Bridge Bidding System

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1 One side bidding

1.1 1♣♦ opening

1♣ – ?

- 1♦ = negative
- 1♥ = 4+♥
- 1♠ = 4+♠
- 1NT = 7-10, no 4♥♠
- 2♣ = GF: BAL or ♣
- 2♦ = 5+♦, GF, may have 4♥♠
- 2♥ = 5♠ 4♥ 6-9
- 2♠ = 11+ BAL, no 4♥♠
- 2NT = 11-12 BAL
- 3NT = 15-17 BAL

1♦ – ?

- 1♥ = 4+♥
- 1♠ = 4+♠
- 1NT = 6-10, no 4♥♠
- 2♣ = GF: BAL or ♣, no 4♥♠
- 2♦ = no 4♥♠, 4+♦, INV+
- 2♥ = 5♠ 4♥ 5-11

- 2♠ = 11+ BAL, no 4♥♠
- 2NT = 11-12 BAL
- 3NT = 15-17 BAL

1♣ – 1♥/1♠
?

- 2♣ = 5+♣, 12-15 ~~BAL~~
- 3♣ = 6+♣, (15)16-18, ~~BAL~~

1♣ – 1♥
2♣ – ?

- 2♦ = **INV** art !!
- 2♠/2NT = **GF**

1♣ – 1♥
2♣ – 2♦
?

- 2♥ = 3+♥, **F1**
- 2♠ = **GF**
- 2NT = 3145, **NF** (3♦ to play)
- 3♣ = NAT, **NF**

1♣ – 1♠
2♣ – ?

- 2♦ = **INV** art or 5♠ 4♥ **GF** !!
- 2♥ = **GF** art, no 4♥ !!
- 2NT = **GF**

1♣ – 1♠
2♣ – 2♦
?

- 2♥ = NAT, **F1**

- 2♠ = 3+♠, **F1**
- 2NT = 3145, **NF** (3♦ to play)
- 3♣ = NAT, **NF**
- 3♦ = **GF** art !!

1♣ – 1♠
2♣ – 2♦
2♥/2♠ – ?

- 3♦ = agreeing ♥/♠, **GF**

1♣ – 1♠
2♣ – 2♦
2NT/3♣ – ?

- 3♥ = 5♠ 5♥, **GF**
- 3♠ = 6♠ 4♥, **GF**
- 3NT = 5♠ 4♥, **GF**

1♦ – 1♥
?

- 1NT = 12-14 BAL
- 2♦ = 6+♦

1♦ – 1♥
2♦ – ?

- 2♠ = **GF** art (→ all NAT) !!
- 2NT = **INV** art, **F** to 3♦ !!

1♦ – 1♥
2♦ – 2NT
?

- 3♣ = any minimum or ♣ values
- 3♦ = 7+♦, **GF**
- 3♥ = 3♥, **GF**

1♦ – 1♠
?

- 1NT = 12-14 BAL, may have 1♠
- 2♦ = 6+♦

1♦ – 1♠
2♦ – ?

- 2♥ = **GF** art !!
- 2NT = **INV** art, **F** to 3♦ !!

1♦ – 1♠
2♦ – 2♥
?

- 2♠ = 3♠ (2NT = **ASK LSF**)
- 2NT = NAT
- 3♣ = 4♥ !!

1♦ – 1♠
2♦ – 2♥
3♣ – ?

- 3♦ = agreeing ♦
- 3♥ = agreeing ♥

1♦ – 1♠
2♦ – 2NT
?

- 3♣ = any minimum or ♣ values
- 3♦ = 7+♦, **GF**
- 3♥ = ♥ values max (4♦ = **NF**)
- 3♠ = 3♠ max

1♣ – 2♣
?

- 2♦ = BAL
- 2♥ = 5♣ 4♥ ~~BAL~~
- 2♠ = 5♣ 4♠ ~~BAL~~
- 2NT = 5♣ 4♦ ~~BAL~~
- 3♣ = ♣ ~~BAL~~

1♣ – 2♣
2♦ – ?

- 2♥ = 5♣ 4♥ ~~BAL~~
- 2♠ = 5♣ 4♠ ~~BAL~~
- 2NT = 12-14/18+ BAL
- 3♣ = 6♣, no 4♥♠
- 3♦ = 5♣ 4♦, GF
- 3NT = 15-17 BAL

1♦ – 2♦
?

- 2♥ = ♥ stopper
- 2♠ = ♠ stopper
- 2NT = both major stoppers
- 3♣ = NAT
- 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**

1.2 Negative 1♦

1♣ – ?

- 1♦ = 0-6 or 16+ BAL or 5+♦ 7-11

1♣ – 1♦
?

- 1♥ = 3+
- 1♠ = 3+
- 1NT = 18-20 BAL
- 2♣ = 5+♣
- 2♦/2♥/2♠ = serious revers (19+)
- 3♣ = serious invite 19-20

1♣ – 1♦
1♥♠ – ?

