

4. BASIC RESPONSES	
Jump raises - minor:	Inverted
Jump raises - major:	Pre-empt
Jump shifts after minor opening:	weak
Jump shifts after major opening:	weak
Response to strong 2NT opening:	Stayman and Transfers apply over 2D, 2NT

5. PLAY CONVENTIONS		
	<u>versus a suit and NT</u>	<u>versus NT (if different)</u>
LEADS - Sequences	Overlead all	
- 4 or more with an honour:	Attitude	
- from 4 small:	2nd Highest	
- from 3 small:	Top	
- in partner's suit:	Same as above	
DISCARDS	Low encouraging	
COUNT	Low-High = Even	
SIGNALS - on partner's lead	Low encouraging	
- on Declarer's lead	Rev Count	

Note #1 lead of partner's suit from 2 with honour = honour

Note #2 lead of partner's suit from 3 with honour = low

Note #3:

Note #4:

Note #5:

6. SLAM CONVENTIONS

4NT:	Blackwood	Not used
	RKC	0314 etc
4♣:	Gerber	0 or 4 123

Slam Notes:**Cue Bids:****Asking Bids:**

7. OTHER CONVENTIONS

Unassuming cue bid	
Splinters	Exclusion key card, e.g. 1S, 5D
Jacoby 2NT over 1 of major (invitational)	Suction over strong 1C
1NT, x then forcing pass, xx = 2C, systems on	
Checkback Stayman over 1NT rebid	Puppet Stayman (reverse)



NZBridge



NAMES	NZB NUMBER	SYSTEM
Dennis Apperley	52671	Graham Pot
		43094
Acol		
Green		Brown Sticker

1. OPENING BIDS

Describe Strength, minimum length and/or specific meaning

1 4+ clubs 11+ pts Canape

1 4+ diamonds 11+ pts

1 4+ Hearts 11+ pts

1N 12-14

1♠ 4+ Spades 11-

INT will not contain a

2♣ Simple stayman

2♦ Transfer to H

2♥ Transfer to S

3♣/♦ 6 card suit with 2 of the top 3 honours

Responses To 1NT

2♠ Rangefinder o

2NT Both minors

Other:

2♣ Game Forcing

2♦ Multi 2 Weak major or 20-22, e.g. 2D, 2NT, 3C = strong H

2♥ 5H and 4 or 5 of another

2♠ 5S and 4 or 5 of another

2NT Weak both minors

3NT Gambling

2. DPF ALERTS

3. COMPETITIVE BIDS & OVERCALLS

Neg Doubles to	4H	Jump Overcalls:
Responsive Doubles to	4H	Unusual NT:
1NT Overcall - immediate	15-18	Immediate cue of a minor:
1NT Overcall - re-opening	12-14	Immediate cue of a major:
Over Opp's 1NT: Hamilton		Over weak 2's: X = takeou
		Over weak 3's: X = takeou

Negative free bids

Inverted minor raises
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stem card for: Dennis Apperley & Graham Potter Printed on: 2 Feb 2026



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Other

0. RESPONSES TO OPENING BIDS					
1♣	1♦	4+	2♦	weak	3♦
	1♥	4+	2♥	weak	3♥
	1♠	4+	2♠	weak	3♠
1NT	6-9	2NT	10-12	3NT	To play
2♣	10-12	3♣	6-9, 4+ clubs		
Other					
1♦	1♥	4+	2♥	weak	3♥
	1♠	4+	2♠	weak	3♠
1NT	6-9	2NT	10-12	3NT	To play
2♣	10+	3♣	weak		
2♦	10-12	3♦	6-9, 4+ diamonds		
Other					
+ pts 1♥	1♣	4+	2♥	6-9	3♦
5 card majo	1NT	6-9	2♠	weak	3♥
	2♣	10+	2NT	Jacoby	3♠
Xfer to a mi	2♦	10+	3♣	weak	3NT
Other					
1♠	1NT	6-9	2♠	6-9	3♥
	2♣	10+	2NT	Jacoby	3♠
	2♦	10+	3♣	weak	3NT
	2♥	10+, 5+ hearts		weak	
Other					
1NT	3♣	6 C's game invite	6 S's game invite	n/a	
	3♦	12-14	6 D's game invite	To play	4♥
	3♥	6 H's game invite		Ace ask	4♠
Other					
2♣	2♦	Weak or waiting	8+ balanced	n/a	
	2♥	8+ HCP, 3♦ hearts	8+ 5+ C's	3♠	n/a
	2♠	8+ HCP, 3♦ spades	8+ 5+ D's	3NT	To play
Other					
2♦	2♣	Relay	3♣	To play	3♠
Weak	2♠	Game interest in H's		To play	3NT
Other:	2NT	14+	3♥	n/a	
Both majors	Other				
Other major/minor	2NT		To play	3♦	To play
t, suit natural	2NT	Strong relay		To play	3NT
t, suit natural	3♣	Pass or correct		n/a	
Other					

