Bridge Bidding System

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January 28, 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 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♣
- 2x = forces x+1

1NT − (×) − P^A − (P)
×× − (P) − ?

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

5 2NT opening

2NT ^Aopening = 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-♠

6 Drury

TBD

7 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+

8 Preempt opening

TBD

9 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

10 Dealing with preempts

TBD

11 Rebid with 3-card support

1♣ – 1♥
2♥ – ?

- 2♠ = 5+♥, **INV** +, ASK LSF

- 2NT = 4♥, **INV**

- 3♣ = 4♥ + 4♣, **INV**

- 3♦ = 4♥, **GF**

1♣ – 1♠
2♠ – ?

- 2NT = 4♠, **INV**

- 3♣ = 4♠ + 4♣, **INV**

- 3♦ = 5♠, **INV** +, ASK LSF

- 3♥ = 4♠, **GF**

12 Ask LSF

All basic ASK LSF sequences:

- 1M – 2M
  2M+1[A]

- 1♣♦ – 1M
  2M – 2M+1[A]

- 1M – 2x
  2M – 2M+1[A]

- 1♣♦ – 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♥ − 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+

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)

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♠, 5+♠, weak or **GF**

- 3♠ = long minor/minors, no ♥ shortness, 3NT = ASK

- 3NT = to play

- 4♣ = 6♣ 5♠, may have shortness

- 4♦ = 6♦ 5♠, may have shortness

- 4♥ = 6+♠

- 4♠ = minors

- 4NT = quantitative

(2♥) − 2NT − (P) − 3♣
(P) − 3♦ − (P) − ?

- PASS = weak with ♦

- 3♥ = 3-♠

- 3♠ = 4♠

- 3NT = 5♠

- 4♣ = 6+♠

(2♥) − 2NT − (P) − 3♣
(P) − 3♦ − (P) − 3♥
(P) − ?

- 3♠ = no ♥ stopper

- 3NT = good ♥ stopper

(2♥) − 2NT − (P) − 3♣
(P) − 3♦ − (P) − 3♥
(P) − 3♠ − (P) − ?

- 3NT = 3♠

- 4♣, 4♦ = own suit

(2♥) − 2NT − (P) − 3♦
(P) − ?

- 3♥ = minors

- 3♠ = 4♠

- 3NT = to play

(2♥) − 2NT − (P) − 3♥
(P) − 3♠ − (P) − ?

- PASS = weak, 5+♠

- 3NT = PASS/correct

- 4♣/4♦ = NAT

(2♥) − 2NT − (P) − 3♠
(P) − 3NT − (P) − ?

- 4♣/4♦ = NAT, fixed

- 4♥ = 1♠, both minors

- 4♠ = void ♠, both minors

(2♥) − 2NT − (P) − 4♥
(P) − 4♠ − (P) − ?

- 4NT = RKCB 1430

- 5x= EX 0314

(2♠) − 2NT − (P) − ?

- 3♣ = forces 3♦, 1-♠ **GF** OR weak with ♦

- 3♦ = forces 3♥, 5+♥, weak or **GF**

- 3♥ = long minor/minors, no ♠ shortness, 3♠ = ASK

- 3♠ = 4♥, **GF**

- 3NT = to play

- 4♣ = 6♣ 5♥, may have shortness

- 4♦ = 6♦ 5♥, may have shortness

- 4♥ = 6+♥

- 4♠ = minors

- 4NT = quantitative

(2♠) − 2NT − (P) − 3♣
(P) − 3♦ − (P) − ?

- PASS = weak with ♦

- 3♥ = 3-♥

- 3♠ = 4♥

- 3NT = 5♥

- 4♣ = 6+♥

(2♠) − 2NT − (P) − 3♣
(P) − 3♦ − (P) − 3♥
(P) − ?

- 3♠ = no ♠ stopper

- 3NT = good ♠ stopper

(2♠) – 2NT – (P) – 3♣
(P) – 3♦ – (P) – 3♥
(P) – 3♠ – (P) – ?

- 3NT = 3♥

- 4♣, 4♦ = own suit

(2♠) – 2NT – (P) – 3♦
(P) – 3♥ – (P) – ?

- PASS = weak, 5+♥

- 3NT = PASS/correct

- 4♣/4♦ = NAT

(2♠) – 2NT – (P) – 3♥
(P) – 3♠ – (P) – ?

- 4♣/4♦ = NAT, fixed

- 4♥ = 1♠ both minors

- 4♠ = void ♠ both minors

(2♠) – 2NT – (P) – 3♠
(P) – ?

