4. BASIC RESPONSES

Jump raises - minor:		Other:	
Jump raises - major:		Other:	
Jump shifts after minor opening:			
Jump shifts after major opening:			
Response to strong 2NT opening:			

5. PLAY CONVENTIONS

Show priorities	versus a suit and NT	versus NT (if different)
LEADS - Sequences		
- 4 or more with an honour		
- from 4 small:		
- from 3 small:		
- in partner's suit:		
DISCARDS		
COUNT		
SIGNALS - on partner's lead		
- on Declarer's lead		

Note #1:
Note #2:
Note #3:
Note #4:
Note #5:

6. SLAM CONVENTIONS

4NT:	Blackwood	
	RKC	
4♣:	Gerber	

Slam Notes:
Cue Bids: ☐
Asking Bids: ☐

7. OTHER CONVENTIONS

NZBridge

System card for: & *Printed on: 23 אוק 2019*

NZBridge

NAMES - NZB NUMBER - SYSTEM

Names:		
NZB No:		
Basic System:		
Classification:	**Green**	Brown Sticker ☐

1. OPENING BIDS

Describe Strength, minimum length and/or specific meaning

1♣		**Canape** ☐
1♦		
1♥		1♠
1NT 11-14		(Select one of the option in the drop down)
Responses To 1NT	2♣	
	2♦	2♠
	2♥	2NT
	3♣/♦	
	Other:	
2♣		
2♦		
2♥		
2♠		
2NT	3NT	

2. PRE ALERTS

3. COMPETITIVE BIDS & OVERCALLS

Neg Doubles to		**Jump Overcalls:**	
Responsive Doubles to		**Unusual NT:**	
1NT Overcall - immediate		**Immediate cue of a minor:**	
1NT Overcall - re-opening		**Immediate cue of a major:**	
Over Opp's 1NT:		**Over weak 2's:**	
		Over weak 3's:	

8. RESPONSES TO OPENING BIDS

1♣	1♦	2♦	3♦
	1♥	2♥	3♥
	1♠	2♠	3♠
	1NT	2NT	3NT
	2♣	3♣	
	Other		
1♦	1♥	2♥	3♥
	1♠	2♠	3♠
	1NT	2NT	3NT
	2♣	3♣	
	2♦	3♦	
	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♦	
	Other		
1NT 11-14	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♥	
	Other		
2♥	2♠	3♦	3NT
	2NT	3♥	
	3♣	3♠	
	Other		
2♠	2NT	3♦	3♠
	3♣	3♥	3NT
	Other		
2NT	3♣	3♥	3NT
	3♦	3♠	
	Other		

Notes

9. CONVENTIONS

Unusual NT:	
4th Suit Forcing:	
Checkback Stayman:	
Defence to 3NT opening:	
Defence to Opening 3's:	
Defence to Opening 2's:	
Defence to Multi 2's:	
Defence to 2 suiter openers:	
Defence to other 2 openers:	
Defence to strong 1♣ :	
Takeout of 4-level prompts:	4♣/♦
	4♥
	4♠
Defence after our 1NTX:	
After interference of our 1NT:	
Lebensohl - other uses:	

10. OTHER NOTES