

## 4. BASIC RESPONSES

Jump raises - minors	Limit 10-12	Other:
Jump raises - Majors	Limit 10-12	Other:
Jump shifts after minor opening	To play	
Jump shifts after Major opening	To Play	
Responses to strong 2 suit open.	2D=0-4; 2H=8+, 2S=5-7, Balanced, 2NT=5-7, 5+C, 3C=5-7, 5+D, 3D=5-7,	
Responses to 2NT opening	pupple stayman	

## 5. PLAY CONVENTIONS

Show priorities

	Versus <b>Suit</b> (or both)	Versus <b>NoTrump</b> (if different)
<b>Leads</b>	Sequences: Overlead All	Overlead All
Four or more with an honour	4th highest	4th highest
From 4 small	2nd highest	2nd highest
From 3 cards (no honour)	Middle (MUD)	Middle (MUD)
In partner's suit	As per above	
<b>Discards</b>	High Encourage	Low Encourage
<b>Count</b>	High-Low = Even	High-Low = Even
<b>Signal</b> on partner's lead:	High encouraging	Low encouraging
<b>Signal</b> on declarer's lead:	High encouraging for Suit, Low encouraging for NT	

Notes	

## 6. SLAM CONVENTIONS

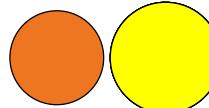
4NT: Blackwood <input checked="" type="checkbox"/> Yes	RKCB 1430	4♣ Gerber <input checked="" type="checkbox"/> Yes when? After NT
<b>Slam Notes</b> 0 or 4, 1, 2, 3		
Cue Bids <input checked="" type="checkbox"/> Yes	first contral cue bid	
Asking Bids <input checked="" type="checkbox"/> Off		

## 7. OTHER CONVENTIONS

Updated



# NZBridge



## Nos. / NAMES & SYSTEM

1109709 / Dong Gao Bi

1203401 / Daisy Lu

Basic System: !b!+!+Standard American !n!-(Basic version)

Brown Sticker  Classification: Green  Blue  Red  Yellow

## 1. OPENING BIDS

Describe strength, minimum length, or specific meaning

Canape  Off

1♣ 2+!c 11+pts

1♥ 5+!h 11+ pts

1♦ 4+!d 11+ pts

1♠ 5+!s 11+ pts

1NT 15-17

may contain 5 card Major  Off

1NT Responses 2♣ stayman

Other:

2♦ Transfer to H

2♠ Transfer to minor

2♥ Transfer to S

2NT Rangefind 8-9 pts

other

2♣ 20+ or 4 looser

2♦ weak 6-10pts 6+

2♥ weak 6-10pts 6+

2♠ weak 6-10pts 6+

2NT 20+22 pts may contain 5 major

3NT 25+ or Gambling

other

## 2. PRE-ALERTS

2 over 1 forcing

Pupple stayman

Michael cue bid

Fourth suit game forcing

Jacoby 2nt

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 3!s Jump overcalls weak

Responsive doubles through 3!s Unusual NT Overcall = 5/5+ majors or minors

1NT overcall - immediate 15-18 Immediate cue of minor

1NT overcall - re-opening 11-14 Immediate cue of Major

Over weak twos 2NT = balanced 16-18 X = Take Over opening threes X = takeout suit natural

Over opponent's 1NT 2!c = at least 4/4 in the majors, 2NT = 5/4+ in the minors, all else natural x=takeout

