

4. BASIC RESPONSES

Jump raises - minors	<10 HCP	Other	2 minor = 10+ HCP. Splinters
Jump raises - majors	(0)2-6 HCP	Other	
Jump shifts after minor opening	6 Suit, Weak		
Jump shifts after major opening	Raises. Cheapest = Jacoby, GF. Others = Bergen variation		
Responses to strong 2 C opening	2D=Waiting. Suit=semi-positive (4)5-9(10) HCP. 2N=10ish		
Responses to 2NT opening	3C=Puppet Stayman. 3D 3H 3S = Transfer		

5. PLAY CONVENTIONS

Show priorities

Versus **Suit** (or both) Versus **No Trump** (if different)
S

Leads	Sequence	A Q for Att; K for count; and	Overlead from QJ JT
	Four or more with an honour	4 th highest	
	From 4 small	2 nd highest, top if 98xx	
	From 3 cards (no honour)	MUD OR Top	
	In partner's suit	As above	
Discards		Count	
Count		Reverse. (Present Count)	
Signal	on partner's lead:	Attitude except on K lead	
Signal	on declarer's lead:	If given, Count	
Notes	(UDCA) Attitude is Reverse; Count is Reverse – and for the current no. (Present Count)		

Suit Preference given when Needed or when Count & attitude known. When singleton in dummy if.

the contract is at 4 level or higher. When affordable, discards tend to suggest lead another suit.

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 03 41 4♣ Gerber When? After 1N or 2N

Slam Notes PODI PORI

Cue Bids Aces first.

Asking Bids

7. OTHER CONVENTIONS

Cue Raise at 3 level = 4+ support (or STRONG)

Cue Raise at 2 level = 3 support (or STRONG)

Cue Raise doubles of Raises (as above)

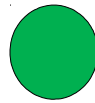
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1N rebid: 2C inc all INC; 2D 2H TFR; 2N Puppet; 3 suit raises O.

Jump 2N rebid (can include 4 support): Transfers follow



Nos. / NAMES & SYSTEM

/ Virginia Rose Mimi Jon

/ Linda Allison Alan

Basic System: Standard. 2/1 if 1 Major opening.

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, minimum length, or specific meaning Canape

1♣ 2 if 4432=, else 3+ 11+HCP 1♥ 5+ 11+HCP

1♦ 4+ 11+HCP 1♠ 5+ 11+HCP

1NT 15-17 HCP may contain 5 card Major

1NT Responses	2	Range? M5? (Lavings)	Other
2♦	♣	Hearts TFR & SA	2♣ Clubs TFR 2N=SA
2♥		Spades TFR & SA	2NT Diamonds TFR 3C=SA
Other		SA = Superaccepts	

2♣ GF (19)21+ unbalanced; GF Flat; 22-23 Flat

2♦ Major=6

2♥ 5/5+ Hearts + Other. Strength < opening. (Can be 5/4 at favourable)

2♠ 5/5+ Spades + minor. Strength < opening. (Can be 5/4 at favourable)

2NT 20-21 HCP. Major 5 allowed. 3NT Major, 7+ suit. Better than 4M opening

Other

2. PRE-ALERTS

Responses can be <6p if short in m opened.

Inverted minor raises, ON if (X)(1D)(1H)(1S)

Bergen like raises, ON if (X)(1S)

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through 3S Jump overcalls Obstructive

Responsive doubles through 3S Unusual NT Lowest Unbid suits 5/5+

1NT overcall - immediate 16-18 Immediate cue of minor HS 5/5+

1NT overcall - re-opening 15-17 Immediate cue of major Major + minor. 5/5+

Over weak twos Takeout X + Rubensohl Over opening threes Takeout X

Over opponents 1NT (ASPTRO) X = Penalty

2C = 2 suiter(5+4+) on Hearts; 2D = 2 suiter(5+4+) on Spades; 2N = C&D, 5/5+

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣	1♦	NAT, 4+ suit	2♦	6(7) suit, 2-7 HCP	3♦	SPL RAISE, D sh
	1♥	NAT, 4+ suit	2♥	6(7) suit, 2-7 HCP	3♥	SPL RAISE, H sh
	1♠	NAT, 4+ suit	2♠	6(7) suit, 2-7 HCP	3♠	SPL RAISE, S sh
	1NT	6-10 HCP, M<4	2NT	11-12 P, flat, M<4	3NT	13-14 P, flat, M<4
	2♣	Raise,4+, 10+HCP	3♣	Raise,4+, 10+HCP	4♣	NF, RAISE
Other	Splinter is GF. 4H 4S 5C 5D To Play					

1♦	1♥	NAT, 4+ suit	2♥	6(7) suit, 2-7 HCP	3♥	SPL RAISE, H sh
	1♠	NAT, 4+ suit	2♠	6(7) suit, 2-7 HCP	3♠	SPL RAISE, S sh
	1NT	6-10 HCP, M<4	2NT	11-12 P, flat, M<4	3NT	13-14 P, flat, M<4
	2♣	NAT, 4+ suit	3♣	6(7) suit, 2-7 HCP	4♣	SPL RAISE, C sh
	2♦	Raise,4+, 10+HCP	3♦	Raise,4+, 10+HCP	4♦	NF, RAISE
Other	Splinter is GF. 4H 4S 5C 5D To Play					

