

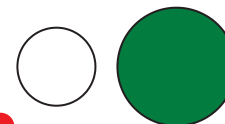
4. BASIC RESPONSES	
Jump raises - minors	[notes-1,2]
Jump raises - Majors	Mickey Mayer Majors [notes-8]
Jump shifts after 1♣/1♦	[notes-1,2]
Jump shifts after 1♥/1♠	Mickey Mayer Majors [notes-8]
Responses to strong 2	
Responses to 2NT opening	Muppet [notes-11], Transfers, Minor suit Stayman

5. PLAY CONVENTIONS		
	Suit	NT
Sequence	A = REV ATT ; K = REV CO	AQT UNBLK, REV CO ; KJ REV
4 honour	3rds 5ths	REV ATT
4 small	top	
3 cards	low	
p's suit	low	
Discards	REV ATT	
Count	REV CO	
Signal 1	REV ATT to our first lead	
Signal 2	REV ATT, REV CO, Standard SP	
3rd from 6, low from 7. Sometimes 4th if 3rd is too high. trump leads always low.		

6. SLAM CONVENTIONS	
4♣	3♦/♥/♠ - 4♣ = KCB ; 3♣ - 4♦ = KCB. Response steps 0,1,1+Q,2,2+Q
4NT	Quantitative if previous bid NT else KCB
Cue Bids	yes, 1st and 2nd round controls
Asking Bids	yes, follow up to KCB
[Last train]	

7. OTHER CONVENTIONS	

# NZBridge



Nos. / NAMES & SYSTEM				
56093	Ian			
58972	Graeme			
Basic System	Standard with transfer responses to 1♣			
Brown Sticker	Classification	GreenX	Blue	Red Yellow

1. OPENING BIDS	
1♣ 1+♣	1♥ 5+♥
1♦ 5+♦	1♠ 5+♠
1NT 15-17, (5M, 4441, 5422, 6322 allowed)	

1NT Responses	
2♣ Stayman, INV or better, does not promise 4M	
2♦ TRF to ♥	2♠ Minor Suit Stayman
2♥ TRF to ♠	2NT 6m WK or S/T

2♣ Almost FG, but 2♣ - 2♦ - 3♥/♠ can be passed	
2♦ 2 way multi. 6M, 5-10HCP ; 20-22 BAL (5M, 4441, 5422, 6322 allowed)	
2♥ 5♥, 4♣/♦ weak	
2♠ 5♠, 4♣/♦ weak	
2NT 23-24, BAL (5M, 4441, 5422, 6322 allowed)	3NT Gambling

2. PRE-ALERTS	
occasionally 5 card suits are 4, mostly in 3rd seat	
1♣/1♦ (1♦/1♥) X = exactly 4♠	

3.COMPETITIVE BIDS / OVERCALLS			
Negative doubles through	4♥	Jump overcalls	Weak except 3VUL
Responsive doubles through	4♥	Unusual NT	Lowest unbid CONST
1NT overcall - immediate	15-18	Immediate cue of minor	MM CONST
1NT overcall - re-opening	11-15	Immediate cue of Major	oM+m CONST
Over weak twos	X = T/O	Over opening threes	X = T/O
Over opponent's 1NT	Multi-Landy [notes-19], X = M+m		
Leaping Michaels			
(1c = L/T 3) 2♦ = MM			

