

4. BASIC RESPONSES

ump raises - minors natural
ump raises - Majors weak
ump shifts after minor opening nonforcing
ump shifts after Major opening nonforcing
esponses to strong 2 suit open. natural
esponses to 2NT opening 3C/3D nonforcing suit choice/4C/4D invitational

5. PLAY CONVENTIONS

Show priorities Versus Suit (or both) Versus NoTrump (if different)
leads Sequences: A & Q rev att/ K nat ct
Four or more with an honour 4th or 5th(see below)
From 4 small 3rd
From 3 cards (no honour) MUD
In partner's suit top
discards reverse attitude
ount natural
ignal on partner's lead: natural
ignal on declarer's lead: natural
otes reverse attitude unless natural count requested by K lead.
f a 4th card lead might look negative to P, then we lead 5th

6. SLAM CONVENTIONS

NT: Blackwood ☐ RKC ☐ 3041
sking Bids ☐ Cue Bids ☐ 1H/S: 2NT agrees suit with possible slam interest and starts ct
bidding sequence. 4C Gerber answers are 3041/ 2 same rank/2 unequal rank

7. OTHER CONVENTIONS

4NT=slam invite either minor
over partners overcall, 2NT strength enq overcaller shows HCP/distribution or min
noninvitational support cues over partners overcall/otherwise natural

www.nzbridge.co.nz

PDF Form Rev. 22D13 by RoL

MyRev.

Copyright © ABF 2022



New Zealand Bridge

STANDARD SYSTEM CARD

NZB Nos. 61986 Helen Healy
& Names: 43288 Tim Healy
Basic System: Precision
Brown Sticker ☐ Classification: Green ☐ Blue ☒ Red ☐ Yellow ☐
Canapé ☐

1. OPENING BIDS

Describe strength, min.length, or specific meaning
1♥ 16 + any shape 1♥ 11-15 5+ Hs
1♦ 11-15 short as 0 Ds 1♠ 11-15 5+ Ss
1NT 12-15 balanced may contain 5 card Major

1NT Responses 2♣ Stayman or invitational club suit

2♦ transfer to Hs 2♠ range finder
2♥ transfer to Ss 2NT invite(11 HCPs) balanced
(Dbl) other

2♣ 11-15 6+ clubs/no 4 card major

2♦ Flannery(5Hs/4Ss 11-15) or 23+ HCPs balanced

2♥ less than opener 6+ Hs

2♠ less than opener 6+ Ss

2NT 5+x5+ minors vul=opener/less nonvul 3NT 6+/5+ majors vul/nonvul as per 2NT
other 4C/4D = 6+ cards & 5+ undisclosed major

2. PRE-ALERTS

Flannery style 2D opener Defence to 1 NT
1D opener as few as 0 Ds two stolen doubles(see notes)
noninvitational support cues 4NT opener= slam invite in either minor

3. COMPETITIVE BIDS / OVERCALLS

Doubles Negative DBL thru nil
penalties over 3H & above unless first turn to bid Responsive DBL thru 2S
Jump overcalls variable Unusual NT minors
1NT overcall: (immediate) 16+ HCP balanced (re-opening) 14+ HCP
Immediate cue: (minor) natural (Major) natural
Over: Weak Twos 2NT bal 13-15 ? sp/X=16· Opening Threes NT to play suit=13-15/X=16+

Opponent's transfers natural

Opponent's 1NT 2C/2D as per our openers/2H/2S natural but if 5C then 4+ another behind it

