# Bridge Bidding System

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### January 22, 2024

## 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♦<sup style="color:red">A</sup>) − ?**

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<sup>A</sup>) − ?**

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 − (✕<sup>A</sup>) − ?**

✕ artificial
SYSTEM ON

**1nt − (✕) − ?**

✕ = penalty

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

**1nt − (✕) − P<sup>A</sup> − (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