Bridge Bidding System

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

1♦ − 2♦
?

- 2♥ = ♥ stopper
- 2♠ = ♠ stopper
- 2NT = both major stoppers
- 3♣ = NAT
- 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   1M opening

1♥ – ?

- 1♠ = 4+♠, no 3♥ OR 5♠ 3♥+ **GF**

- 1NT = 5-11HCP, (or 5-7HCP with ♥ fit)

- 2♣ = **GF**, usually no 5-card (or 5+♣)

- 2♦ = 5♦, **GF**

- 2♥ = constructive raise

- 2♠ = mini splinter

- 2NT = limit raise

- 3♣ = solid 6♣, **INV**

- 3♦ = solid 6♦, **INV**

- 3♥ = mixed raise

- 3♠ = splinter ♠

- 3NT = splinter ♦

- 4♣ = splinter ♣

- 4♦ = 11HCP, 4♥, no shortness

1♠ – ?

- 1NT = 5-11HCP, (or 5-7HCP with ♠ fit)

- 2♣ = **GF**, usually no 5-card (or 5+♣)

- 2♦ = 5♦, **GF**

- 2♥ = 5♥, **GF**

- 2♠ = constructive raise

- 2NT = mini splinter

- 3♣ = solid 6♣, **INV**

- 3♦ = solid 6♦, **INV**

- 3♥ = 3+♠, **INV**

- 3♠ = mixed raise

- 3NT = splinter ♥

- 4♣ = splinter ♣

- 4♦ = splinter ♦

- 4♥ = 11HCP, 4♠, no shortness

3   1NT opening

1NT opening = (14)15-17 BAL

1NT – ?

- 2♣ = Stayman
- 2♦ = forces 2♥
- 2♥ = forces 2♠
- 2♠ = INV or TRSF to ♣
- 2NT = TRSF to ♦
- 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

4 Overcalling 1NT

(1NT) − ?

- × = 5♣♦ + 4♥♠

- 2♣ = 54 ♥♠

- 2♦ = 6+ ♥♠

- 2♥ = 5♥ + 4♣♦

- 2♠ = 5♠ + 4♣♦

(1NT) − × − (P) − ?

- 2♣ = PASS/correct

- 2♦ = show major

- 2♥ = own suit

- 2♠ = own suit

(1NT) − 2♣ − (P) − ?

- 2♦ = show better major

- 2♥, 2♠ = preference

(1NT) − 2♦ − (P) − ?

- 2♥ = PASS/correct

- 2♠ = INV with ♥

5   Checkback 3♣

Checkback 3♣ is not forced and does not promise 5th card of the suit. It does not deny 3/4♦.

1♣ − 1♠
2NT − ?

- 3♣ = checkback

- 3♦ = 4+♦

- 3♥ = 5♠ 4♥

- 3♠ = agreeing ♠

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♣ = checkback

- 3♦ = 4+♦

- 3♥ = 5♥ 4♠ OR agreeing ♥

- 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♣ = checkback
- 3♦ = 3+♦
- 3♥ = 5♠ 4♥
- 3♠ = agreeing ♠

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♣ = checkback
- 3♦ = 3+♦
- 3♥ = 5♥ 4♠ OR agreeing ♥
- 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

6   Majors after checkback 3c

1♣♦ – 1♥
2NT – ?

- 3♥ = 5+♥ 4♠ OR agreeing ♥

- 3♠ = 4♥ 4♠

1♣♦ – 1♥
2NT – 3♥
?

- 3♠ = 4♠

- 3NT = no 4♠, no 4♥

- 4♣/4♦ = 4♥, cue

1♣♦ – 1♥
2NT – 3♥
3♠ – ?

- 3NT = agreeing ♥ (6+)

- 4♣/4♦ = agreeing ♠, cue

- 4♥ = to play

1♣♦ − 1♥
2NT − 3♠
?

- 3NT = no 4♠, no 4♥

- 4♣ = agreeing ♥

- 4♦ = agreeing ♠

7   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♦$^{\mathbf{A}}$) − ?

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 − (2NTᴬ) − ?

2NT = ♣♦

- ✕ = 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 − (✕) − Pᴬ − (P)
✕✕ − (P) − ?

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

8 2NT opening

2NTᴬ 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-♠

9   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

- 2M = 3-fit, 4-8DP

- 2x = (9)10, solid 5x

- 3♣ = (9)10, INV, 6♣

- 3x = 4-fit, solid 5x

- 2NT = 4-fit, solid 5♣

- 3M = 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**

10   Non Serious 3NT

After agreeing on ♥ (♠), if **GF**, the no-jump 3♠ (3NT) bid is an invite (usually no shortness) to Slam. The (serious) cue bid instead of non serious bid forces partner to show their cue.

11   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+

12   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+, ~~BAL~~
- 3♥, 3♠, 4♣, 4♦ = agreeing suit

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

13 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♥ = agreeing ♥ **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♠ = agreeing ♠ **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+

14   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)