Notes

2♠

2NT

Other

Other

3♣

3♦

Other

Other

3♦

3♣

Other

Other

3. CONVENTIONS

Unusual NT: Minors

4th Suit Forcing: Game forcing

Checkback Stayman: Yes 2D= both majors, 2NT = r

Defence to 3NT opening: X = takeout

Defence to Opening 3's: X = takeout

Defence to Opening 2's: X = takeout

Defence to Multi 2's: Immediate X = 16, delayed X = 17

Defence to 2 suiter openers: X = other 2 suits

Defence to other 2 openers:

Defence 1♦ strong : Suction

Takeout of 4-level prompts:

4♦ X = both majors

4♥ X = spades and another, 4♦ X = 5+ diamonds

4♠ X = Penalty, 4NT 2 places

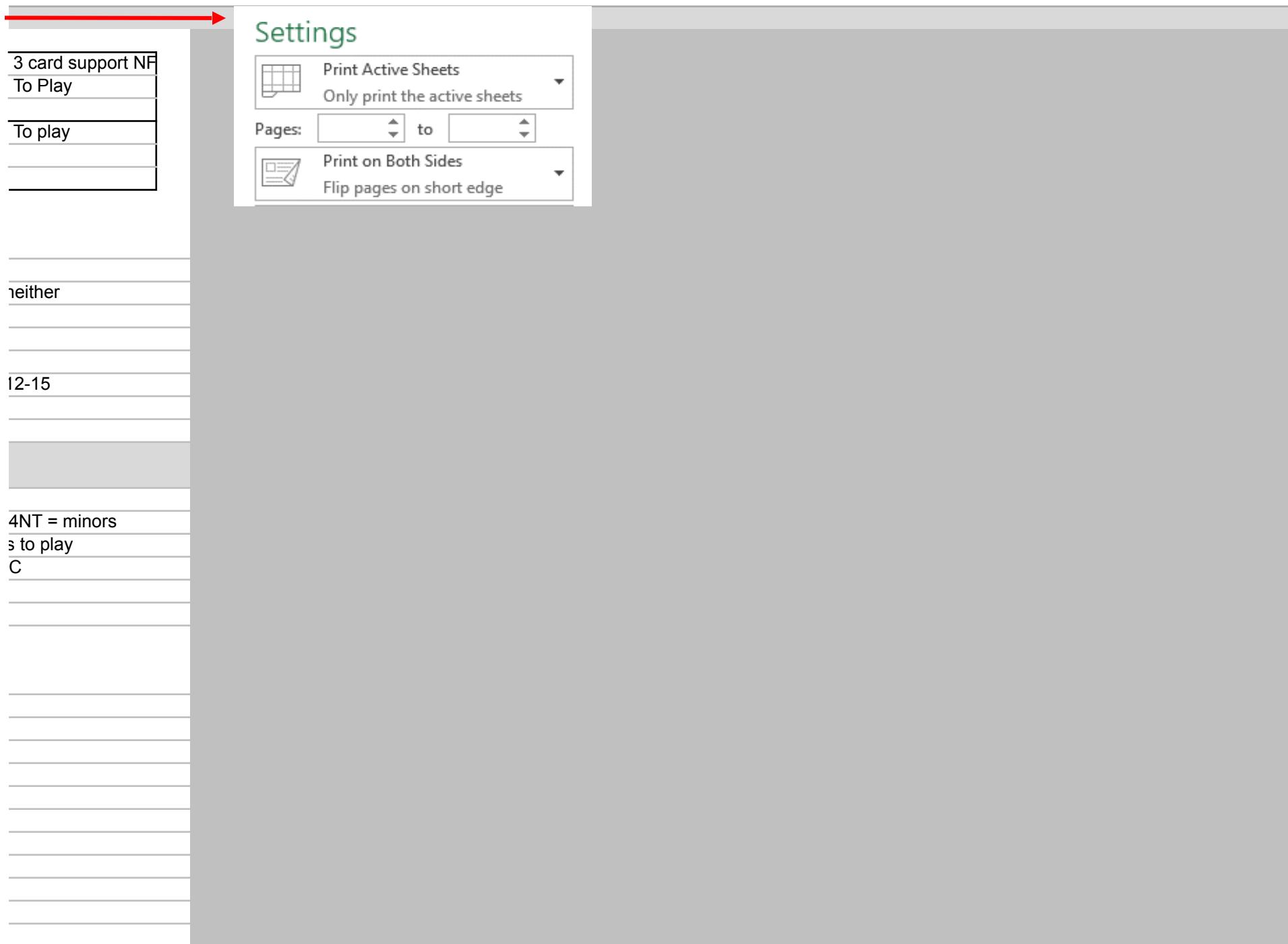
Defence after our 1NTX: forcing pass, systems on, xx = 2

After interference of our 1NT: systems off

Lebensohl - other uses: n/a

10. OTHER NOTES

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