Bridge Bidding System

Krysia Gasińska, Paweł Skrzypek

January 29, 2024

1 1m opening

1♣ – ?

- 1♦ = 0-6
- 1♥ = 4+♥
- 1♠ = 4+♠
- 1NT = 7-10, no 4**M**
- 2♣ = 12-14 BAL or ♣, **GF**
- 2♦ = no 4**M**, 5+♦, **GF**
- 2♥ = 5♠ 4♥ 6-9
- 2♠ = 11+ BAL, no 4**M**
- 2NT = 11-12 BAL
- 3NT = 15-17 BAL

1♦ – ?

- 1♥ = 4+♥
- 1♠ = 4+♠
- 1NT = 6-10, no 4**M**, no ♦ support
- 2♣ = 12-14 BAL or ♣, **GF**
- 2♦ = no 4**M**, 4+♦, **GF**
- 2♥ = 5♠ 4♥ 6-9
- 2♠ = 11+ BAL, no 4**M**
- 2NT = 11-12 BAL
- 3NT = 15-17 BAL

1♣ – 2♣
?

- 2♦ = BAL
- 2♥ = 5♣ 4♥ UNBAL
- 2♠ = 5♣ 4♠ UNBAL
- 2NT = 5♣ 4♦ UNBAL
- 3♣ = ♣ UNBAL

1♦ – 2♦
?

- 2♥ = ♥ stopper
- 2♠ = ♠ stopper
- 2NT = ♣ stopper
- 3♣ = sign off (treshold for invite)

  bidding higher suit denies lower stopper

1♣♦ – 2♥
?

- 2NT = **ASK LSF**

1♣ – 2♠
?

- 2NT = BAL min
- 3♣ = 5+♣ min
- 3♦ = 5+♦ **GF**
- 3♥ = 1-♥, 5+♣ **GF**
- 3♠ = 1-♠, 5+♣ **GF**
- 3NT = to play

1♦ – 2♠
?

- 2NT = BAL min
- 3♣ = 4+♣ min
- 3♦ = 5+♦ min
- 3♥ = 1-♥, 5+♦ **GF**
- 3♠ = 1-♠, 5+♦ **GF**
- 3NT = to play

Two way checkback

After any 1**x** – 1**y** – 1**z** sequence (except: 1♣ – 1♦ = negative).

1x – 1y
1z – ?

- 2♣ = any invite, forces 2♦
- 2♦ = any **GF**

2 1NT opening

1NT opening = (14)15-17 BAL

1NT – ?

- 2♣ = Stayman
- 2♦ = forces 2♥
- 2♥ = forces 2♠
- 2♠ = inv or → ♣
- 2NT = → ♦
- 3♣ = Puppet Stayman

- 3♦ = 55♣♦
- 3♥ = 3-♠ 1-♥, 54♣♦
- 3♠ = 3-♥ 1-♠, 54♣♦
- 3NT = to play
- 4♣ = 55♥♠
- 4♦, 4♥ = Texas
- 4NT = Quantitative

1NT – 2♠
?

- 2NT = 14-15(16)
- 3♣ = (16)17

1NT – 2NT
?

- 3♣ = superaccept
- 3♦ = accept

1NT – 3♥
?

- 3♠ = NAT
- 3NT = to play
- 4♥ = exclusion, choose ♣♦
- 4NT = choose ♣♦

Smolen
1NT – 2♣
2♦ – ?

- 2♥ = 5♥ 4♠, to play
- 2♠ = 5♠ 4♥, to play
- 3♥ = 5♠ 4♥, **GF**
- 3♠ = 5♥ 4♠, **GF**

1NT – 2♦
2♥ – ?

- 2♠ = 5♥ 4♠, inv

1NT – 2♥
2♠ – ?

- 3♥ = 5♠ 4♥, inv

1NT – 2♦
2♥ – 2♠
?

- PASS, 2NT, 3♥ = to play
- 3NT, 4♥, 4♠ = to play

1NT – 2♥
2♠ – 3♥
?

- PASS, 3♠ = to play
- 3NT, 4♥, 4♠ = to play

3 Overcalling 1NT

(1NT) – ?

- × = 5♣♦ + 4♥♠
- 2♣ = 54 ♥♠
- 2♦ = 6+ ♥♠
- 2♥ = 5♥ + 4♣♦
- 2♠ = 5♠ + 4♣♦

(1NT) – × – (P) – ?

- 2♣ = PASS/correct
- 2♦ = own suit
- 2♥ = PASS/correct
- 2♠ = own suit
- 2NT = show minor
- 3♦ = show major

(1NT) – 2♣ – (P) – ?

