

#### 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)
<b>Leads</b> 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	
<b>Discards</b>	1. R Att 2. R Count. 3 Std S/P			
<b>Count</b>	Reverse			
<b>Signal</b> on partner's lead:	1. R Att 2. R Count. 3 Std S/P			
<b>Signal</b> on declarer's lead:	Reverse Smith (R ATT to our opening lead) unless obvious holdup			
<b>Notes</b>	Switches generally ATT			

#### 6. SLAM CONVENTIONS

<b>4NT:</b> Blackwood <input type="checkbox"/> RCB <input type="checkbox"/> 1430	Can be Bidenwood (Quant)
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: NOT VUL - Mini Precision

Brown Sticker  Classification: Green  Blue  Red  Yellow

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

- 1♣ 14+(15+ Bal) 3rd/4th 17+(18+Bal) 1♥ 8-14 (up to 17 3rd/4th) 5+♥
- 1♦ 8-14(17) M+m or 3 suit, 12-14 Bal 1/2nd 1♠ 8-13 (up to 17 3rd/4th) 5+♠
- 1NT 8-11 1st/2nd; 8-17 3rd Fav; 12-17 3rd NIL; 13-17 4th may contain 5 card Major

1NT Responses 2♣ Stayman

2♦ Transfer ♥

2♥ Transfer ♠

(dbl) Depends on X meaning and our range other

2♣ 8-13 (17 3rd/4th) 5+♣ and 4+♦ 8-13

2♦ 8-13 (17 3rd/4th) 5+♦ and 4+♣ 8-13

2♥ 10-13 6+♣ single suited

2♠ 10-13 6+♦ single suited 10-13

2NT 0-7 5+/5+ minors destructive

3NT Gambling

#### 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 Unusual NT 2 lowest unbid, constructive

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♦	0-9	2♦	10+ 5+♦	3♦	10+ 4414
1♥	10+ 5+♥	2♥	10+ 4144	3♥	1 loser suit opp void
1♠	10+ 5+♠	2♠	10+ 1444	3♠	1 loser suit opp void
1NT	10-15 BAL	2NT	16+ BAL	3NT	
2♣	10+ 5+♣	3♣	10+ 4441	4♣	
other					
1♦	4+ 4+♥	2♥	WJS	3♥	PRE
1♠	4+ 4+♠	2♠	WJS	3♠	PRE
1NT	6-11	2NT	Minors, PRE	3NT	To play
2♣	12+ 4+♣	3♣	10-13 6+♣	4♣	PRE
2♦	12+ 4+♦	3♦	10-13 6+♦	4♦	PRE
other					
1♥ 1♠	6+ 4+♦	2♥	8-12 3♥	3♦	Mixed raise
1NT	6-11 semiF, maybe 3♥	2♠	Mini SPL, any suit	3♥	PRE
2♣	11+ NAT F	2NT	Mini SPL, any suit	3♠	PRE
2♦	11+ NAT F	3♣	Jacoby GF raise	3NT	♥ SPL
2♥	11+ NAT F	3♦	Limit raise	4♣	SPL
other	4♦ SPL 4♥ to play				
1♠	1NT 6-11 semiF, maybe 3♠	2♠	8-12 3♠	3♥	Mixed raise
2♣	11+ NAT F	2NT	Mini SPL, any suit	3♠	PRE
2♦	11+ NAT F	3♣	Jacoby GF raise	3NT	♥ SPL
2♥	11+ NAT F	3♦	Limit raise	4♣	SPL
other	4♦ SPL 4♥ to play				
1NT 3♣	INV	3♠	PRE	4♦	Texas, likely Slam try
3♦	Anti-Lemming	3NT	To play	4♥	To play
3♥	PRE	4♣	Texas, likely Slam try	4♠	To play
other	2♣ 2♦ 2♥ 4/4 NF; TRF then 4NT Quant; TEXAS then 4NT KCB				
2♣ 2♦	To play	2NT	ENQ	3♥	NAT F
2♥	Puppet 2♠ (cont. inv)	3♣	PRE	3♠	NAT F
2♠	ART GF	3♦	PRE	3NT	To play
other					
2♦ 2♥	Puppet 2♠ (cont. inv)	3♣	To play	3♠	NAT F
2♠	ART GF	3♦	PRE	3NT	To play
2NT	ENQ	3♥	NAT F	4♣	PRE
other	4♦ PRE				

Notes

2♥ 2♠	NAT F(one round)	3♦	NAT F(one round)	3NT	To play
2NT	ENQ	3♥	NAT F(one round)	4♣	PRE
3♣	To play	3♠	PRE	4♥	To play
other	4♦ = KCB (other minor)				
2♠	2NT ENQ	3♥	NAT F(one round)	4♣	KCB (other minor)
3♣	NAT F(one round)	3♠	NAT F(one round)	4♥	To play
3♦	To play	3NT	To play	4♠	To play
other					
2NT 3♣	To Play	3♠	To Play	4♦	To Play
3♦	To Play	3NT	To Play	4♥	To Play
3♥	To Play	4♣	To Play	4♠	To Play
other	Opener is pretty much expected to pass throughout after opening				

## 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