- 1♠ = 4+♠
- 1NT = 3-♥, 3-♠
- 2♣ = 5+♣
- 2♦ = 5+♦ 4-11
- 2♠ over 1♥ = ♣♦ 10-11
- 2NT = 16+ BAL
- 3♣♦ = 6+♣♦ 9-11 bad suit

1.3 1♥♠ opening

1♥ – ?

- 1♠ = 4+♠, no 3♥ OR 5♠ 3♥+ **GF**
- 1NT = 5-11HCP, (or 5-7HCP with ♥ fit)
- 2♣ = any **GF**
- 2♦ = 5♦, **GF**
- 2♥ = constructive raise
- 2♠ = mini splinter
- 2NT = limit raise

- 3♣ = solid 6♣, **INV**
- 3♦ = solid 6♦, **INV**
- 3♥ = mixed raise
- 3♠ = splinter ♠
- 3NT = splinter ♦
- 4♣ = splinter ♣
- 4♦ = 11HCP, 4♥, no shortness
- 4♠/5♣/5♦ = EXRKCB 0314

1♠ – ?

- 1NT = 5-11HCP, (or 5-7HCP with ♠ fit)
- 2♣ = any **GF**
- 2♦ = 5♦, **GF**
- 2♥ = 5♥, **GF**
- 2♠ = constructive raise
- 2NT = mini splinter
- 3♣ = solid 6♣, **INV**
- 3♦ = solid 6♦, **INV**
- 3♥ = 3+♠, **INV**
- 3♠ = mixed raise
- 3NT = splinter ♥
- 4♣ = splinter ♣
- 4♦ = splinter ♦
- 4♥ = 11HCP, 4♠, no shortness

1♥ – 1♠
2♥ – ?

- 2NT = **INV$^+$** art !!

1♥ – 1♠
2♥ – 2NT
?

- 3♣ = any minimum or NAT, **F** (→ 3♦ = ask) **!!**
- 3♦ = 4+♦, max
- 3♥ = 7+♥, max (cue = agreeing ♥)
- 3♠ = 3+♠, max

1♥ – 1♠
2♥ – 2NT
3♠ – ?

- 4♣ = agreeing ♥
- 4♦ = agreeing ♠

1♥ – 1♠
2♥ – 2NT
3♣ – 3♦

- 3♥ = min, no 3♠
- 3♠ = min, 3♠
- 3NT = max, 4♣

1.4 1NT opening

1NT opening = (14)15-17 BAL

1NT – ?

- 2♣ = Stayman
- 2♦ = forces 2♥
- 2♥ = forces 2♠
- 2♠ = **INV** or TRSF to ♣
- 2NT = TRSF to ♦
- 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♥ = pick a ♣♦, good hand
- 4NT = pick a ♣♦

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

1.5 2NT opening

2NT[A] opening = 21-22 BAL, may have 5♥♠

2NT – ?

- 3♣ = Puppet Stayman
- 3♦ = forces 3♥, **GF**
- 3♥ = forces 3♠, **GF**
- 3♠ = forces 3NT
- 3NT = 5♠ 4♥, **NF** !
- 4♣ = 55 ♥♠

- 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-♠

1.6 Checkback 3♣

Checkback 3♣ is not forced and does not promise 5th card of the suit. It does not deny 3/4♦.

1♣ – 1♠
2NT – ?

- 3♣ = checkback
- 3♦ = 4+♦

- 3♥ = 5♠ 4♥
- 3♠ = agreeing ♠

1♣ – 1♠
2NT – 3♣

- 3♦ = 4+♣
- 3♥ = 3♠ 4+♣
- 3♠ = 3♠
- 3NT = no 3♠, no 4♣
- 4♣/4♦/4♥ = 4♠ cue

1♣ – 1♥
2NT – ?

- 3♣ = checkback
- 3♦ = 4+♦
- 3♥ = 5♥ 4♠ OR agreeing ♥
- 3♠ = 4♥ 4♠

1♣ – 1♥
2NT – 3♣

- 3♦ = 4+♣
- 3♥ = 3♥
- 3♠ = 3♥ 4♣
- 3NT = no 3♥, no 4♣
- 4♣/4♦/4♥ = 4♥ cue

1♦ – 1♠
2NT – ?

- 3♣ = checkback
- 3♦ = 3+♦
- 3♥ = 5♠ 4♥

- 3♠ = agreeing ♠

1♦ – 1♠
2NT – 3♣

- 3♦ = 6♦, no 3♠
- 3♥ = 3♠ 6♦
- 3♠ = 3♠
- 3NT = no 3♠, no 6♦
- 4♣/4♦/4♥ = 4♠ cue

1♦ – 1♥
2NT – ?

- 3♣ = checkback
- 3♦ = 3+♦
- 3♥ = 5♥ 4♠ OR agreeing ♥
- 3♠ = 4♥ 4♠

1♦ – 1♥
2NT – 3♣

- 3♦ = 6♦, no 3♥ 4
- 3♥ = 3♥
- 3♠ = 3♥ 6♦
- 3NT = no 3♥, no 6♦
- 4♣/4♦/4♥ = 4♥ cue

1.7 Majors after checkback 3♣

1♣♦ – 1♥
2NT – ?

