

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	<u>versus a suit and NT</u>	<u>versus NT (if different)</u>
LEADS - 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	
DISCARDS	Odd/Even	
COUNT	High-Low = Even	
SIGNALS - 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:

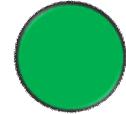
Cue Bids:

Asking Bids:

7. OTHER CONVENTIONS

Long Suit Trial Bids

Splinters



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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+	Canape
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 2D transf to Hts 2H transf to Spd 3S/ Game Force Other:
	2C Game force: 4 losers or 23+ 2D Multi 2 way: wk Major: 20-22 – puppet Stayman 2H Hts & minor minimum of 5/4 6-10 2S 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

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

8. RESPONSES TO OPENING BIDS

1\$	1 4+ D. 5+ pts	2 0-5 pts 6 card suit	3
	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	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 4+ D 6-10pts	3 9+ pts 4+ D	
Other			
1	1 4+ suit 5+ pts	2 3+ suit 6-10 pts	3
	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 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 4+ D 9+ pts	3\$	3NT to play
	2	3	
	Other		
1NT 12-14	3\$ Game force	3	4
	3 Game force	3NT to play	4 to play
	3	4\$ Gerber	4 to play
	Other		
2\$	2 Less 7pts	2NT 7+ pts	3
	2 5+suit 7+ pts	3\$ 7+ pts 4 + suit	3
	2 5+ suit 7+ pts	3 7+ pts 4+ suit.	3NT to play
	Other puppet stayman		
2	2 Less than 14pts	3\$	3
	2 game int in Hts	3	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	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	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 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 1st 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 prompts: 4\$ 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

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