



DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, 1 / 2 Level; Re-opening) Usually good 5+ card suit; 7+ HCP at 1-level; 10+ HCP at 2-level Can be quite strong (to 16 hcp). Raises usually PRE - use support cues on better hands. Advancer's new suit CONSTR, NF; advancer's jump new suit F1.
1NT OVERCALL (2nd / 4th Live; Responses; Re-opening) <u>in 2nd / re-opening:</u> 11-15 HCP; over 1M = 4OM & 5+♣/♦; over 1m = 4♠/♥ & 5+om; RESP: cue asks which m/M; lower m/M is P/C. <u>in 4th live:</u> shows 5+ 5+ in other two suits 6-10 HCP
JUMP O'CALLS (Style; Responses; Unusual NT; Re-opening) 6+ card suit; 6-8 losers depending on level and vulnerability. Raises usually PRE - use support cues on better hands <u>Unusual 2NT:</u> 2 lowest, 5+ 5+, minimax (6-10 / 16+) <u>Reopening:</u> as above
DIRECT & JUMP CUE BIDS (Style; Response; Reopening) <u>Direct / re-opening:</u> 2-suited 5+ 5+, minimax (6-10 / 16+ HCP) Over minor = majors; over major = OM + minor RESP raises known suit PRE, bids 3♣ P/C. <u>Jump cue:</u> long running suit (unknown) - asks for NT stop
VS NT (vs. Strong / Weak; Reopening; Passed Hand) <u>vs Weak:</u> DBL = PEN, usually 15-18 HCP; 2 suit is 10-15 HCP as follows: 2♣ = majors, 2♦ = M+m (usually 4M 5+m), 2♥/♠ = NAT; 2NT = minors 10-15 HCP or any STR, UNBAL (19+ HCP). <u>vs Strong:</u> DBL = 6+ card suit (any); 2♣, 2♦, 2♥ = 2-suiter; 2♠ = ♠♠ + ♣/♦ (prob 6-4); 2NT = STR 2-suiter; 3 suit = NAT.
VS PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) X = T/O at 2-level or 3-level, varies at 4-level; Cue-bid at 3-level seeks stop; Leaping Michaels (2-suiters) over 2-level; 2NT = 15-18 BAL; 3NT = to play; 4NT = strong 2-suiter.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣ <u>over 1♣:</u> X, 1♦, 1♥, 1NT, 2♣, 2♦ = 4+ 4+ hand - CCRRO 2♥, 2♠, 3♣, 3♦ = single suiter (fair suit / better); 1♠ = any weak single suiter (incl 4333) with no sing / void. NB = any weak single suiter with a singleton (i.e. any 6331). <u>over 2♣:</u> suit bids NAT; 2NT = 2-suiter
OVER OPPONENTS' TAKEOUT DOUBLE Raises are PRE. XX = 10+ HCP w/out support. WJSIC. 2NT = 10+ HCP with 4-card support and o/s values.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	A or Q* = ATT; K* = CT; J or	Hx / xx; Hxx / xxx; xxx	
NT	T = top of (int) seq; 3rd / 5th.	after showing support.	
Subseq	Usually H = top honour, x = ATT		
Other	* means that K or Q can be either over-lead or under-lead		
LEADS			
Lead	vs Suit	vs No Trumps	
A	AK(+), Ax+	Unblock H / count	
K	AK(+), KQ+, Kx	AK+, KQJ+, KQT+, KQx+	
Q	KQ(+), QJ+, Qx	Q+2 hons, QJ9+, QJx, Qx	
J	QJ, JT+, Jx	AJT+, KJT+, JT9+, JTx, Jx	
10	JT, T9+, Tx	HT9+, T9+, Tx	
9	9x	H98+, J98+, 9x	
hi-X	xx	xx	
lo-X	Hxx+, xxx+	Hxx+, xxx+	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit:	hi = enc	hi = even / Smith	hi = enc
2:	hi = even		hi = even
3:			
NT:	hi = enc	hi = even / Smith	hi = enc
2:	hi = even		hi = even
3:			
Signals (incl. Trumps):		Smith echo Lavinthal trump echo = 3 cards (seeks ruff?)	
