

Bridge Bidding System

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1 1m opening

1♣ – ?

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

1♣ – ?

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TBD

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

TBD

4 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+

- $3\diamond = 1-\diamond$, inv+
- $3♥ = 5+\spadesuit$, inv+
- $3\spadesuit = 5+\clubsuit$, inv+
- $3NT = \text{no } \diamond \text{ stopper}$
- $4\diamond, 4♥ = \text{Texas}$

$1NT - (2\diamond^A) - ?$

$2\diamond = 6+ ♥\spadesuit$

- $\times = 8+$
- $2♥, 2\spadesuit = \text{to play}$
- $2NT = \text{Lebensohl}$
- $3\clubsuit = 5+\diamond$, inv+
- $3\diamond = 5+♥$, inv+
- $3♥ = 5+\spadesuit$, inv+
- $3\spadesuit = 5/5 \clubsuit\diamond$
- $3NT = \text{to play}$
- $4\diamond, 4♥ = \text{Texas}$

$1NT - (2♥) - ?$

- $\times = \text{negative}$
- $2\spadesuit = \text{to play}$
- $2NT = \text{Lebensohl}$
- $3\clubsuit = 5+\diamond$, inv+
- $3\diamond = 5+\spadesuit$, inv+
- $3♥ = 1-♥$, inv+

- $3\spadesuit = 55 \clubsuit\spadesuit$, GF
- $3NT = \text{no } \heartsuit \text{ stopper}$
- $4\heartsuit = \text{Texas}$

$1NT - (2\spadesuit) - ?$

- $\times = \text{negative}$
- $2NT = \text{Lebensohl}$
- $3\clubsuit = 5+\diamondsuit$, inv+
- $3\diamondsuit = 5+\heartsuit$, inv+
- $3\heartsuit = 55 \clubsuit\spadesuit$, GF
- $3\spadesuit = 1-\spadesuit$, inv+
- $3NT = \text{no } \spadesuit \text{ stopper}$
- $4\diamondsuit = \text{Texas}$

$1NT - (2nt^A) - ?$

$2NT = \text{minor}$

- $\times = 10+$
- $3\clubsuit = \text{Stayman}$
- $3\diamondsuit = 5+\heartsuit$, inv+
- $3\heartsuit = 5+\spadesuit$, inv+

$1NT - (3\clubsuit) - ?$

- $\times = \text{negative}$
- $3\diamondsuit = 5+\heartsuit$, inv+
- $3\heartsuit = 5+\spadesuit$, inv+
- $3\spadesuit = 5+\diamondsuit$, inv+
- $3NT = \text{to play}$

1NT – (3♦) – ?

- \times = negative
- $3\heartsuit = 5 + \spadesuit$, inv+
- $3\spadesuit = 5 + \heartsuit$, **GF**
- $3NT$ = to play

1NT – (×^A) – ?

✗ artificial
SYSTEM ON

1NT – (X) – ?

✗ = penalty

- PASS = forces $\times \times$
- $\times \times$ = forces $2\clubsuit$
- $2\heartsuit$ = forces $\heartsuit + 1$

$$1\text{NT} - (\times) - \text{P}^{\text{A}} - (\text{P})$$

xx – (P) – ?

- PASS = penalty
- $2\clubsuit = 4\clubsuit + 4\spadesuit$ or 4333 or any other edge case
- $2\diamond = 4\diamond + 4\heartsuit$
- $2\heartsuit = 4\heartsuit + 4\spadesuit$

5 2_{NT} opening

TBD

6 Drury

TBD

7 Reverses, jump shifts and jump reverses

1 \mathbf{x} – 1 \mathbf{y} – ?

- 2 \mathbf{z} , $\mathbf{y} < \mathbf{z}$ = reverse
- 3 \mathbf{y} , $\mathbf{y} > \mathbf{z}$ = jump shift
- 3 \mathbf{z} , $\mathbf{y} < \mathbf{z}$ = jump reverse

1 \mathbf{m} – 1 \heartsuit – ?

