

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New Zealand Bridge

STANDARD SYSTEM CARD

NZB Nos. 56093 Ian Berrington

& Names: 58972 Graeme Tuffnell

Basic System: WHEN VUL: Standard with TRF RESP to 1C

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS Describe strength, min.length, or specific meaning Canapé

1♣ 12-19HCP, 1+♠ 1♥ 12-19HCP, 5+♥

1♦ 12-19HCP, 5+♦ 1♠ 12-19HCP, 5+♠

1NT 15-17HCP, BAL, (4441, 5422, 6322 allowed) may contain 5 card Major

1NT Responses 2♣ Stayman

2♦ TRF ♥ 2♠ RF; SS ♣ or ♦ weak or GF

2♥ TRF ♠ 2NT 5+♣ + 5+♦

(Dbl) XX = ♠+another other

2♣ ART GF

2♦ WEAK MAJ or 20-21HCP, BAL

2♥ 8-12HCP, 5+♥ + 5+♣/♦

2♠ 8-12HCP, 5+♠ + 5+♣/♦

2NT 22-23HCP, BAL 3NT Gambling

other

2. PRE-ALERTS

SYSTEM VARIES with our vulnerability Double of 1NT opening Minor+Major 11+

RED - Modified Standard 1NT opening can be off shape

GREEN - Mini Precision HCP is guide can upgrade/downgrade

3. COMPETITIVE BIDS / OVERCALLS

Doubles T/O, lead directing, rarely PEN, support X and XX Negative DBL thru 4♥

If we have rested in some contract then X = PEN Responsive DBL thru 4♥

Jump overcalls WEAK except 3VUL Unusual NT lower 2 unbid

1NT overcall: (immediate) 15-18 (re-opening) 11-15

Immediate cue: (minor) Both Majors constructive (Major) OM + minor constructive

Over: Weak Twos Leaping Michaels Opening Threes Non leaping Michaels

Opponent's transfers X = that suit, cue = T/O

Opponent's 1NT X = (4)5+ minor and 4+ Major 11+; 2♣ 4+4+ majors

2♦ single suited overcall (13)14+ can be strong BAL

2♥♦ and 3♣♦ Natural approx 8-12HCP

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦	3+HCP, 4+♥	2♦	0-5HCP, 6+M	3♦	Sound PRE
1♥	3+HCP, 4+♠	2♥	3-7HCP, 5♠ + 4♥	3♥	Sound PRE
1♠	3+HCP, 4+♦	2♠	11-12HCP, 4+♣	3♠	Sound PRE
1NT	6-10HCP, 4+♦	2NT	INV, NAT	3NT	13-15HCP, BAL
2♣	13+HCP, 4+♠	3♣	Sound PRE	4♣	
other					
1♦	6+HCP+, 4+♥	2♥	GF, ANY SPL	3♥	VOID SPL, then KCB
1♠	6+HCP, 4+♠	2♠	Jacoby	3♠	VOID SPL, then KCB
1NT	6-10HCP	2NT	10-12HCP, 3+♦, likes ♠	3NT	13-15HCP, BAL
2♣	10+HCP, 4+♠	3♣	8-9HCP, 3+♦	4♣	VOID SPL, then KCB
2♦	10-12HCP, 3+♦	3♦	5-7HCP, 3+♦	4♦	
other					
1♥ 1♠	6+HCP, 4+♠	2♥	8-10, 3+♥	3♦	MIXED RAISE
1NT	6-12, semi F	2♠	MINI SPL, ANY SUIT	3♥	PRE
2♣	10+, 4+♠	2NT	Jacoby	3♠	SPL ♠
2♦	10+, 4+♦	3♣	LIMIT RAISE	3NT	SPL ♠
other	4♣ SPL				
1♠	1NT 6-12, semi F	2♠	8-10, 3+♠	3♥	MIXED RAISE
2♣	10+, 4+♠	2NT	MINI SPL, ANY SUIT	3♠	PRE
2♦	10+, 4+♦	3♣	Jacoby	3NT	SPL ♥
2♥	10+, 5+♥	3♦	LIMIT RAISE	4♣	SPL ♦
other	4♦ = SPL ♦				
1NT 3♣	5cd M Stayman	3♠	SLAM TRY	4♦	6+♠
3♦	ANTI LEMMING	3NT	to play	4♥	to play
3♥	SLAM TRY	4♣	6+♥	4♠	to play
other					
2♣ 2♦	0-7 or RELAY	2NT	BAL, stop in all suits	3♥	7+♥, S-SOL
2♥	7+, 5+♥	3♣	6+♣, 2 of top 3 HON	3♠	7+♠, s_SOL
2♠	6+♠, two of top 3 HON	3♦	6+♦, 2 of top 3 HON	3NT	
other					
2♦ 2♥	P/C	3♣	INV+ with other M	3♠	4-10, 3♠+4♥
2♠	P/C	3♦	4-10, 3♥+3♠	3NT	4-10, 4♠+4♥
2NT	ENQ	3♥	4-1), 3♥+4♠	4♣	TRF me to your M
other					

Notes

2♥ 2♠	to play	3♦	to play	3NT	to play
2NT	ENQ tied m with MAX	3♥	PRE	4♣	P/C
3♣	P/C	3♠	GF, NAT	4♥	to play
other					
2♠	2NT ENQ tied m with MAX	3♥	to play	4♣	P/C
3♣	P/C	3♠	PRE	4♥	to play
3♦	to play	3NT	to play	4♠	to play
other					
2NT 3♣	Muppet	3♠	minor suit Stayman	4♦	MinorWood
3♦	TRF ♥	3NT	to play	4♥	Mild Slam Try
3♥	TRF ♠	4♣	MinorWood	4♠	Mild Slam Try
other					

9. CONVENTIONS

Unusual NT: Constructive 2 lowest unbid suits

4th Suit Forcing One round

Game force

NT Checkback Priorities: XYZ 2♣ = Puppet 2♦ then Cont = INV. 2♦ = ART GF

Defence to 3NT opening X T/O 4♣ Majors = or longer ♥, 4♦ = Majors or longer ♠

Defence to Opening Twos X T/O; leaping Michaels

Multi 2♦ X = T/O of ♠ or 17+; 2♥ T/O of ♥; others NAT

RCO style 2-s X may be 12-14 Bal

Other 2-s X may be 12-14 Bal

Defence (1♣) : X = Minor+Major; 1♦ = Majors; 1NT = minors

to

strong (2♣) : X = Minor+Major; 2♦ = Majors; 2NT = minors

1♣ / 2♣

Over 1NT Interference X = T/O; Lebensohl (slow shows direct denies stop)

Lebensohl - other uses Auctions that start 1NT or higher Lebensohl

Take out of 4 level pre-empts 4♠/4♦ X = T/O; 4NT 2 suits

4♥ X = T/O; 4NT 2 suits 4♠ X = T/O; 4NT 2 suits

10. OTHER NOTES

New suit by responder F

New suit by opener F after 2/1

Auctions that start below 1NT a non-jump 2NT is 2 places to play after T/O X