

## 4. BASIC RESPONSES

Jump raises - minors	Inverted	Other: -
Jump raises - Majors	Limit 10-12	Other:
Jump shifts after minor opening	1m-2M = 6+ card major, 3-7 HCP	
Jump shifts after Major opening	all are raises	
Responses to strong 2 suit open.		
Responses to 2NT opening	3♣ = Puppet Stayman, 3♦/3♥ = transfers 3♠ = 5♠ and 4♥	

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead except AKQ or AKJ	AQT=good suit, KJ9 searching attitude
Four or more with an honour	3rd even/Low odd	
From 4 small	3rd highest	
From 3 cards (no honour)	Bottom	
In partner's suit	same as above*	top from even small (10 highest)*
<b>Discards</b>	Low Encourage	
<b>Count</b>	Low-High = Even	
<b>Signal</b> on partner's lead:	Honour nat att else rev att	AQT rev count else rev att
<b>Signal</b> on declarer's lead:	Reverse count or Smith Peter	

**Notes** Subsequent leads - reverse attitude NT, reverse count for suit

If singleton in dummy, show suit preference regardless of lead

\*top from even small (10 highest) when shown length

## 6. SLAM CONVENTIONS

4NT: Blackwood <input type="checkbox"/>	RKCB 3041	4♣ Gerber <input checked="" type="checkbox"/>	when? After 1nt opener
<b>Slam Notes</b>	minorwood, splinterwood, balsawood, Bidenwood, majorwood, exclusion kc		
Cue Bids <input checked="" type="checkbox"/>	first or second round controls, frequent last train		
Asking Bids <input type="checkbox"/>			

## 7. OTHER CONVENTIONS

POD1/P0R1 0or2or4 1or3or5	DONT escape from 1NTX: XX = single-suited
5NT pick a slam	(then 2♣ = pass or correct), suit = 2-suited
Major raises (on after X, off after overcall)	(that suit and a higher, at least 4/4)
Long suit game tries - looking for help	-

[www.nzbridge.co.nz](http://www.nzbridge.co.nz)

After we double opp's 1NT and they bid a suit at the 2-level,

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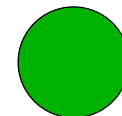
all doubles are takeout

MyRev.

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# New Zealand Bridge



## Nos. / NAMES & SYSTEM

11261 / Malcolm Mayer

37757 / Pam Livingston

Basic System: ACOL

Rev5

Brown Sticker  Classification: Green  Blue  Red  Yellow

## 1. OPENING BIDS

Describe strength, minimum length, or specific meaning

Canape

1♣ 4+♣, 11-20 HCP

1♥ 4+♥, 11-20 HCP

1♦ 4+♦, 11-20 HCP

1♠ 4+♠, 11-20 HCP

1NT (11)12-14, balanced (10)11-13 at favourable may contain 5 card Major

1NT Responses 2♣ Stayman

Other:

2♦ 5+♥ (superaccept next step, then retrans 2♠ RF 2nt min 3c max then 3d asks 5M (S/T)

2♥ 5+♠ or int suit 'maybe') 2NT m wk or str forces 3♣ thenen 3M tied m,

other 3c = puppet, 3d = nat inv, 3M = slam int quality suit {3nt both m, 4c both m S//T

2♣ GF or 22-24+bal/semibal

2♦ weak 2 either major

2♥ 5♥/4+ minor, (5)6-9 HCP

2♠ 5♠/4+ minor, (5)6-9 HCP

2NT 20-22 bal./semibal. (Puppet Stayman)

3NT gambling in any suit

other 4NT both minors

## 2. PRE-ALERTS

Leaping and non-leaping Micheals

Transfers over 1c opener

Some transfers mid auction

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## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 4♥ Jump overcalls intermediate except minor over minor

Responsive doubles through Unusual NT 5+/5+ lowest unbid suits, constr(+)

1NT overcall - immediate 15-18, system on Immediate cue of minor 5+♠/5+ another, constr (+)

1NT overcall - re-opening 11-15 system on Immediate cue of Major 5+ other major/5+ minor, constr(+)

Over weak twos nat., 2NT = 15-18

Over opening threes 3♣-4♣ = both majors

Over opponent's 1NT X = 4+M and 5+m

2♣ = 4+/4+ majors 2♦ any suit 14+ then 2M p/c and 2nt at least invite in M.

2M nat 11-13. 2NT any good 5/5 3x preempt.