- 2♦ = show better major
- 2♥, 2♠ = preference

(1NT) – 2♦ – (P) – ?

- 2♥ = PASS/correct
- 2♠ = inv with ♥

4 Gadget 3♣

1♣ – 1♠
2NT – ?

- 3♣ = gadget
- 3♦ = 4+♦
- 3♥ = 5♠ 4♥
- 3♠ = fixing ♠

1♣ – 1♠
2NT – 3♣

- 3♦ = 4+♣
- 3♥ = 3♠ 4+♣
- 3♠ = 3♠
- 3NT = no 3♠, no 4♣
- 4♣/4♦/4♥ = 4♠ cue

1♣ – 1♥
2NT – ?

- 3♣ = gadget
- 3♦ = 4+♦
- 3♥ = 5♠ 4♥ OR fixing ♥
- 3♠ = 4♥ 4♠

1♣ – 1♥
2NT – 3♣

- 3♦ = 4+♣
- 3♥ = 3♥
- 3♠ = 3♥ 4♣
- 3NT = no 3♥, no 4♣
- 4♣/4♦/4♥ = 4♥ cue

1♦ – 1♠
2NT – ?

- 3♣ = gadget
- 3♦ = 3+♦
- 3♥ = 5♠ 4♥
- 3♠ = fixing ♠

1♦ – 1♠
2NT – 3♣

- 3♦ = 6♦, no 3♠
- 3♥ = 3♠ 6♦
- 3♠ = 3♠
- 3NT = no 3♠, no 6♦
- 4♣/4♦/4♥ = 4♠ cue

1♦ – 1♥
2NT – ?

- 3♣ = gadget
- 3♦ = 3+♦
- 3♥ = 5♠ 4♥ OR fixing ♥
- 3♠ = 4♥ 4♠

1♣ – 1♥
2NT – 3♣

- 3♦ = 6♦, no 3♥ 4
- 3♥ = 3♥
- 3♠ = 3♥ 6♦
- 3NT = no 3♥, no 6♦
- 4♣/4♦/4♥ = 4♥ cue

5 Majors after gadget

1♣♦ – 1♥
2NT – ?

- 3♥ = 5+♥ 4♠ OR fixing ♥
- 3♠ = 4♥ 4♠

1♣♦ – 1♥
2NT – 3♥
?

- 3♠ = 4♠
- 3NT = no 4♠, no 4♥
- 4♣/4♦ = 4♥, cue

1♣♦ – 1♥
2NT – 3♠
?

- 3NT = no 4♠, no 4♥
- 4♣ = fixing ♥
- 4♦ = fixing ♠

6 1NT – dealing with interference

1NT – (2♣) – ?

2♣ = ♣

- × = Stayman

SYSTEM ON

1NT – (2♣ [A]) – ?

2♣ = 5/4 ♥♠

- × = 8+
- 2♥, 2♠, 3♣ = to play
- 2NT = minors

1NT – (2♦) – ?

2♦ = ♦

- × = negative
- 2♥, 2♠ = to play
- 2NT = Lebensohl
- 3♣ = 5+♥, inv+
- 3♦ = 1-♦, inv+
- 3♥ = 5+♠, inv+
- 3♠ = 5+♣, inv+
- 3NT = no ♦ stopper
- 4♦, 4♥ = Texas

1NT – (2♦ [A]) – ?

2♦ = 6+ ♥♠

- × = 8+
- 2♥, 2♠ = to play
- 2NT = Lebensohl
- 3♣ = 5+♦, inv+
- 3♦ = 5+♥, inv+
- 3♥ = 5+♠, inv+
- 3♠ = 5/5 ♣♦
- 3NT = to play
- 4♦, 4♥ = Texas

1NT – (2♥) – ?

- × = negative
- 2♠ = to play
- 2NT = Lebensohl
- 3♣ = 5+♦, inv+
- 3♦ = 5+♠, inv+
- 3♥ = 1-♥, inv+
- 3♠ = 55 ♣♦, **GF**
- 3NT = no ♥ stopper
- 4♥ = Texas

1NT – (2♠) – ?

- × = negative
- 2NT = Lebensohl
- 3♣ = 5+♦, inv+
- 3♦ = 5+♥, inv+
- 3♥ = 55 ♣♦, **GF**
- 3♠ = 1-♠, inv+
- 3NT = no ♠ stopper
- 4♦ = Texas

1NT – (2NT [A]) – ?

2NT = minor

- × = 10+
- 3♣ = Stayman
- 3♦ = 5+♥, inv+
- 3♥ = 5+♠, inv+

1NT – (3♣) – ?

