

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 Suit	(or both)	Versus NoTrump	(if different)
Leads	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			
Discards		High Encourage		Low Encourage	
Count		High-Low = Even		High-Low = Even	
Signal	on partner's lead:	High encouraging		Low encouraging	
Signal	on declarer's lead:	High encouraging for Suit, Low encouraging for NT			
Notes					

6. SLAM CONVENTIONS

4NT: Blackwood ☐ Yes RKCB 1430 4♣ Gerber ☐ Yes when? After NT

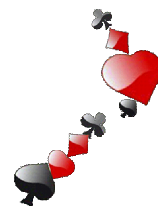
Slam Notes 0 or 4, 1, 2, 3

Cue Bids ☐ Yes first contral cue bid

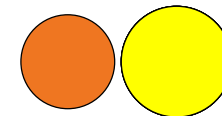
Asking Bids ☐ Off

7. OTHER CONVENTIONS

Updated



NZBridge



Nos. / NAMES & SYSTEM

1109709 / Dong Gao Bi

1203401 / Daisy Lu

Basic System: !bl+!+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 loser

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 1♥ 6+ pts, 4+ cards 1♠ 6+ pts, 4+ cards 1NT 6-10pts 2♣ 10+ pts, 5+ lc other	2♦ weak 6+ld 2♥ weak 6+!h 2♠ weak 6+!s 2NT 12+ pts 3♣ 10-12, 5+ lc, !-denies a ma	3♦ 6-9 pts, 7+ !d 3♥ 6-9 pts, 7+ !h 3♠ 6-9 pts, 7+ !s 3NT To Play 4♣
1♦ 1♥ 6+ pts, 4+ !h 1♠ 6+ pts, 4+ !s 1NT 6-10 pts 2♣ 10+ pts, 5+ lc 2♦ 10+pts, 4+ !D other	2♥ weak 6+!h 2♠ weak 6+!S 2NT 10-12 pts 3♣ weak 6+!c 3♦ 10-12. 5+!d, !-denies a ma	3♥ 6-9 pts, 7+!h 3♠ 6-9 pts, 7+!s 3NT To Play 4♣ 4♦
1♥ 1♠ 6+ pts, 4+ !s 1NT 6-10 pts 2♣ 12+ pts, 4+ !c 2♦ 12+ pts, 4+ !d other	2♥ 6-9 pts 3+!h 2♠ weak 6+!s 2NT Jacoby 13+pts 4+!h 3♣ 6-9 pts 7+!c	3♦ 6-9 pts 7+!d 3♥ 10-12 pts 3+!h 3♠ 6-9 pts, 7+!s 3NT To Play
1♠ 1NT 6-10 pts 2♣ 12+ pts, 5+ !c 2♦ 12+ pts, 5+ !d 2♥ 12+ pts, 4+ !h other	2♠ !6-9 pts, 3+ !s 2NT Jacoby 13+pts 4+!s 3♣ 6-9 pts 7+!c 3♦ 6-9pts 7+!d	3♥ 6-9 pts, 7+!h 3♠ 10-12 3+!s 3NT To Play 4♣
1NT 3♣ 6 !c, 2 top 3 honours 3♦ 6 !d, 2 top 3 honours 3♥ 6 !h, 2 top 3 honours other 2NT = Rangefinder 8-9 pts2!s = transfer to minor	3♠ 6 !s, 2 top 3 honours 3NT To Play 4♣ Ace Ask	4♦ 4♥ To Play 4♠ To Play
2♣ 2♦ 0-4 pts any shape 2♥ 8+pts any shape 2♠ 5-7 pts balanced other	2NT 5-7 pts 5+C 3♣ 5-7 pts 5+D 3♦ 5-7 pts 5+H	3♥ 5-7 pts 5+S 3♠ 3NT To Play
2♦ 2♥ to play 2♠ to play 2NT 14+ pts inquiry other	3♣ To Play 3♦ To Play 3♥	3♠ To Play 3NT To Play 4♣

Notes Jacoby still on after interference

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

9. CONVENTIONS

Unusual NT: Both minors

4th Suit Forcing One round ☐ Off ☐ Game force ☐ Yes

NT Checkback ☐ Yes ☐ Priorities: 2!d = both majors, 2!h or !s = 5 that major, 2NT = niether

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-empts 4♣/4♦ X = Takeout, both majors

4♥ X = Takeout, spade and other, 4N 4♠ X = Penalty 4nt= both minors 5+,5+

10. OTHER NOTES

!bDefence to our 1NTX: !n XX = 5 card suit weak

!b2NT Jump by Opener: !n18-19 HCP

!bJump overcalls: weak

New suit forcing=one round

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

open1C/1D, responses 1H/1S, rebid 1nt=check back, responses same suit=relay new suit=game force

weak2 2nt=inquiry, 3C=poor hand and suit, 3D=poor hand good suit, 3H=good hand poor suit, 3S=g