Bridge Bidding System

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1   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 − (×) − Pᴬ − (P)
×× − (P) − ?

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

2   Reverses, jump shifts and jump reverses

1x − 1y − ?

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

1m − 1♥ − ?

- 1♠ = 4♠, 12-17

- 2♠ = 4♠, (18)19+

3   2NT overcall after major preempt

(2M) − ?

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