- × = negative
- 3♦ = 5+♥, inv+
- 3♥ = 5+♠, inv+
- 3♠ = 5+♦, inv+
- 3NT = to play

1NT – (3♦) – ?

- × = negative
- 3♥ = 5+♠, inv+
- 3♠ = 5+♥, **GF**
- 3NT = to play

1NT – (× [A]) – ?

× artificial
SYSTEM ON

1NT – (×) – ?

× = penalty

- PASS = forces ××
- ×× = forces 2♣
- 2**x** = forces **x+1**

1NT – (×) – P[A] – (P)
×× – (P) – ?

- PASS = penalty
- 2♣ = 4♣ + 4**x** or 4333 or any other edge case
- 2♦ = 4♦ + 4♥♠
- 2♥ = 4♥ + 4♠

7 2NT opening

2NT [A]opening = 21-22 BAL, may have 5**M**

2NT – ?

- 3♣ = Puppet Stayman
- 3♦ = forces 3♥, **GF**
- 3♥ = forces 3♠, **GF**
- 3♠ = forces 3NT
- 3NT = 5♠ 4♥
- 4♣ = 55 **M**
- 4♦, 4♥ = Texas
- 4NT = Quantitative

2NT – 3♦
?

- 3♥ = =2♥
- 3♠ = 4+♥, cue bid
- 3NT = =3♠
- 4♣, 4♦ = 4+♥, cue bid

2NT – 3♥
?

- 3♠ = =2♠
- 3NT = =3♠
- 4♣, 4♦ = 4+♠, cue bid

2NT – 3♠
3NT – ?

- 4♣ = 6+♣
- 4♦ = 6+♦
- 4♥ = 54♣♦ 1-♥
- 4♠ = 54♣♦ 1-♠

8 Drury

OFF in competition

P – 1M
?

- 1NT = 8-11, no fit
- 2♣ = 4-fit mixed raise (7)8-10DP OR 3-fit (9)10-11DP
- 2**M** = 3-fit, 4-8DP
- 2**x** = (9)10, solid 5**x**
- 3♣ = (9)10, **INV**, 6♣
- 3**x** = 4-fit, solid 5**x**
- 2NT = 4-fit, solid 5♣
- 3**M** = 5-fit 4-6DP (or 4 with shortness)
- 3NT = Two Tiered Splinters 4+**M** (unspecified singleton, (10)11DP)
- 4♣/4♦/4♥ = void splinter

P – 1♥
2♣ – ?

- 2♥ = no interest in the game
- 2♦ = **INV**
- 2NT = 18-20 BAL
- 2♠/3♣/3♦ = 55(54) Slam Try
- 3♠/4♣/4♦ = splinter
- 4♥ = to play

P – 1♠
2♣ – ?

- 2♠ = no interest in the game
- 2♦ = **INV**
- 2NT = 18-20 BAL
- 3♣/3♦/3♥ = 55(54) Slam Try
- 4♣/4♦/4♥ = splinter
- 4♠ = to play

P – 1M
2♣ – 2M
?

- 3**x** = NAT, unspecified singleton, +4-fit **M** support

P – 1M
2♣ – 2♦
?

- 2♥ over 2♠ = Last Train (says nothing about ♥)
- 2M = SIGN-OFF
- 2NT = 11, BAL
- 3M = 4-card support
- 4M = to play
- any other bid = NAT, **INV**

9 Reverses, jump shifts and jump reverses

1x – 1y – ?

- 2z, y < z = reverse
- 3y, y > z = jump shift
- 3z, y < z = jump reverse

1m – 1♥ – ?

- 1♠ = 4♠, 12-17
- 2♠ = 4♠, (18)19+

10 Acol 2♣

2♣ opening = 23+ HCP or 9.5 winning tricks

2♣ – ?

- 2♦ = positive 4+, **GF**
- 2♥ = negative 3-
- 2♠, 3♣, 3♦ = own suit 5+
- 2NT = own suit (♥) 5+

2♣ – 2♥
?

- PASS = good ♥
- 2♠ = 5+, **F1**
- 2NT = min BAL, **NF**

any other bid = **GF**

2♣ – 2♦
?

- 2NT = min BAL
- 2♥, 2♠, 3♣, 3♦ = 5+, UNBAL
- 3♥, 3♠, 4♣, 4♦ = suit fixed

2♣ – 2♦
2NT – ?

System as after 2NT opening

2♣ – 2♦
2♥ – ?

- 3♥ = fit
- 3♠ = no fit, relay

2♣ – 2♦
2♠ – ?

