

4. BASIC RESPONSES

Jump raises - minors _____
 Jump raises - Majors _____
 Jump shifts after minor opening _____
 Jump shifts after Major opening _____
 Responses to strong 2 suit open. _____
 Responses to 2NT opening _____

5. PLAY CONVENTIONS

Show priorities Versus **Suit** (or both) Versus **NoTrump** (if different)

Leads Sequences: _____
 Four or more with an honour _____
 From 4 small _____
 From 3 cards (no honour) _____
 In partner's suit _____

Discards _____

Count _____

Signal on partner's lead: _____

Signal on declarer's lead: _____

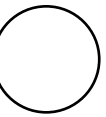
Notes _____

6. SLAM CONVENTIONS

4NT: Blackwood RKCB 4♣ Gerber

Asking Bids Cue Bids

7. OTHER CONVENTIONS



NZB Nos. _____

& Names: _____

Basic System: _____

Brown Sticker Classification: Green Blue Red Yellow

1. OPENING BIDS

Describe strength, min.length, or specific meaning Canapé

1♣ _____ 1♥ _____

1♦ _____ 1♠ _____

1NT _____ may contain 5 card Major

1NT Responses 2♣ _____

2♦ _____ 2♠ _____

2♥ _____ 2NT _____

(Dbl) _____ other _____

2♣ _____

2♦ _____

2♥ _____

2♠ _____

2NT _____ 3NT _____

other _____

2. PRE-ALERTS

3. COMPETITIVE BIDS / OVERCALLS

Doubles _____ Negative DBL thru _____

_____ Responsive DBL thru _____

Jump overcalls _____ Unusual NT _____

1NT overcall: (immediate) _____ (re-opening) _____

Immediate cue: (minor) _____ (Major) _____

Over: Weak Twos _____ Opening Threes _____

Opponent's transfers _____

Opponent's 1NT _____

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦	2♦	3♦
1♥	2♥	3♥
1♠	2♠	3♠
1NT	2NT	3NT
2♣	3♣	4♣
other		
1♦ 1♥	2♥	3♥
1♠	2♠	3♠
1NT	2NT	3NT
2♣	3♣	4♣
2♦	3♦	4♦
other		
1♥ 1♠	2♥	3♦
1NT	2♠	3♥
2♣	2NT	3♠
2♦	3♣	3NT
other		
1♠ 1NT	2♠	3♥
2♣	2NT	3♠
2♦	3♣	3NT
2♥	3♦	4♣
other		
1NT 3♣	3♠	4♦
3♦	3NT	4♥
3♥	4♣	4♠
other		
2♣ 2♦	2NT	3♥
2♥	3♣	3♠
2♠	3♦	3NT
other		
2♦ 2♥	3♣	3♠
2♠	3♦	3NT
2NT	3♥	4♣
other		

Notes

2♥ 2♠	3♦	3NT
2NT	3♥	4♣
3♣	3♠	4♥
other		
2♠ 2NT	3♥	4♣
3♣	3♠	4♥
3♦	3NT	4♠
other		
2NT 3♣	3♠	4♦
3♦	3NT	4♥
3♥	4♣	4♠
other		

9. CONVENTIONS

Unusual NT:

4th Suit Forcing One round

Game force

NT Checkback Priorities:

Defence to 3NT opening

Defence to Opening Twos

Multi 2♦

RCO style 2-s

Other 2-s

Defence (1♣) :

to

strong (2♣) :

1♣ / 2♣

Over 1NT Interference

Lebensohl - other uses

Take out of 4 level pre-empts 4♣/4♦

4♥

4♠

10. OTHER NOTES