- 1 \spadesuit = 4 \spadesuit , 12-17
- 2 \spadesuit = 4 \spadesuit , (18)19+

8 Preempt opening

TBD

9 Acol 2 \clubsuit

2 \clubsuit opening = 23+ HCP or 9.5 winning tricks

2 \clubsuit – ?

- 2 \diamond = positive 4+, **GF**
- 2 \heartsuit = negative 3-
- 2 \spadesuit , 3 \clubsuit , 3 \diamond = own suit 5+
- 2NT = own suit (\heartsuit) 5+

2 \clubsuit – 2 \heartsuit
?

- PASS = good \heartsuit
 - 2 \spadesuit = 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♠

$2\clubsuit - 2\diamond$

$2\spadesuit - 2\text{NT}$

?

- $3\clubsuit = 5\spadesuit + 4\diamond$
- $3\diamond = 5\spadesuit + 4\heartsuit$
- $3\heartsuit = 6 + \spadesuit$
- $3\spadesuit = 5\spadesuit + 4\clubsuit$

Acol interference

$2\clubsuit - (\text{x}) - ?$

- $\times = \text{negative}$
- PASS = positive

10 Dealing with preempts

TBD

11 Rebid with 3-card support

TBD

12 Ask LSF

All basic ASK LSF sequences:

- $1\text{M} - 2\text{M}$
 $2\text{M}+1^{\text{A}}$
- $1\clubsuit\diamond - 1\text{M}$
 $2\text{M} - 2\text{M}+1^{\text{A}}$
- $1\text{M} - 2\text{x}$
 $2\text{M} - 2\text{M}+1^{\text{A}}$

- $1\clubsuit - 1M$
 $3M - 3M+1^A$

More in: **mini splinter** and **responding to partner's preempt**.

Answering:

no shortness / lowest shortness / medium shortness / (highest shortness)

13 Gazilli

$1\heartsuit - 1\spadesuit$
 ?

- $2\clubsuit = 5\heartsuit\clubsuit$ 11-15 OR 16+ HCP **F1**

$1\heartsuit - 1NT$
 ?

- $2\clubsuit = 5\heartsuit\clubsuit$ 11-15 OR 16+ HCP **F1**
- $2\diamond = 5\heartsuit4\diamond$ 11-15
- $2\heartsuit = 11-15$
- $2\spadesuit = 6\heartsuit5\spadesuit$ **GF**
- $2NT = 6\heartsuit5\clubsuit\diamond$ **GF**
- $3\clubsuit = 5\heartsuit5\clubsuit$ **GF**
- $3\diamond = 5\heartsuit5\diamond$ **GF**
- $3\heartsuit = \text{fixes } \heartsuit$ **GF**

$1\spadesuit - 1NT$
 ?

- PASS = 5332 12-14
- $2\clubsuit = 5\spadesuit\clubsuit$ 11-15 OR 16+ HCP **F1**
- $2\diamond = 5\spadesuit4\diamond$ 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**
- $3♠ = \text{fixes } ♠$ **GF**

$1♥ - 1♠$

$2♣ - ?$

- $♦ = 8+$
- $♥ = 2♥$ 5-7
- $♠ = \text{good } 5♠$ 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 Splinter

TBD

15 Transfers after 1M (✗)

TBD

16 2NT overcall after major preempt

(2M) – ?

- 2NT = 16-18 BAL, promises M stopper

(2♥) – 2NT – (P) – ?

- 3♣ = forces 3♦, 1-♥GF OR weak with ♦
- 3♦ = 4♠GF
- 3♥ = forces 3♠, weak or GF
- 3♠ = long minor/minors, no ♥ shortness, 3NT = ASK
- 3NT = to play

- $4\clubsuit = 5/5 \clubsuit\spadesuit$, may have shortness
- $4\diamond = 5/5 \diamond\spadesuit$, may have shortness
- $4\heartsuit = 6+\spadesuit$
- $4\spadesuit = \text{minors}$
- $4\text{NT} = \text{Quantitative}$

TBD

17 Overcalling 2NT

TBD

18 Dealing with Multi/Wilkosz

TBD

19 Other

TBD