## 8. RESPONSES TO OPENING BIDS

1♣	1♦ 4+♥, 3+HCP	2♦ 5+♠, 4+♥, 3-7HCP	3♦ Sound PRE
	1♥ 4+♠, 3+HCP	2♥ 6+♥, 0-5HCP	3♥ Sound PRE
	1♠ 4+♦, 6+HCP	2♠ 6+♠, 0-5HCP	3♠ Sound PRE
1NT	4+♣, 6-10HCP	2NT BAL, 4+♣, 11-12HCP	3NT BAL, 4+♣, 13-15HCP
2♣	4+♣, FG	3♣ 6+♣, 8-10HCP	4♣
1♦	1♥ 4+♥, 6+HCP	2♥ 6+♥, 3-6HCP	3♥ SPL
	1♠ 4+♠, 6+HCP	2♠ 6+♠, 3-6HCP	3♠ SPL
1NT	6-10HCP	2NT BAL, 11-12HCP	3NT BAL, 13-15
2♣	4+♣, 10+HCP	3♣ 4+♦, 10-12HCP	4♣ SPL
2♦	4+♦, FG	3♦ 4+♦, 6-9HCP	4♦ 5+♦, 0-5HCP
1♥	1♠ 4+♠	2♥ 3+♥, 8-10HCP	3♦ any SPL, L/T14HCP
1NT	6-10HCP ; semi-forcing	2♠ mini SPL, any suit	3♥ 4+♥, 10-12
2♣	4+♣, 10+HCP	2NT Jacoby	3♠ SPL ♠, 14+HCP
2♦	4+♦, 10+HCP	3♣ 3♥, 11-12HCP	3NT SPL ♦, 14+HCP
	4♣ = SPL ♣, 14+HCP		
1♠	1NT 6-10HCP ; semi-forcing	2♠ 3+♠, 8-10HCP	3♥ any SPL, L/T14HCP
	2♣ 4+♣, 10+HCP	2NT mini SPL, any suit	3♠ 4+♠, 10-12
	2♦ 4+♦, 10+HCP	3♣ Jacoby	3NT SPL ♥, 14+HCP
	2♥ 4+♥, 10+HCP	3♦ 3♠, 11-12HCP	4♣ SPL ♠, 14+ HCP
	4♦ = SPL ♦, 14+HCP		
1NT	3♣ 6+♣, inv	3♠ 6+♠, FG	4♦ 6+♦, KCB
	3♦ 6+♦, inv	3NT	4♥
	3♥ 6+♥, FG	4♣ 6+♣, KCB	4♠
2♣	2♦ 0-7 or relay	2NT BAL, stop in 4 suits	3♥ 7+♥ S-SOL
	2♥ 5+♥, 7+HCP	3♣ 6♣, two of top 3 H	3♠ 7+♠ S-SOL
	2♠ 6♠, two of top 3 H	3♦ 6♦, two of top 3 H	3NT
2♦	2♥ Pass or correct	3♣ inv or better with oM	3♠ 4♥+3♠, 4-10HCP
	2♠ Pass or correct, implies ♥	3♦ 3♥+3♠, 4-10HCP	3NT 4♥+4♠, 4-10HCP
	2NT Enquiry ( see notes )	3♥ 3♥+4♠, 4-10HCP	4♣ TRF me to your M
	4♦ = bid your M		

2♥	2♠ 5+♠, NF	3♦ 6+♦, NF const	3NT NAT
	2NT Enquiry	3♥ to play	4♣ pass or correct
	3♣ pass or correct	3♠ 6+♠, forcing	4♥ to play
	5♣ pass or correct		
2♠	2NT Enquiry	3♥ 6+♥, forcing	4♣ pass or correct
	3♣ pass or correct	3♠ to play	4♥ to play
	3♦ 6+♦, NF const	3NT to play	4♠ to play
	5♣ pass or correct		
2NT	3♣ Muppet [notes-11]	3♠ Minor suit Stayman	4♦
	3♦ TRF ♥	3NT	4♥
	3♥ TRF ♠	4♣	4♠

## 9. CONVENTIONS

Unusual 2NT	5/5 lower unbid suits
4th suit forcing	FG
NT Checkback	XYZ [notes-12]
Defence to 3NT Opening	
Defence to Opening Twos	X = T/O
Multi 2D	Multi 2♦ [notes-5]
RCO Twos	X = T/O
Other Twos	X = T/O
Defence to strong 1♣	X = ♥+♠ ; 1NT = M+m
Over 1NT interference	
Lebensohl	Yes
Takeout of 4 level preempts	Yes

## 10. OTHER NOTES

1NTx	
New suit by responder = F.	
New suit by opener = F after 2 level RESP.	
Auctions that start at 1-level a non-jump to 2NT after our T/O double = takeout	
Auctions that start at 1NT or 2-level a non-jump to 2NT after our T/O double = Lebensohl	