

4. BASIC RESPONSES

Jump raises - minor:	Limit 10-12	Other:	Drop Dead
Jump raises - major:	Limit 10-12	Other:	Drop Dead
Jump shifts after minor opening:			Weak - To Play
Jump shifts after major opening:			3-4-card support + Jacoby
Response to strong 2NT opening:			Puppet Stayman and Transfers apply

5. PLAY CONVENTIONS

Show priorities

	<u>versus a suit and NT</u>	<u>versus NT (if different)</u>
LEADS - Sequences	Overlead all	
- 4 or more with an honour	4th Highest	
- from 4 small:	2nd Highest	
- from 3 small:	Middle/Up/Down (MUD)	
- in partner's suit:	Highest, not A or K as a rule	
DISCARDS	Low encouraging	
COUNT	Not used	
SIGNALS - on partner's lead	Low encouraging	
- on Declarer's lead	Low encouraging	

Note #1:

Note #2:

Note #3:

Note #4:

Note #5:

6. SLAM CONVENTIONS

4NT: Blackwood	Not used	Quantitative 4NT - Yes
RKC	1430 etc	Over suit contracts
4♣: Gerber	0 or 4 123	Over NT contracts

Slam Notes: DOPI used with interference

Cue Bids:

Asking Bids:

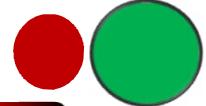
7. OTHER CONVENTIONS

Negative double (6+ pts -1-level; 10-12 - 2-level)	Reverse Bids APPLY
Take-out, Support + Responsive Doubles	4th Suit Forcing
Simple, Puppet + Garbage Stayman over 1NT	Puppet Stayman over (i) 2C-2D(relay) -2NT
Jacoby 2NT	(ii) 2NT opener (iii) 2NT o/c of weak 2
Super-accept transfer bid - 4-card + 14 points	Ogust - Game Try over 2D/2H & 2S
Unassuming + Michael's Cue Bids	Unusual 2NT overcall - lowest 2 unbid suits
	New minor forcing over NT rebids

NZBridge



NZBridge



NAMES - NZB NUMBER - SYSTEM

Names:	Rosemary Jackson	Takayo Yanagisawa
NZB No:	39482	36064
Basic System:	Standard American	with 5 card majors
Classification:	Green	Brown Sticker <input checked="" type="checkbox"/>

1. OPENING BIDS

Describe Strength, minimum length and/or specific meaning

1♣ 2+ Clubs 11-19 pts (11 points - Rule of 20)	Canape <input type="checkbox"/>
1♦ 4+ Diamonds 11-19 pts (11 points - Rule of 20)	
1♥ 5+ Hearts 11-19 pts (11 points - Rule of 20)	1♠ 5+ Spades 11-19 pts
1NT 15-17hcp	1NT may contain a 5 card major
	2♣ Simple stayman
	2♦ Transfer to H
	2♠ Transfer to C
	2♥ Transfer to S
	2NT Transfer to D
	3♣/♦ 3C -Puppet Stayman; 3D - 5-6 card minor to play
	Other: Garbage Stayman
	2♣ Game Forcing (18+/4 loser in a suit OR 23+ Balanced) - May NOT meet Rule of 29 Alert
	2♦ Weak 6-card suit; 6-10 points (7-10 if vulnerable)
	2♥ Weak 6-card suit; 6-10 points (7-10 if vulnerable)
	2♠ Weak 6-card suit; 6-10 points (7-10 if vulnerable)
2NT 20-22 Balanced	3NT n/a

2. PRE ALERTS

1NT - X - XX = Bid Clubs, Pass/Correct	1C - 2H ie 5-card suit + Weak "Drop Dead"
Our 1NTX - Stayman + Transfers apply	Opp1NT -X - P - ? Stayman and Transfers apply
1NT - 2C/D/H/S - X T/O X; other major/suits	1NT overcall - Stayman and Transfers apply

3. COMPETITIVE BIDS & OVERCALLS

Neg Doubles up to	3S	Jump Overcalls:	Weak
Responsive Doubles up to	3S	Un2NT	2 lowest unbid suits Other:
1NT Overcall - immediate	15-18	Immediate cue of a minor:	Both Majors
1NT Overcall - re-opening	12-14	Immediate cue of a major:	Other major+ minor
Over Opp's 1NT:	LANDY	Over weak 2's:	X = T/O, 11+/other major/suits
X -15+ hcp (for penalties), Bid 9-10pts +		Over weak 3's:	X = T/O , 12+ pts
2C - Bid best MAJOR		Over weak 2's:	2NT shows 15+ points
2D/2H/2S - Natural		Support X - Opener's re-bid is X - shows	
2NT - Bid 2C or best MINOR (if leng)		3-crd support for partner's suit, bid (4)	