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+♥, 3+ HCP	2♦ 4/5M4-7 or 14+6+♦	3♦ splinter 14+
1♥ 4+♠, 3+HCP	2♥ 6+♥, 3-7 HCP	3♥ splinter 14+
1♠ 4+♦, 6+ HCP	2♠ 6+♠, 3-7 HCP	3♠ splinter 14+
1NT 4+♣, 8-13 HCP	2NT 4+♣ GF	3NT to play
2♣ 4+♣, 8-13 HCP	3♣ 4+♣, 6-7 HCP	4♣ minorwood
other -		
1♦ 1♥ 4+♥, 6+ HCP	2♥ 6+♥, 3-7 HCP	3♥ splinter 14+
1♠ 4+♠, 6+ HCP	2♠ 6+♠, 3-7 HCP	3♠ splinter 14+
1NT 6-9 HCP	2NT 4+♦, GF	3NT to play
2♣ 4+♣, 10+ HCP	3♣ 4+♦, 8-9 HCP	4♣ splinter 14+
2♦ 4/5M4-7 or 4+♦(8or9)-13	3♦ 4+♦, 6-7 HCP	4♦ minorwood
other -		
1♥ 1♠ 4+♠, 6+ HCP	2♥ 3(4)♥, 5-9 HCP	3♦ 4♥, min gf spl
1NT 6-9 HCP	2♠ 4♥ inv any spl	3♥ 4♥, inv bal
2♣ 4+♣, 10+ HCP*	2NT 4♥, gf bal	3♠ splinter 14+
2♦ 4+♦, 10+ HCP	3♣ 4♥, 6-9 HCP/ 8 loser	3NT ♦ splinter 14+
other *Drury by passed hand (can be a balanced invite with less than 3♥)		
1♠ 1NT 6-9 HCP	2♠ 3(4)♠, 6-9 HCP	3♥ 4♠, min gf spl
2♣ 4+♣, 10+ HCP*	2NT 4♠ inv any spl	3♠ 4♠, inv bal
2♦ 4+♦, 10+ HCP	3♣ 4♠, gf bal	3NT ♥ splinter 14+
2♥ 5+♥, 10+ HCP	3♦ 4♠, 6-9 HCP/ 8 loser	4♣ splinter 14+
other *Drury by passed hand (can be a balanced invite with less than 3♠)		
1NT 3♣ puppet	3♠ slam inv	4♦ -
3♦ 6♦, inv	3NT to play	4♥ to play
3♥ slam inv, needs ♥ hono	4♣ gerber	4♠ to play
other -		
2♣ 2♦ waiting-can be good	2NT -	3♥ playable opp void
2♥ 5+♥ 7+ hcp	3♣ 6+♣ 8+ hcp good suit	3♠ playable opp void
2♠ 5+♠ 8+ hcp good suit	3♦ 6+♦ 8+ hcp good suit	3NT
other 2♣-2♦-3M = suit set	2♣ 2♦ 2♥ Kokish = 25+bal or ♥	
2♦ 2♥ NF relay, 0-13 HCP	3♣ dist gt then * or jump to 4♣	3♠ p/c
2♠ p/c	3♦ -	3NT to play
2NT forcing, 14+ HCP then *	3♥ p/c	4♣
other 4M to play After 2d 2nt 3c 3d = gf opener chooses to bid game or xfer at 3 level		

**Notes** \*(3♣= sub minimum) 3♦=poor with ♥, 3♥=poor with ♠, 3♠=good with ♥, 3nt=good with ♠, After 2♦-2nt-3♣; 3♦ asks which suit.

2♥ 2♠ nat forcing	3♦	3NT to play
2NT forcing, 14+ HCP	3♥ pre-emptive	4♣
3♣ pass or correct	3♠	4♥ to play
other after 2♥-2NT: 3♣ = min with ♣, 3♦ = min with ♦, 3♥ = max with ♣, 3♠ = max with ♦		
2♠ 2NT forcing, 14+ HCP	3♥ nat forcing	4♣
3♣ pass or correct	3♠ pre-emptive	4♥
3♦	3NT to play	4♠ to play
other after 2♠-2NT: 3♣ = min with ♣, 3♦ = min with ♦, 3♥ = max with ♣, 3♠ = max with ♦		
2NT 3♣ Puppet Stayman	3♠ 5♠ + 4♥	4♦ minorwood
3♦ 5+♥	3NT to play	4♥ to play
3♥ 5+♠	4♣ minorwood	4♠ to play
other -		

## 9. CONVENTIONS

<b>Unusual NT:</b>	Lower 2 unbid suits	Constr (+)
<b>4th Suit Forcing</b>	One round <input checked="" type="checkbox"/>	gf at 3 level <input type="checkbox"/> Game force <input checked="" type="checkbox"/>
<b>NT Checkback</b>	<input checked="" type="checkbox"/> Priorities: -	
<b>Defence to 3NT opening</b>	x values 4c both M better ♥ 4d both M better ♠	
<b>Defence to Opening Twos</b>	2NT = 15-18 (system on, Puppet Stayman)	
Multi 2♦	x = t/o of ♥, 2♥ t/o ♠	
RCO style 2-s	2NT = 15-18 (Puppet S.)	
Other 2-s		
<b>Defence to strong ♣</b>	x = takeout of clubs (majors), 1nt = 4+!M and 5+m 2c is cue raise (2d for P 1d opener)	
<b>strong ♣</b>	After (1c) 1M (x or bid) we play transfers starting at 1nt=>2c	
<b>strong ♣</b>	-	
<b>strong ♣</b>	-	

**Over 1NT Interference** rubinsohl FASS

**Lebensohl - other uses** multi 2, opening 2

**Take out of 4 level pre-empts** 4♣/4♦ x  
4♥ x 4♠ 4nt

## 10. OTHER NOTES

1NT rebid = 11-17 HCP either (14)15-17 or suit between if 11-13

-  
-  
-  
-  
1♣-1♦-1♥-2♠ = 4th suit forcing

-  
2d/h/s (x) xx shows own suit