2NT=minors

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦	less than 8 HCP or wait	2♦	8-10 HCP/Ds	3♦	11-12 HCP/Ds
1♥	8-10 HCP/Hs	2♥	11-12 HCP/Hs	3♥	13-15 HCP/Hs
1♠	8-10 HCP/Ss	2♠	11-12 HCP/Ss	3♠	13-15 HCP/Ss
1NT	8-10 HCP/may be unbal	2NT	11-12 HCP/may be unb	3NT	13-15 HCP/may be unb
2♣	8-10 HCP/Cs	3♣	11-12 HCP/Cs	4♣	Ace ask
other	1C/3NT from P-4C=stayman/4D=quantitative				
1♦	4+/maybe longer minor	2♥	11-12 HCP/5+ Hs	3♥	13+ HCP/6+ Hs
1♠	4+/maybe longer minor	2♠	11-12 HCP/5+ Ss	3♠	13+ HCP/6+ Ss
1NT	6-10 HCP/may be unbal	2NT	12 HCP/no 4 card major	3NT	13+ HCP/no 4 card major
2♣	Cs/11+ HCP/ask maj h/c	3♣	13+ HCP/Cs	4♣	Ace ask
2♦	Ds/11+ HCP/ask maj h/c	3♦	13+ HCP/Ds	4♦	n/a
other					
1♥	5+ Ss/6-10 HCP	2♥	3+ Hs/6-10 HCP	3♦	forcing with Ds
1NT	6-10 HCP	2♠	n/a	3♥	weak/4+ Hs
2♣	11-12 HCP/Cs	2NT	g/f poss slam interest	3♠	invite in Ss
2♦	11-12/Ds	3♣	11-12 HCP/invite in H	3NT	to play
other					
1♠	8-10 HCP/no Sfit	2♠	3+ Ss/6-10 HCP	3♥	n/a
2♣	11-12 HCP/Cs	2NT	g/f poss slam interest	3♠	4+ Ss/weak
2♦	11-12 HCP/Ds	3♣	11-12 HCP/invite in Ss	3NT	to play
2♥	11+ HCP/Hs	3♦	forcing with Ds	4♣	Ace ask
other					
1NT	3♣ weak to play	3♠	forcing with Ss	4♦	g/f..pick a major
3♦	weak to play	3NT	to play	4♥	to play
3♥	forcing with Hs	4♣	Ace ask	4♠	to play
other					
2♣	2♦ enquiry/11+ HCP	2NT	to play	3♥	forcing with Hs
2♥	weak to play	3♣	noninvitational raise	3♠	forcing with Ss
2♠	weak to play	3♦	forcing with D	3NT	to play
other	2C/2D/2NT= 15 HCP				
2♦	2♥ weak to play	3♣	5/6 Cs & 5 Ds	3♠	invite in Ss
2♠	weak to play	3♦	6D/5C	3NT	to play
2NT	strength enquiry	3♥	invite in Hs	4♣	Ace ask
other					

Notes

2♥	2♠ to play	3♦	to play	3NT	to play
2NT	strength enquiry	3♥	noninvitational raise	4♣	Ace ask
3♣	to play	3♠	invite in Ss	4♥	to play
other	RKCB ace ask				
2♠	2NT strength enquiry	3♥	to play	4♣	Ace ask
3♣	to play	3♠	noninvitational raise	4♥	to play
3♦	to play	3NT	to play	4♠	to play
other	RKCB ace ask				
2NT	3♣ weak/to play	3♠	to play	4♦	invite in Ds
3♦	weak/to play	3NT	to play	4♥	to play
3♥	to play	4♣	invite in Cs	4♠	to play
other	RKCB ace ask				

9. CONVENTIONS

Unusual NT: minors

4th Suit Forcing One round ☐ n/a

NT Checkback ☐ Priorities: n/a

Defence to 3NT opening natural/X implies "lead a S"

Defence to Opening Twos X=16+/2NT=13-15(maybe no stopper)/suit=13-15/5+ cards

Multi 2♦ as per opening 2s

RCO style 2-s as per opening 2s

Other 2-s

Defence 1C...X= majors/1NT= minors otherwise natural to

strong 2C...natural

1♠/2♣

Over 1NT Interference natural

Lebensohl - other uses n/a

Take out of 4 level pre-empt 4♣/4♦ X= pick a major

4♥ 4NT= pick a minor 4♠ 4NT= pick a minor

10. OTHER NOTES

over interventions over our 1C

up to & incl 2S,X=5-7 any shape

3 levels interventions, pass= up to 7 HCP/suit or NT=8-10 HCP/X=11+ HCP sequence: 1NT(us)/2C(opps)X (us)= stolen bid so stayman

over Ps 3 level major bid, 3NT= quantitative

3NT opener or intervention=6+/5+ majors

4C/4D opener or intervention = 6+ suit & 5+ undisclosed major

*click*here*

*click*here*

Game force ☐