

4. BASIC RESPONSES

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Jump raises - minors	preemptive
Jump raises - Majors	invitation
Jump shifts after minor opening	0-5 HCP, to play
Jump shifts after Major opening	mixed: (1) weak no support; (2) 4 support: preem, inv/GF....
Responses to strong 2 suit open.	
Responses to 2NT opening	

5. PLAY CONVENTIONS

*click*here*

Show priorities	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Over lead, A-Attitude, K-Count	Over lead, AQ-Attitude, K-Count
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	1st/2nd	1st/2nd
In partner's suit	same as above	same as above
Discards	Low encourage	Low encourage
Count	low/high = even	low/high = even
Signal on partner's lead:	Reverse Attitude / Count	
Signal on declarer's lead:	Reverse Attitude / Count	
Notes		

6. SLAM CONVENTIONS

4♣ Gerber ☐ 1403

4NT: Blackwood ☐ RKCB 1403
 Asking Bids ☐ Cue Bids ☐ A or K /s/v

7. OTHER CONVENTIONS

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New Zealand Bridge

STANDARD SYSTEM CARD

ABF NO. 1049364 1049364
 Herman Yuan Andrew Liu

Basic System: 2 over 1

Brown Sticker ☐ Classification: Green ☐ Blue ☐ Red ☐ Yellow ☐
 1. OPENING BIDS Describe strength, min length, or specific meaning Canapé ☐

1♣ 11~21, 3+	1♥ 11~21, 5+
1♦ 11~21, 3+	1♠ 11~21, 5+
1NT 15~17	may contain 5 card Major ☐

1NT Responses 2♣ STM, may not has 4M	
2♦ Transf to H	2♠ Transf to C
2♥ Transf to S	2NT Transf to D
(Dbl) other	

2♣ GF or 23+Bal
 2♦ (1) 6~10 6M, (2) 20~22 bal.
 2♥ 6~10: 5H4+m
 2♠ 6~10: 5S4+m
 2NT 7~11, 55ms 3NT a solid 7+ suit
 other

2. PRE-ALERTS

*click*here*

2 level open not nature

3. COMPETITIVE BIDS / OVERCALLS

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Doubles takeout Negative DBL thru 4H
 Response Responsive DBL thru 2S
 Jump overcalls week or to play Unusual NT 2 unbid suits
 1NT overcall: (immediate) 15~18 (re-opening) 10+
 Immediate cue: (minor) Majors (Major) Major+minor
 Over: Weak Twos Opening Threes
 Opponent's transfers x=suit
 Opponent's 1NT X = 15+ 2C = Ms, 2D = single (M) suit, 2H/S = 5H/S and 4+ m, 2NT = ms

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 4+D, 5+, F1	2♦ 4+C, GF	3♦ Spl, GF
1♥ 4+H, 5+, F1	2♥ 0-5, 6H, NF	3♥ Spl, GF
1♠ 4S+, 5+, F1	2♠ 0-5, 6S,NF	3♠ Spl, GF
1NT 6~11, No4M	2NT 11~12, No4M	3NT 13-15 HCP, no 4M
2♣ 10~12 5C	3♣ 6~9, 5C	4♣ RKC
other		
1♦ 1♥ 4+H, 5+, F1	2♥ 0-5, 6H, NF	3♥ Spl, GF
1♠ 4+S, 5+, F1	2♠ 0-5, 6S,NF	3♠ Spl, GF
1NT 6~11, No4M	2NT 11~12, No4M	3NT 13-15 HCP, no 4M
2♣ 4+Cor4+D, GF	3♣ 0-5, 6+C,NF	4♣ Spl, GF
2♦ 10~12 5D	3♦ 6~9 5D	4♦ RKC
other		
1♥ 1♠ 4+S, 5+, F1	2♥ 3+H, NF	3♦ inv. 8lts
1NT 6-12, no 4S	2♠ 6+S, 0~7, NF	3♥ Preemp
2♣ GF if not lightOpen	2NT 3+H,GF	3♠ SPLT any
2♦ 4+D, GF	3♣ 4+H&4O, inv.+ ,F1	3NT Sglt c
2♥ 5+H, GF	3♦ 3+S, inv. 8Ltc	4♣ Sglt D
other 4C=sD, 4D=sS, 4H=to play		
1♠ 1NT 6-12, any	2♠ 3+S, NF	3♥ SPLT any
2♣ GF if not lightOpen	2NT 3+S,GF	3♠ Preemp
2♦ 4+D, GF	3♣ 4+S&4O, inv.+ ,F1	3NT Sglt C
2♥ 5+H, GF	3♦ 3+S, inv. 8Ltc	4♣ Sglt D
other 4D=sH, 4H		
1/IT 3♣ p-STM	3♠ 6 weak S GF	4♦ trans to H
3♦ 55 Ms, inv.	3NT play	4♥ trans to S
3♥ 6 weak H GF	4♣ Gerber	4♠
other 4NT 15~17 inv. 6x		
2♣ 2♦ 8- or 0~2 ctils	2NT 8+, 3+Ctils	3♥
2♥ 5+ H, 8+, 3+Ctils	3♣ 5+ C, 8+, 3+Ctils	3♠
2♠ 5+S, 8+, 3+Ctils	3♦ 5+ D, 8+, 3+Ctils	3NT
other		
2♦ 2♥ P/C	3♣ F1	3♠ 5~9 34+Ms P/C
2♠ P/C(better H)	3♦ F1	3NT
2NT enquiry (13+)	3♥ 5~9 33+Ms P/C	4♣
other		

Notes

2♥ 2♠ To play	3♦ F1	3/IT to play
2NT enquiry m	3♥ 3+H, NF	4♣
3♣ P/c	3♠ GF	4♥ to play
other 5C=p/c		
2♠ 2/IT enquiry m	3♥ F1	4♣
3♣ P/c	3♠ 3+S. NF	4♥
3♦ F1	3NT	4♠
other 5C=p/c		
2NT 3♣ to play	3♠ F1	4♦ RKC
3♦ to play	3NT to play	4♥ to play
3♥ F1	4♣ RKC	4♠ to play
other		

9. CONVENTIONS

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Unusual NT:

4th Suit Forcing One round ☐

Game force ☐

NT Checkback ☐ Priorities:

Defence to 3NT opening

Defence to Opening Twos NT = 16+, X = take out

Multi 2♦ 2H/S =Natural, 2NT = 16-18 HCP, X = 15+ HCP, delay X = opening hand

RCO style 2-s

Other 2-s

Defence T (1x) : Takeout x ; natural over call ; 2 suitors (cue, 2NT)

to (4H)

strong ;

1♣ / 2♣ x/nC=D or Ms, nD= H or Bcks; nH=S or ms; nS= C or reds, nt=Orc

Over 1NT Interference Lebensohl

Lebensohl - other uses after takeout x of weak 2s

Take out of 4 level pre-empts 4♠/4♦ T/o

4♥ T/o

4♠ any

10. OTHER NOTES

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