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening) T/O DBLs to 4♥ (but DBL of weak 1NT opening is PEN) NEG DBLs to 3♣			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS / RDBLS COMP DBLs to 2♣ Game Try DBLs to 3♥ RESP DBLs to 2♣ Support DBLs to 3♥ (3-card support)			
XX over opponents' PEN DBL is SOS 1NT - (X) - XX is t/fer to 2♣ P/C			

NZ BRIDGE SYSTEM CARD		
		
PLAYERS:	John CORMACK & Tony THOMSON	
NZB No:	16668	16863
SYSTEM CATEGORY:	GREEN	
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE (Basic System) 4-card suits; limit raises in majors, inverted raises in minors Weak NT: 11-14 NV, 12-14 Vul 2♣ Game Force (except 2♣-2♦-2NT) 2♦ Multi - 3-way: (a) 6-card ♥/♠, 6-10 HCP; (b) 20-22 HCP BAL 4333 / 4432; (c) any 4441 17+ HCP 2♥ = 4+ ♥ and 4+ ♠, 6-10 HCP, < 9 losers 2♠ = 5+ ♠ and 4+ ♣/♦, 6-10 HCP 2NT = 20-22 HCP with 5-card suit 3NT = minor suit pre-empt 4♣/♦ = major suit pre-empt; 4♥/♠ = major suit pre-empt		
PRE-ALERTS		
Acol style; 4-card suits; 1NT weak; 2♣ big; 2♦ multi (3-way); 2♥ majors; 2♠ spades + minor; 3NT minor pre-empt; 4♣/♦ major pre-empt. Polish 1NT overcall.		
SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
2 level openings - as above 3NT = minor suit pre-empt; 4♣/♦ = ♥/♠ pre-empts Polish 1NT overcall (4M & 5+ m)		
SPECIAL FORCING PASS SEQUENCES		
Pass - Double Inversion in high level competition		
IMPORTANT NOTES		
PSYCHICS		
None so far - partnership commenced early 2008		
Release #: Ver 4.3 (Hong Kong)		26 Apr 2013
Bourke Relay; splinter RESPs to 1NT; zoom RESPs to trump Q ask, amended leads. Various lesser amendments / edits / corrections.		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTIONS	THIRD SEAT OPENINGS PASSED HAND BIDDING COMPETITIVE AUCTIONS
1♣ 1♦		4	3♣	10-19 HCP UNBAL, 15-19 BAL. Style: open long suits before short, bid 4-card suits up and 5-card suits down. Any 4-card suit is biddable.	5+ HCP at 1-level, 10+ HCP at 2-level. Limit major raises; inverted minor raises. Bid long suits before short. 1NT is NF. 2NT is Jacoby over majors, BAL 11-12 over minors. 3NT is 16+ & 4-card support over majors, BAL 13-15 & 4-card support over minors. Jump shifts are FG. Splinters.	Opener's 1NT rebid = 15-17; 2NT rebid = 15+ / 18+ HCP; then 2♣ / 3♣ = checkback. Rebid suit usually sound. Change of suit NF after 1-over-1, F1 after 2-over-1. Opener's reverse F1 after 1-over-1, FG after 2-over-1. Jump in new suit FG. New suit at 3-level F1. 4SFG. Bourke Relay. Splinters. L/S trial bids.	• Third seat opening may be light. • Passed hand jump shift shows support for opener's suit. • Pre-emptive raises in competition. • WJS in competition.
1♥ 1♠		4	3♣	Quality required to rebid a suit may influence choice of bid.			
