BML 5542

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March 30, 2013

Contents

1 Introduction

Welcome to BML! This is a normal paragraph, and above we can see the TITLE, the AUTHOR and the DESCRIPTION of the file. TITLE is the name of the system and DESCRIPTION is a short summary of how the system works. AUTHOR is self explanatory. Introduction above, headed by an asterisk, sets a section at the first level (the second level would have two asterisks etc).

The system presented in this example file is meant to showcase many of the current features in BML. Let's start with the basic opening structure of the system:

1♣	2+♣. Natural / 11–13 bal / 17–19 bal
1♦	4+ suit, unbalanced
1M	5+ suit
1NT	14–16
2♣	20–21 bal / Any game force
2♦	6+♥ or 6+♠, 5–9 hcp
2♥♠	6+ suit, 10–13 hcp
2NT	22–24
3X	Preemptive
3NT	Gambling

The above is an example of a bidding table; the reason why BML is more suited for bridge system notes than other markup languages. You start by writing the bid, then a number of whitespaces, and then the description of the bid. Simple! C is for clubs, D for diamonds, H for hearts, S for spades and N for no trump. There's also some special cases which you could use, above we use 1M (1H and 1S), 2HS (2H and 2S) and 3X (3C, 3D, 3H and 3S). We'll see more of these later.

2 The 1♣ opening

You might have noticed the ♣ in the title of this section? This will be replaced by a club suit symbol when exported. The same is true for ♦, ♥ and ♠ (but these will be converted to diamonds, hearts and spades, ofcourse).

In this example we use transfer responses to the 1♣ opening:

1♣—
1red	Transfer. 4+ major, 0+ hcp
1♠	INV+ with 5+♦ / Negative NT
1NT	Game forcing, 5+♣ or balanced
2♣	5+♣, 5–9 hcp
2X	6+ suit, 4–8 hcp
2NT	Invitational

By writing 1C— we define that the following bids should be continuations to the sequence 1C. We could write 1C- or 1C– too, the number of dashes only matters to the way the output looks. Also note the 1red response, this defines both 1D and 1H.

2.1 After a transfer

This section has two asterisks, meaning it will be at level two (so its a subsection). You might also have noticed that the paragraphs, the sections and the bidtables are separated by a blank line? This is important in BML, as the blankline are used to separate elements.

1♣-1♦;
1♥	Minimum with 2–3♥			
	1♠	4+♥, 4♠, at most invitational		
	1NT	Sign off		
	2♣	Puppet to 2♦		
		2♦	Forced	
			2♥	Mildly invitational with 5♥
			2♠	Invitational, 5+♥ and 4♠
			2NT	Strongly invitational with 5♥
			3m	Invitational with 4♥ and 5+ minor
			3♥	6♥, about 11–12 hcp
	2♦	Artificial game force		
	2♥	6+♥, about 9–10 hcp		
1♠	5+♣, 4+♠, unlimited			
1NT	17–19 bal, 2–3♥			
2♣	5+♣, unbal, 0–2♥, 0–3♠			
2♦	Reverse			
2♥	Minimum, 4♥			
2♠	16+ hcp, 5+♣ and 4+♥			
	3♦	Retransfer		
		3♥		
			3♠	Cue bid, slam interest
			4♣♦	Cue bid, slam interest
			4♥	To play
	3♥	Invitational		

	3♠	Splinter			
	4♣♦	Splinter			
	4♥	To play			
2NT	16+ hcp, 6+♣. 18+ if 3♥				
	3♣	Suggestion to play			
	3♦	Relay			
		3♥	3♥, 18+ hcp		
	3♥	Game forcing with 6+♥			
3♣	15–17 hcp, 6+♣ and 3♥				
	3♦	Retransfer			
	3♥	Invitational			
3♦	17–19 bal, 4♥				
	3♥	To play			
3♥	13–15 hcp, good hand, 5+♣ and 4♥				
	3NT	Asking for singleton			

This bidding table shows a couple of new features. The most prominent is the ability to add continuations directly in the table, by using whitespaces. We also see another example of appending bids to an existing sequence, by using 1C-1D; in the beginning. There's also the use of 3m, meaning both 3C and 3D.

3   Defense to 1NT

Defining bidding when both sides bid is a little bit more tricky, since you have to write all the bids (even passes). The opponents' bid are indicated by encapsulating them in parantheses:

(1NT)—

D	Strength, ca 15+			
2♣	At least 5-4 majors			
	(D)			
		P	5+♣, suggestion to play	
		R	Asking for better/longer major	
		2♦	5+♦, suggestion to play	
	(P)			
		2♦	Asking for better/longer major	
2♦	A weak major or a strong minor			
	(P)			
		2♥	Pass/correct	
		2♠	Pass/correct	
		2NT	Asking	
2♥♠	Constructive			
2NT	5-5 minors			
3X	Preemptive			

P is used for Pass, D for Double and R for Redouble. Note that the above is only for a direct overcall over 1NT. To define the above also when balancing, you would have to write:

(1NT)-P-(P)—

D	Strength, ca 15+		
2♣	At least 5-4 majors		
	(D)		
		P	5+♣, suggestion to play
		R	Asking for better/longer major
		2♦	5+♦, suggestion to play
	(P)		
		2♦	Asking for better/longer major
2♦	A weak major or a strong minor		
	(P)		
		2♥	Pass/correct
		2♠	Pass/correct
		2NT	Asking
2♥♠	Constructive		
2NT	5-5 minors		
3X	Preemptive		

You might also do this when the opponents interfere:

1♣-(1♦)—

D	4+♥
1♥	4+♠
1♠	INV+ with 5+♦ / Negative NT
1NT	Game forcing, 5+♣ or balanced
2♣	5+♣, 5–9 hcp
2X	6+ suit, 4–8 hcp
2NT	Invitational

4 Lists

At last I'd like to show you how to make lists in BML. It is pretty simple:

- Here's a list!

- With a couple of

- Items in it

You could also make ordered lists:

1. This is ordered

2. Just add numbers

3. To each item