

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
<b>JUMP O'CALLS (Style; Responses; Unusual NT; Reopening)</b>
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopening)</b>
<b>vs. NT (vs. Strong/Weak; Reopening; Passed Hand)</b>
<b>vs. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
<b>vs. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>

<b>LEADS AND SIGNALS</b>			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit			
NT			
Subsequent			
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace			
King			
Queen			
Jack			
10			
9			
Hi-X			
Lo-X			
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1		
	2		
	3		
NT	1		
	2		
	3		
Signals (including Trumps):			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDBLS</b>			

<b>NZ BRIDGE CONVENTION CARD</b>	
<b>PLAYERS:</b>	
<b>SYSTEM CATEGORY: Green / Red / Blue / Yellow</b>	
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE (Basic System)</b>	
<b>PRE-ALERTS</b>	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
<b>IMPORTANT NOTES</b>	
<b>PSYCHICS:</b>	



OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣							
1♦							
1♥							
1♠							
INT							
2♣							
2♦							
2♥							
2♠							
2NT							
3♣							
3♦							
3♥							
3♠							
3NT							
4♣							
4♦							
4♥							
4♠						<b>HIGH LEVEL BIDDING</b>	
4NT							
5♣							
5♦							
5♥							
5♠							