8. RESPONSES TO OPENING BIDS

1♣	1♦ 4+C, 6-9 pts	2♦ 6crd D 0-7pt,to play	3♦ 7+, 0-8 pts weak
	1♥ 4+H, 6-9 pts	2♥ 6crd H 0-7pt,to play	3♥ 7+, 0-8 pts weak
	1♠ 4+S, 6-9 pts	2♠ 6crd S 0-7pt,to play	3♠ 7+, 0-8 pts weak
	1NT 6-9, denies major	2NT 10-12, no 4crd major	3NT To Play
	2♣ 6-9, 5+ clubs	3♣ 5+ C, 10-12	4C Gerber if jump bid
Other			
1♦	1♥ 4+H, 6-9 pts	2♥ 6crd H 0-7pt,to play	3♥ 7+, 0-8 pts weak
	1♠ 4+S, 6-9 pts	2♠ 6crd S 0-7pt,to play	3♠ 7+, 0-8 pts weak
	1NT 6-9, denies major	2NT 10-12, no 4crd major	3NT To Play
	2♣ 4C, 10+ pts	3♣ 6+crd C 0-7pt,to play	4NT RKC 0314
	2♦ 6-9, 4+ diamonds	3♦ 5+D, 10-12	
Other			
1♥	1♠ 4+S, 6+ pts	2♥ 3 hearts, 6-9 pts	3♦ 7+, 0-8 pts weak
	1NT 6-9 hcp	2♠ Weak 0-7, to play	3♥ 3 hearts 10-12 pts
	2♣ 4C+, 10+ pts	2NT Jacoby - 4H, 12+	3♠ 7+S, 0-8 pts weak
	2♦ 4D+, 10+ pts	3♣ 7+C, 0-8 pts weak	3NT To Play
	Other 4NT - RKC 0314 (Keycard Asking)		
1♠	1NT 6-9 hcp	2♠ 3 spades, 6-9pts	3♥ 7+H, 0-8 pts weak
	2♣ 4C+, 10-12 pts	2NT Jacoby - 4S, 12+	3♠ 3 Spades, 10-12 pts
	2♦ 4D+, 10-12 pts	3♣ 7+C, 0-8 pts weak	3NT To Play
	2♥ 10+, 5+ hearts	3♦ 7+D, 0-8 pts weak	4NT RKC 0314
	Other		
1NT 15-17hcp	3♣ PUPPET STAYMAN	3♠ 6crd S, game invite	4♦
	3♦ 5-6 crd D, to play	3NT To play	4♥ To Play
	3♥ 6crd H, game invite	4♣ Gerber - Ace ask	4♠ To Play
	Other 2C - Stayman, 2D Trans to H, 2H - Trans to S, 2S Trans to C, 2NT Trans to D		
2♣	2♦ 2D relay	2NT 8+ pts, balanced	3♥ 8+ pt, 6 card hearts
	2♥ 8+ pt, 5 card hearts	3♣ 8+ pt, 5 crd Clubs	3♠ 8+ pt, 6 card spades
	2♠ 8+ pt, 5 card spades	3♦ 8+ pt, 5 crd diamond	3NT To Play
	Other		
2♦	2♥ 5H, good hand	3♣ 5C, good hand	3♠ 6+S, better cont
	2♠ 5S, good hand	3♦ 3 crd support, To play	3NT To Play
	2NT Strong enquiry	3♥ 6+H, better cont	4NT RKC 0314 Asking
	Other Ogust responses to 2NT - 3C-6, 3D-7, 3H-8, 3S-9 to 10		
2♥	2♠ 5+S, good hand	3♦ 5+D, good hand	3NT To Play
	2NT Strong enquiry	3♥ 3 card support	4NT Keycard Asking
	3♣ 5+C, good hand	3♠ 6+S, better cont	
	Other Ogust responses to 2NT - 3C-6, 3D-7, 3H-8, 3S-9 -10		

Notes

System used for Real Bridge (incl Puppet Stayman)

2♠	2NT	Strong enquiry	3♦ 5+D, good hand	3♠ 3 card support
3♣	5+C, good hand	3♥ 5+H, good hand	3NT To Play	
Other	Ogust Responses to 2NT - 3C-6, 3D-7, 3H-8, 3S-9 to 10/ 4S - To play			
2NT	3♣ Puppet Stayman	3♥ Transfer to S	3NT To Play	
	3♦ Transfer to H	3♠ Transfer to Minor	4NT 10 pts; Bid 6NT if max	
	Other			

9. CONVENTIONS

Unusual NT: 2 lower unbid suits

4th Suit Forcing: One Round forcing At 2+ level with 10 points

Checkback Stayman: No

Defence to 3NT opening: X = T/O

Defence to Opening 3's: X = Takeout or Bid 5-card suit

Defence to Opening 2's: X = 15+ pts except in 4th seat, may be 13-14 or 12+

Defence to Multi 2's: Immediate X = 16, delayed X = 12-15

Defence to 2 suiter openers: X = Take-out; 2NT = 15-18 OR Bid 5-card suits

Defence to other 2 openers: X = Take-out or Bid 5-card suit

Defence to strong 1♣: X = Both majors 1NT = Both minors

Takeout of 4-level preempts: 4♣/♦ X = T/O

4♥ X = T/O

4♠ X = Penalties (4NT is T/O over opp 4S bid)

Defence after our 1NTX: XX = SOS, Partner bid Clubs, Pass or Correct

After interference of our 1NT: Stayman + Transfers apply (if opps double our 1NT), Lebensohl

Lebensohl - other uses: Over opp weak 2H/2S, if partner X Multi2 + opp o/c our 1NT

10. OTHER NOTES

Simple Stayman over 1NT shows 8+pt\$ - 2C does not guarantee a 4-card major

Defence to overcall of our 1NT - X for take-out, all other bids are natural

except 2NT is Lebensohl

Quantitative Bids: Bid 4NT over (i) 1NT <with 15-16 pts> and (ii) 2NT <with 10 pts>

Partner's Response: Bid 6NT with maximum points

OR Bid 7NT if Quantitative bid is 5NT

Lebensohl used when (i) the opposition overcall our 1NT

(ii) when partner doubles opponents weak 2H/2S

(iii) when partner doubles opp Multi 2 opening bid (1st round)

An interfering double (after strong 2C or 4C ace asking) is a lead indication

2D over partner's 2C response to opp 1NT implies equal length in the majors

System used for Real Bridge (incl Puppet Stayman)