- 4♣ = 4♥

- 3NT = to play

(2♠) – 2NT – (P) – 4♦
(P) – 4♥ – (P) – ?

- 4♠ = RKCB 1403

- 4NT = EX ♠ **0314**

- 5♣/5♦ = EX **0314**

17 Overcalling 2NT

TBD

18 Dealing with Multi/Wilkosz

(2♦) – ?

- × = (13)14-16 BAL, no 5M, may have minor singleton
- 2♥ = 11-15, 5+♥
- 2♠ = 11-15, 5+♠
- 2NT = 17-19, BAL, may have 5M
- 3♣ = ♣, not 5332/5422
- 3♦ = ♦, not 5332/5422
- 3♥, 3♠ = solid suit, weaker then power double
- 3NT = minors
- 4♣ = ♣ + ♥♠
- 4♦ = ♦ + ♥♠

(2♦) – P – (P^A) – ?

System like after 2♦ preempt.

(2♦) – P – (2♥) – ?

- PASS = no suitable call OR takeout with ♠ shortness
- × = 14-16 BAL   **!!**
- 2♠ = 11-15, 5+♠, may be solid 4♠ with 1-♥
- 2NT = 17-19, BAL

(2♦) – P – (2♠) – ?

- PASS = no suitable call OR takeout with ♥ shortness
- ✕ = takeout with ♠ shortness   **!**
- 2NT = 17-19, BAL

(2♦) – P – (>2♠) – ?

- ✕ = takeout   **!**

(2♦) – P – (2♥) – P
(P) – ?

- 2NT = minors

(2♦) – ✕ – (✕✕/PASS) – ?

- PASS = want to defend, doubles are penalty
- 2♥♠ = 5+♥♠, to play
- 2NT = Lebensohl (see below)
- 3♣ = Stayman
- 3♦ = → ♥, **GF** + superaccepts
- 3♥ = → ♠, **GF** + superaccepts
- 3♠ = → NT, no ♥♠ stoppers
- 4♦, 4♥ = Texas

(2♦) – ✕ – (✕✕/PASS) – 2NT
(P) – 3♣ – (P) – ?

- PASS = to play
- 3♦ = **GF**, no 4**M**
- 3♥, 3♠ = **INV**

(2♦) − × − (♥/♠) − ?

- × = 9+, **F** to 2NT, no 5♥♣, no ♥♠ shortness

- 2NT = Lebensohl (see below)

- 3♣ = Stayman

- 3♦ = → ♥, **GF** + superaccepts

- 3♥ = → ♠, **GF** + superaccepts

- 3♠ = takeout with opps' suit shortness, **GF**

- 4♦, 4♥ = Texas

(2♦) − × − (2♥/♠) − 2NT
(P) − 3♣ − (P) − ?

- PASS/3♦ = to play

- 3♥, 3♠ = **INV**

(2♦) − × − (2♥/♠) − ×
(P) − ?

- PASS = to play

- 2♠ = 4♠, **F1**

- 2NT = NAT, minimum

- 3♣ = NAT, minimum

- 3♦ = NAT, minimum

- 3♥ over 2♠ = NAT, minimum

- cue 3♥, 3♠ = maximum, no stopper, no 4♠

- 3NT = maximum, stopper, no 4♠

(2♦) − × − (2♥) − ×
(2♠) − ?

- PASS = **F1**

- × = penalty

- 2NT = do not want to defend, **GF**

- 3♣ = NAT, **GF**

- 3♦ = NAT, **GF**

- 3♥ = NAT, **GF**

- 3♠ = maximum, no ♠ stopper

- 3NT = maximum, stopper

(2♦) − × − (2♥) − ×
(2♠) − P − (P) − ?

- 3♠ = ♠ shortness, **GF**

(2♦) − × − (2♠) − ×
(3♥) − ?

- PASS = 14-16, no 4♠ OR power double, **F1**

- × = 14-16, 4♠, defensive

19   Other

1♣ − (1♥) − P − (2♥)
?

- × = ♣ ♠, choose

- 2NT = ♣ ♦, choose

- 3♣ = to play

1♣ – (1♠) – P – (2♠)
?

- ✗ = ♣ ♥, choose

- 2NT = ♣ ♦, choose

- 3♣ = to play

1♦ – (1♠) – P – (2♠)
?

- ✗ = ♦ ♥, choose

- 3♣ = ♣ ♦, choose

1♦ – (1♥) – P – (2♥)
?

- ✗ = ♦ ♠, choose

- 3♣ = ♣ ♦, choose