- 2NT = no fit, relay
- 3♠ = fit

2♣ – 2♦
2♥ – 2♠
?

- 2NT = 5♥ + 4♣
- 3♣ = 5♥ + 4♦
- 3♦ = 6+♥
- 3♥ = 5♥ + 4♠

2♣ – 2♦
2♠ – 2NT
?

- 3♣ = 5♠ + 4♦
- 3♦ = 5♠ + 4♥
- 3♥ = 6+♠
- 3♠ = 5♠ + 4♣

Acol interference
2♣ – (x) – ?

- × = negative
- PASS = positive

11 Gazilli

1♥ – 1♠
?

- 2♣ = 5♥ ♣ 11-15 OR 16+ HCP **F1**

1♥ – 1NT
?

- 2♣ = 5♥ ♣ 11-15 OR 16+ HCP **F1**
- 2♦ = 5♥ 4♦ 11-15
- 2♥ = 11-15
- 2♠ = 6♥ 5♠ **GF**
- 2NT = 6♥ 5♣♦ **GF**
- 3♣ = 5♥ 5♣ **GF**
- 3♦ = 5♥ 5♦ **GF**
- 3♥ = fixes ♥ **GF**

1♠ – 1NT
?

- PASS = 5332 12-14
- 2♣ = 5♠ ♣ 11-15 OR 16+ HCP **F1**
- 2♦ = 5♠ 4♦ 11-15
- 2♥ = 5♠ 4♥ 11-15
- 2♠ = 11-15
- 2NT = 6♠ 5♣♦ **GF**
- 3♣ = 5♠ 5♣ **GF**
- 3♦ = 5♠ 5♦ **GF**
- 3♥ = 6♠ 5♥ **GF**
- 3♠ = fixes ♠ **GF**

1♥ – 1♠
2♣ – ?

- ♦ = 8+
- ♥ = 2♥ 5-7
- ♠ = good 5♠ 5-7
- 2NT = 1-♥ 5-7
- 3♣ = 6+♣ 5-7
- 3♦ = 6+♦ 5-7

1♥ – 1NT
2♣ – ?

- 2♦ = 8+
- 2♥ = 2-3♥ 5-7
- 2♠ = 55♣♦ 5-7
- 2NT = 1-♥ 5-7
- 3♣ = 6+♣ 5-7
- 3♦ = 6+♦ 5-7

1♠ – 1NT
2♣ – ?

- 2♦ = 8+
- 2♥ = 5♥ 5-7
- 2♠ = 2-3♠ 5-7
- 2NT = 1-♠ 5-7
- 3♣ = 6+♣ 5-7
- 3♦ = 6+♦ 5-7

1♥ – 1♠
2♣ – 2♦
?

- 2♥ = 5♥ 4♣ 11-15
- 2♠ = 5♥, =3♠ 16+
- 2NT = 5332 18-20
- 3♣ = 5♥ 4♣ 16+
- 3♦ = 5♥ 4♦ 16+
- 3♥ = 6♥ 16+
- 3♠ = 5♥ 4♠ **GF**

1♥ – 1NT
2♣ – 2♦
?

- 2♥ = 5♥ 4♣ 11-15
- 2♠ = 5♥ 4♠ 16+
- 2NT = 5332 18-20
- 3♣ = 5♥ 4♣ 16+
- 3♦ = 5♥ 4♦ 16+
- 3♥ = 6♥ 16+

1♠ – 1NT
2♣ – 2♦
?

- 2♥ = 5♠ 4♥ 16+
- 2♠ = 5♠ 4♣ 11-15
- 2NT = 5332 18-20
- 3♣ = 5♠ 4♣ 16+

- 3♦ = 5♠ 4♦ 16+
- 3♥ = 5♠ 4♥ 16+
- 3♠ = 6♠ 16+

12 Mini Splinters

any shortness 9-11, 4-card support, not **GF**!

1♥ – ?

- 2♠ = mini splinter
- 2NT = inv + fit

1♠ – ?

- 2NT = mini splinter
- 3♥ = inv + fit

1♥ – 2♠
?

- 2NT = **ASK LSF**

1♠ – 2NT
?

- 3♣ = **ASK LSF**

1♥ – 2♠
2NT – ?

- 3♣ = ♣ shortness
- 3♦ = ♦ shortness
- 3♥ = ♠ shortness
- 3♠ = ♠ shortness **GF** (max)

1♠ – 2NT
3♣ – ?

- 3♦ = ♣ shortness
- 3♥ = ♦ shortness
- 3♠ = ♥ shortness
- 3NT = ♥ shortness **GF** (max)