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♥ 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♣
- 2**x** = forces **x+1**

1NT – (×) – P[A] – (P)
×× – (P) – ?

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

5 2NT opening

2NT[A] 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-♠

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

TBD

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♠, weak or **GF**
- 3♠ = long minor/minors, no ♥ shortness, 3NT = ASK
- 3NT = to play
- 4♣ = 5/5 ♣♠, may have shortness
- 4♦ = 5/5 ♦♠, may have shortness
- 4♥ = 6+♠
- 4♠ = minors
- 4NT = Quantitative

TBD

17 Overcalling 2NT

TBD

18 Dealing with Multi/Wilkosz

TBD

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