

#### 4. BASIC RESPONSES

Jump raises - minor: Limit 10-12      Other:  
 Jump raises - major: Limit 10-12      Other:  
 Jump shifts after minor opening: non forcing  
 Jump shifts after major opening: splinter at 4 level  
 Response to strong 2NT opening: 4C/4D to play

#### 5. PLAY CONVENTIONS

Show priorities	versus a suit and NT	versus NT (if different)
<b>LEADS</b> - Sequences	Overlead; Ace-Attitude King-Count	
- 4 or more with an honour	4th Highest	
- from 4 small:	2nd Highest	
- from 3 small:	Middle/Up/Down (MUD)	
- in partner's suit:	as above	
<b>DISCARDS</b>	Odd/Even	
<b>COUNT</b>	High-Low = Even	
<b>SIGNALS</b> - on partner's lead	Odd encouraging	
- on Declarer's lead	Normal Count	

Note #1:  
 Note #2:  
 Note #3:  
 Note #4:  
 Note #5:

#### 6. SLAM CONVENTIONS

4NT: Blackwood      0314 Aces & Kings  
                          RKC      0314 etc  
 4S: Gerber      0 or 4 123

**Slam Notes:**

**Cue Bids:**

**Asking Bids:**

#### 7. OTHER CONVENTIONS

Long Suit Trial Bids	
Splinters	



# NZBridge



#### NAMES - NZB NUMBER - SYSTEM

Names: Lynn Hall – A.961221      Jimmy Ching – A 1197282  
 NZB No: 9586      2093  
 Basic System: **Acol**  
 Classification: **Green**      Brown Sticker

#### 1. OPENING BIDS

Describe Strength, minimum length and/or specific meaning

1 1C 3+		<b>Canape</b>
1 1D 3+		
1 1Ht 5+		1♠ 5
1N 12-14		1NT will not contain a 5 card major
Responses To 1NT	2S Extended Stayman	
	2♦ transf to Hts	2♠ Rangefinder
	2♥ transf to Spd	2NT minor Transf
	3S/♦ Game Force	
	Other:	
	2SC. Game force: 4 losers or 23+	
	2♦D. Multi 2 way: wk Major: 20-22 – puppet Stayman	
	2 Hts & minor minimum of 5/4 6-10	
	2 Spds & minor minimum 5/4 6-10	
2NT 5/5 minors 6-10		3NT

#### 2. PRE ALERTS

5 Card Majors.	O & E disc
12-14 NT	
Multi 2 openers	

#### 3. COMPETITIVE BIDS & OVERCALLS

<b>Neg Doubles to</b>	3S	<b>Jump Overcalls:</b>	Variable
<b>Responsive Doubles to</b>	3S	<b>Unusual NT:</b>	Other rank
<b>1NT Overcall - immediate</b>	15-17	<b>Immediate cue of a minor:</b>	D/orC & a Maj
<b>1NT Overcall - re-opening</b>	12-14	<b>Immediate cue of a major:</b>	other Maj & minor
<b>Over Opp's 1NT:</b>	Natural	<b>Over weak 2's:</b>	natural
		<b>Over weak 3's:</b>	natural

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## 8. RESPONSES TO OPENING BIDS

1§	1 <sup>..</sup> 4+ D. 5+ pts	2 <sup>..</sup> 0-5 pts 6 card suit	3 <sup>..</sup>
	1♥ 4+Hts5+ pts	2♥ 0-5 pts 6 card suit	3♥
	1♠ 4+ Sp 5+ pts	2♠ 0-5 pts 6 card suit	3♠
	1NT 6-10 pts	2NT 11Pts	3NT to play
	2§ 5+ C 6-10 pts	3§ 5+ suit 9-11 Pts	
	Other		
1 <sup>..</sup>	1♥ 4+ suit 5+ pts	2♥ 0-5 pts 6 card suit	3♥
	1♠ 4+ suit 5+ pts	2♠ 0-5 pts 6 card suit	3♠
	1NT 6-10 pts	2NT 10-11 pts	3NT to play
	2§ 4+ C 9+ pts	3§	
	2 <sup>..</sup> 4+ D 6-10pts	3 <sup>..</sup> 9+ pts 4+ D	
	Other		
1♥	1♠ 4+ suit 5+ pts	2♥ 3+ suit 6-10 pts	3 <sup>..</sup>
	1NT 6-10 pts	2♠ 0-5 pts 6 card suit	3♥ 10-11 pts + supp
	2§ 4+ C 9+ pts	2NT Jacoby 13+ pts	3♠ invite
	2 <sup>..</sup> 4+ D 9+ pts	3§	3NT to play
	Other		
1♠	1NT 6-10 pts	2♠ 3+ suit 6-10 pts	3♥ invite
	2§ 4+ C 9+ pts	2NT Jacoby 13+ pts	3♠ 10-11 pts + supp
	2 <sup>..</sup> 4+ D 9+ pts	3§	3NT to play
	2♥	3 <sup>..</sup>	
	Other		
1NT 12-14	3§ Game force	3♠	4 <sup>..</sup>
	3 <sup>..</sup> Game force	3NT to play	4♥ to play
	3♥	4§ Gerber	4♠ to play
	Other		
2§	2 <sup>..</sup> Less 7pts	2NT 7+ pts	3♥
	2♥ 5+suit 7+ pts	3§ 7+ pts 4 + suit	3♠
	2♠ 5+ suit 7+ pts	3 <sup>..</sup> 7+ pts 4+ suit.	3NT to play
	Other puppet stayman		
2 <sup>..</sup>	2♥ Less than 14pts	3§	3♠
	2♠ game int in Hts	3 <sup>..</sup>	3NT to play
	2NT 14-15+ pts	3♥	
	Other 3C wk in Hts: 3D wk in Spds: 3Ht strong in Sp:3SP str in Hts.		
2♥	2♠ to play	3 <sup>..</sup>	3NT to play
	2NT 14-15+ pts	3♥ invite	
	3§ P/Correct	3♠	
	Other 3C wk & C: 3D wk & D: 3H stron & C:3sp strong & D.		

Notes

2♠	2NT 14-15Pts	3 <sup>..</sup>	3♠ invite
	3§ P/Correct	3♥ to play	3NT to play
	Other 3C wk & C:3D wk & D: 3H Strong & C: 3Sp strong & D.		
2NT	3§ to play	3♥ invite	3NT to play
	3 <sup>..</sup> to play	3♠ invite	
	Other		

## 9. CONVENTIONS

**Unusual NT:** Majors or Minors

**4th Suit Forcing:** Game forcing

**Checkback Stayman:** Yes New checkback minor

**Defence to 3NT opening:** natural

**Defence to Opening 3's:** X T/out bid own suit

**Defence to Opening 2's:** X T/out bid own suit

**Defence to Multi 2's:** X 1<sup>st</sup> R = 16+ pts X 2ndR 12-15 pts bid own suit.

**Defence to 2 suiter openers:** natural

**Defence to other 2 openers:** natural

**Defence to strong 1§:** natural: 1NT minors X majors.

**Takeout of 4-level preempts:** 4§/<sup>..</sup> X majors

4♥ 4NT minors

4♠ 4NT minors

**Defence after our 1NTX:** x system bids xx=Clubs

**After interference of our 1NT:** natural

**Lebensohl - other uses:**

## 10. OTHER NOTES