1NT				11-14 HCP NV; 12-14 HCP Vul Any 4333, 4432 or 5m332. May occ. have 5M, 6m or be 5422	2♣ = Stayman - may not have 4-card major. 2♦/♥/♠/NT = transfer. nb 1NT-2♦; 2♥-2♠ = Baron. 3♣/♦ = 5+ card suit, FG, slam interest. 3♥/♠ = splinter. 4♣ = Gerber	After t/fer Responder's new suit is NAT, FG	After 1NT - (X): XX = t/fer to 2♣ P/C (single suit) 2♣/♦/♥ = that suit + higher suit. After 1NT - (2suit) use Lebensohl.
2♣	✓	0		Game Force <u>except</u> for 2♣-2♦-2NT (which is 23-24 HCP, BAL)	2♦ = 0-6 / 10+ HCP any, (2nd neg = 0-2); 2♥/♠, 3♣/♦ = 7-9 HCP, 5+ cards to A/K/Q/J; 2NT = 7-9 HCP, BAL / semi-BAL; 3♥/♠ = 7-9 HCP, 6+ cards with 2 top honours.	• In general, O rebids to reveal hand type. • After O's suit rebid, R may use Herbert 2nd neg. • If either hand shows BAL, the other takes control, using Baron, Puppet, Flint, RKCB, Gerber, etc.	
2♦	✓	0		Multi - one round force: shows: a) 6♥/♠, 6-10 HCP; or b) 20-22 HCP BAL 4333 / 4432: or c) any 4441, 17+ HCP	2♥/♠ = P/C, NF 2NT = inquiry, F1 3♣/♦ = NAT, NF 3♥/♠, 4♥ = PRE, P/C, NF	• O clarifies hand - any rebid in NT is 20-22 BAL, then R takes control via Baron, Flint, RKCB, Gerber. • Over 2NT response tied minor bids are good 2M. • O usually bids suit below shortage on 4441.	
2♥		4		4+ ♥ and 4+ ♠, 6-10 HCP	Raises NAT; 2NT inquiry, F1; 3♣/♦ NF, inv to 3NT	After 2NT 3♣ = 5+♥ & 4+♠; 3♦ = 5+♠ & 4♥; 3♥ = 4-4 weak; 3♠ = 4-4 strong	
2♠		5		5+ ♠ and 4+ ♣/♦, 6-10 HCP	2NT = inquiry, F1; any ♣/♦ response is P/C	Replies to 2NT: 3♣/♦ = that suit, minimum 3♥/♠ = tied minor, maximum.	
2NT				20-22 HCP, any 5332 (occ 5422)	3♣ = inquiry for 5-card suit 3♦/♥/♠ = Flint; 4♣ = Gerber	over 3♣, 3NT = ♣ suit	
3♣ 3♦ 3♥ 3♠		6 6 7 7		Usually 'rule of 2 & 3' in 1st / 2nd positions. Greater variability in 3rd / 4th positions.	3♥/♠ = NAT, F1 3NT, 4♥/♠, 5♣/♦ to play. 'Lower minor' is Trump Asking Bid Over 3♥/♠, 4♦ is general slam interest in O's suit.	Opener raises with doubleton or else bids 3NT. 5 step responses from Q(or worse) to AKQ. With max, opener bids feature (e.g. Kx, QJx, etc.)	
3NT	✓			Minor suit pre-empt	4♣/♦, 5♣ = P/C		
4♣ 4♦	✓ ✓	0 0		♥ / ♠ pre-empts respectively; either solid suit or missing 1 top honour with an outside A.	Relay step asks which type	Response to relay: - rebid in suit = solid - other = cue of Ace	
4♥ 4♠		(7)8 (7)8		Rule of 2 & 3, not solid suit			
4NT	✓			Specific Ace Ask			
5♣ 5♦ 5♥ 5♠							HIGH LEVEL BIDDING RKCB, Exclusion RKCB and Minorwood: 30, 41; 2 with / without trump Q vary. RESPs to trump Q asks incl Kings. Gerber 4♣ direct RESP to BAL NT 'opening' bids. Cuebids after trump agreement - 1st round before 2nd round. 5M bids may show 2 losers or ask re trump strength. 5NT GSF in some situations. High COMP: NB suggests penalties, X suggests advancing, 'pass & pull' = slam interest