- 3♥ = 5+♥ 4♠ OR agreeing ♥
- 3♠ = 4♥ 4♠

1♣♦ – 1♥
2NT – 3♥
?

- 3♠ = 4♠
- 3NT = no 4♠, no 4♥
- 4♣/4♦ = 4♥, cue

1♣♦ – 1♥
2NT – 3♥
3♠ – ?

- 3NT = agreeing ♥ (6+)
- 4♣/4♦ = agreeing ♠, cue
- 4♥ = to play

1♣♦ – 1♥
2NT – 3♠
?

- 3NT = no 4♠, no 4♥
- 4♣ = agreeing ♥
- 4♦ = agreeing ♠

1.8 Drury

OFF in competition

P – 1♥♠
?

- 1NT = 8-11, no fit
- 2♣ = 4-fit mixed raise (7)8-10DP OR 3-fit (9)10-11DP
- 2♥♠ = 3-fit, 4-8DP
- 2x = (9)10, solid 5x
- 3♣ = (9)10, INV, 6♣

- 3x = 4-fit, solid 5x
- 2NT = 4-fit, solid 5♣
- 3♥♠ = 5-fit 4-6DP (or 4 with shortness)
- 3NT over 1♠ (3♠ over 1♥) = Two Tiered Splinters = 4+♥♠, unspecified singleton, (10)11DP
- 4♣/4♦/4♥ = void splinter

P – 1♥
2♣ – ?

- 2♥ = no interest in the game
- 2♦ = **INV**
- 2♠ = **ASK LSF**, usually 18-20 BAL
- 2NT/3♣/3♦ = 55(54) Slam Try (2NT = ♠)
- 3NT/3♠/4♣/4♦ = splinter (3NT = 4♦)
- 4♥ = to play

P – 1♠
2♣ – ?

- 2♠ = no interest in the game
- 2♦ = **INV**
- 2NT = **ASK LSF**, usually 18-20 BAL
- 3♣/3♦/3♥ = 55(54) Slam Try
- 3NT/4♣/4♦/4♥ = splinter (3NT = 4♥)
- 4♠ = to play

P – 1♥♠
2♣ – 2♥♠
?

- 3x = NAT, unspecified singleton, +4-fit ♥♠ support

P – 1♥♠
2♣ – 2♦
?

- 2♥ over 2♠ = Last Train (says nothing about ♥)
- 2♥♠ = SIGN-OFF
- 2NT = 11, BAL
- 3♥♠ = 4-card support
- 4♥♠ = to play
- any other bid = NAT, **INV**

1.9 Non Serious 3NT

After agreeing on ♥ (♠), if **GF**, the no-jump 3♠ (3NT) bid is an invite (usually no shortness) to Slam. The (serious) cue bid instead of non serious bid forces partner to show their cue.

1.10 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+

1.11 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♠ = NAT (5+), **F1**
- 2NT/3♣/3♦ = **NF**
- 3♥ = NAT (5+), **GF**

2♣ – 2♦
?

- 2NT = BAL
- 2♥, 2♠, 3♣, 3♦ = 5+, ~~BAL~~
- 3♥, 3♠, 4♣, 4♦ = agreeing suit

2♣ – 2♦/2♥
2NT – ?

System as after 2NT opening

2♣ – 2♦
2♥ – ?

- 2♠ = no fit, relay
- 3♥ = fit

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♣

1.12 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♥ = agreeing ♥ **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♠ = agreeing ♠ **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+

1.13 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)

2 Competitive bidding – dealing with interference

2.1 1NT – dealing with interference

1NT – (2♣) – ?

2♣ = ♣

- × = Stayman

SYSTEM ON

1NT – (2♣[A]) – ?

2♣ = 5/4 ♥♠

- × = 8+
- 2♦, 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$^{\text{A}}$**) – ?**

2NT = ♣♦

- × = 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♠

2.2 Acol interference

2♣ – (x) – ?

- × = negative
- PASS = positive

3 Defensive bidding – how to overcall

3.1 Overcalls after 1NT opening

(1NT) – ?

- × = 5♣♦ + 4♥♠
- × in balancing position = 5♣♦ + 4♥♠ or 6♣♦
- 2♣ = 54 ♥♠
- 2♦ = 6+ ♥♠
- 2♥ = 5♥ + 4♣♦
- 2♠ = 5♠ + 4♣♦

(1NT) – × – (P) – ?

- 2♣ = PASS/correct
- 2♦ = show major
- 2♥ = own suit
- 2♠ = own suit

(1NT) – 2♣ – (P) – ?

- 2♦ = show better major
- 2♥, 2♠ = preference

(1NT) – 2♦ – (P) – ?

- 2♥ = PASS/correct
- 2♠ = **INV** with ♥