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+ pts, 4+ cards	2♦ weak 6+!d	3♦ 6-9 pts, 7+ !d
1♥ 6+ pts, 4+ cards	2♥ weak 6+!h	3♥ 6-9 pts, 7+ !h
1♠ 6+ pts, 4+ cards	2♠ weak 6+!s	3♠ 6-9 pts, 7+ !s
1NT 6-10pts	2NT 12+ pts	3NT To Play
2♣ 10+ pts, 5+ !c	3♣ 10-12, 5+ !c, !-denies a major	4♣
other		
1♦ 1♥ 6+ pts, 4+ !h	2♥ weak 6+!h	3♥ 6-9 pts, 7+!h
1♠ 6+ pts, 4+ !s	2♠ weak 6+!s	3♠ 6-9 pts, 7+!s
1NT 6-10 pts	2NT 10-12 pts	3NT To Play
2♣ 10+ pts, 5+ !c	3♣ weak 6+!c	4♣
2♦ 10+pts, 4+ !D	3♦ 10-12, 5+!d, !-denies a major	4♦
other		
1♥ 1♠ 6+ pts, 4+ !s	2♥ 6-9 pts 3+!h	3♦ 6-9 pts 7+!d
1NT 6-10 pts	2♠ weak 6+!s	3♥ 10-12 pts 3+!h
2♣ 12+ pts, 4+ !c	2NT Jacoby 13+pts 4+!h	3♠ 6-9 pts, 7+!s
2♦ 12+ pts, 4+ !d	3♣ 6-9 pts 7+!c	3NT To Play
other		
1♠ 1NT 6-10 pts	2♠ !6-9 pts, 3+ !s	3♥ 6-9 pts, 7+!h
2♣ 12+ pts, 5+ !c	2NT Jacoby 13+pts 4+!s	3♠ 10-12 3+!s
2♦ 12+ pts, 5+ !d	3♣ 6-9 pts 7+!c	3NT To Play
2♥ 12+ pts, 4+ !h	3♦ 6-9pts 7+!d	4♣
other		
1NT 3♣ 6 !c, 2 top 3 honours	3♠ 6 !s, 2 top 3 honours	4♦
3♦ 6 !d, 2 top 3 honours	3NT To Play	4♥ To Play
3♥ 6 !h, 2 top 3 honours	4♣ Ace Ask	4♠ To Play
other 2NT = Rangefinder 8-9 pts 2!s = transfer to minor		
2♣ 2♦ 0-4 pts any shape	2NT 5-7 pts 5+C	3♥ 5-7 pts 5+S
2♥ 8+pts any shape	3♣ 5-7 pts 5+D	3♠
2♠ 5-7 pts balanced	3♦ 5-7 pts 5+H	3NT To Play
other		
2♦ 2♥ to play	3♣ To Play	3♠ To Play
2♠ to play	3♦ To Play	3NT To Play
2NT 14+ pts inquiry	3♥	4♣
other		

Notes Jacoby still on after interference

2♥ 2♠ To Play	3♦ To Play	3NT To Play
2NT Inquiry 14+pts	3♥ Invitational or preem 3+!h	4♣ Ace Ask
3♣ To Play	3♠ Forcing ?	4♥ To Play
other		
2♠ 2NT INquiry 14+pts	3♥ To Play	4♣ Ace Ask
3♣ To Play	3♠ Invitational or preem 3+!s	4♥ To Play
3♦ To Play	3NT To Play	4♠ To Play
other		
2NT 3♣ Pupple stayman	3♠ Transfer to minor	4♦
3♦ Transfer to !h	3NT To Play	4♥ To Play
3♥ Transfer to !s	4♣ Ace Ask ?	4♠ To Play
other		

## 9. CONVENTIONS

Unusual NT: Both minors

4th Suit Forcing One round  Game force

NT Checkback  Priorities: 2!d = both majors, 2!h or !s = 5 that major, 2NT = neither

Defence to 3NT opening X = takeout

Defence to Opening Twos 2NT = 15-18, X = takeout

Multi 2♦ 2NT = 15-18, X = takeout

RCO style 2-s

Other 2-s

Defence Natural

to

strong

♣

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empt  X = Takeout, both majors

4♥ X = Takeout, spade and other, 4N<sup>-</sup>  X = Penalty 4nt= both minors 5+,5+

## 10. OTHER NOTES

!b Defence to our 1NTX: !b XX = 5 card suit weak

!b 2NT Jump by Opener: !b 18-19 HCP

!b Jump overcalls: weak

New suit forcing=one round

opponent open major and responses another major, 2nt= both minors

open 1C/1D, responses 1H/1S, rebid 1nt=check back, responses same suit=relay new suit=game force

weak 2 2nt=inquiry, 3C=poor hand and suit, 3D=poor hand good suit, 3H=good hand poor suit, 3S=g