1♥	1♠	NAT, 4+ suit	2♥	Raise,3, 6/9 HCP	3♦	Raise,4+, 6/7 HCP
	1NT	F1 5-12 HCP [1]	2♠	Raise,4+, 12+HCP	3♥	Raise,4+, (0)2/6 P
	2♣	NAT,(3)4+suit, FG	2NT	Raise,4+, 8-12 P	3♠	SPL RAISE, S sh
	2♦	NAT, 5+ suit, FG	3♣	Raise,3, [2]	3NT	3433,13-14,goodH
Other	4m SPL RAISE, m sh. 4H 4S 5C 5D To Play [1] If Passed, Semi-Forcing					

1♠	1NT	F1 5-12P [1]	2♠	Raise,3, 6/9 HCP	3♥	Raise,4+, 6/7 HCP
	2♣	NA,(3)4+ suit, FG	2NT	Raise,4+, 12+HCP	3♠	Raise,4+, (0)2/6 P

2♦	NAT, 4+ suit, FG	3♣	Raise,4+, 8-12 P	3NT	SPL RAISE, H sh
2♥	NAT, 5+ suit, FG	3♦	Raise,3, [2]	4♣	SPL RAISE, C sh
Other	4D SPL RAISE, D sh. 4H 4S 5C 5D To Play [1] If Passed, Semi-Forcing				

1NT	3♣	NAT, 6+ suit, FG+	3♠	NAT, 6+ suit, ST	4♦	
	3♦	NAT, 6+ suit, FG+	3NT	To Play	4♥	To Play
	3♥	NAT, 6+ suit, ST	4♣	Gerber	4♠	To Play
Other	4H 4S 5C 5D To Play					

2♣	2♦	Waiting	2NT	9-11 HCP,FL,rare	3♥	NAT, Weak
	2♥	NAT, Semi +ve [3]	3♣	NAT, Semi +ve [3]	3♠	NAT, Weak
	2♠	NAT, Semi +ve [3]	3♦	NAT, Semi +ve [3]	3NT	
Other	[3] 5-9(10) HCP or Ace. Suit is decent+, minor likely to be 6+					

2♦	2♥	Correctible	3♣	Natural, F1	3♠	Correctible
	2♠	Correctible	3♦	Natural, F1	3NT	To Play
	2NT	Correctible	3♥	Correctible	4♣	Correctible by TFR
Other	4H 4S 5C 5D To Play 4D Correctible (Cannot Pass)					

Notes SPL in Major is 10-13 if singleton; 9-12 if void.

[2] Flattish 10-12 OR Flat, 13-14 OR unbalanced, 8 losers

2♥	2♠	Correctible	3♦	Correctible	3NT	To Play
	2NT		3♥	NF	4♣	Correctible
	3♣	Correctible	3♠	Correctible	4♥	To Play
Other	4H 4S 5C 5D To Play					

2♠	2NT		3♥	Natural, Enc	4♣	Correctible
	3♣	Correctible	3♠	NF	4♥	To Play
	3♦	Correctible	3NT	To Play	4♠	To Play
Other	4H 4S 5C 5D To Play					

2NT	3♣	Puppet Stayman	3♠	TFR Clubs	4♦	Diamonds
	3♦	TFR Hearts	3NT	To Play	4♥	To Play
	3♥	TFR Spades	4♣	Gerber	4♠	To Play
Other	4H 4S 5C 5D To Play					

9. CONVENTIONS

Unusual NT	Lowest 2 unbid, 5/5+
4th Suit Forcing	One round <input type="checkbox"/> Game force <input checked="" type="checkbox"/>
NT Checkback	<input checked="" type="checkbox"/> Priorities 2C includes all INV; 2D 2H=TFR; 2N=Puppet; 3 suit raises O.
Defence to 3NT opening	4C=H5+other 4D=S5+other X=good hand
Defence to Opening Twos	Takeout X. Advance of 2N+ is TFR (Rubensohl)
Multi 2♦	X=Strong OR T/O of Spades. 2H= T/O of Heart. 2N=16-18 Flat.
RCO style 2-s	X=T/O of spades; 2N = 16-18 flat.
Other 2-s	X = T/O of potential 6 suit (else T/O of Spades) 2N = 16-18 flat.

Defence to strong ♣	1♣	2S = S+minor; 2H=H5+other; 2D=M6; 2C=D; 1N=C; X=12+
	2♣	X=S+minor or S5H4+. 2N=H+minor or H5+S4

Over 1NT Interference	Rubensohl	Transfers if 2N+
Lebensohl - other uses		
Take out of 4 level pre-empts	4♣/4♦	X. (4N 2 suited, rare)
4♥	X.. 4N=minors 55+	4♠ X. 4N= 2 suited, 55+

10. OTHER NOTES