

Bridge Bidding System

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1 1m opening

1♣ – ?

- 1♦ = 0-6
- 1♥ = 4+♥
- 1♠ = 4+♠
- 1NT = 7-10, no 4M
- 2♣ = 12-14 BAL or ♣, **GF**
- 2♦ = no 4M, 5+♦, **GF**
- 2♥ = 5♠ 4♥ 6-9
- 2♠ = 11+ BAL, no 4M
- 2NT = 11-12 BAL
- 3NT = 15-17 BAL

1♦ – ?

- 1♥ = 4+♥
- 1♠ = 4+♠
- 1NT = 6-10, no 4M, no ♦ support
- 2♣ = 12-14 BAL or ♣, **GF**
- 2♦ = no 4M, 4+♦, **GF**
- 2♥ = 5♠ 4♥ 6-9
- 2♠ = 11+ BAL, no 4M
- 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 (threshold 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 1x – 1y – 1z 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

- $3\diamond = 55\clubsuit\diamond$
- $3♥ = 3-♠ 1-♥, 54\clubsuit\diamond$
- $3♠ = 3-♥ 1-♠, 54\clubsuit\diamond$
- $3NT = \text{to play}$
- $4♣ = 55♥♠$
- $4\diamond, 4♥ = \text{Texas}$
- $4NT = \text{Quantitative}$

1NT – 2♠
?

- $2NT = 14-15(16)$
- $3♣ = (16)17$

1NT – 2NT
?

- $3♣ = \text{superaccept}$
- $3\diamond = \text{accept}$

1NT – 3♥
?

- $3♠ = \text{NAT}$
- $3NT = \text{to play}$
- $4♥ = \text{exclusion, choose } \clubsuit\diamond$
- $4NT = \text{choose } \clubsuit\diamond$

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 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 ××
- ××
- 2x = forces x+1

1NT – (×) – P^A – (P)

××

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

4 2NT opening

2NT^A opening = 21-22 BAL, may have 5M

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-♠

5 Drury

OFF in competition

P – 1M

?

- 1NT = 8-11, no fit
- 2♣ = 4-fit mixed raise (7)8-10DP OR 3-fit (9)10-11DP
- 2M = 3-fit, 4-8DP
- 2x = (9)10, solid 5x
- 3♣ = (9)10, INV, 6♣
- 3x = 4-fit, solid 5x
- 2NT = 4-fit, solid 5♣
- 3M = 5-fit 4-6DP (or 4 with shortness)
- 3NT = Two Tiered Splinters 4+M (unspecified singleton, (10)11DP)
- 4♣/4♦/4♥ = void splinter

P – 1♥

2♣ – ?

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

P – 1♠

2♣ – ?

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

P – 1M

2♣ – 2M

?

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

P – 1M

2♣ – 2♦

?

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

6 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♠

$2\clubsuit - 2\diamond$

$2\spadesuit - 2\text{NT}$

?

- $3\clubsuit = 5\spadesuit + 4\diamond$
- $3\diamond = 5\spadesuit + 4\heartsuit$
- $3\heartsuit = 6+\spadesuit$
- $3\spadesuit = 5\spadesuit + 4\clubsuit$

Acol interference

$2\clubsuit - (\text{x}) - ?$

- \times = negative
- PASS = positive

7 Dealing with preempts

$(2\heartsuit) - ?$

- $3\spadesuit$ = strong hand, solid suit
- $3\heartsuit$ = Michaels, **F** to 4x
- $4\clubsuit/4\diamond$ = Leaping Michaels, **GF**
- $4\heartsuit = \clubsuit\diamond$, strong
- $4\text{NT} = \clubsuit\diamond$, weaker than $4\heartsuit$

$(2\heartsuit) - \times - (\text{P}) - ?$

- 2NT = Better Minor Lebensohl
- $3\clubsuit = 0-11, 5+\clubsuit$
- $2\spadesuit$ = weak
- $3\diamond = \text{INV}$ (8-11)

- $3\heartsuit = \text{no } 4\spadesuit, \text{ no } \heartsuit \text{ stopper}$
- $3\spadesuit = 5\spadesuit, \text{ INV (8-11)}$!
- $3\text{NT} = \text{no } 4\spadesuit, \heartsuit \text{ stopper}$
- $4\heartsuit = \clubsuit\Diamond, \text{ no } \heartsuit \text{ control, Slam Try}$
- $4\spadesuit = \text{to play}$

$(2\heartsuit) - \times - (\text{P}) - 2\text{NT}$
 $(\text{P}) - 3\text{m} - (\text{P}) - ?$

- $3\Diamond = \text{weak}$
- $3\heartsuit = 4\spadesuit, \text{ no } \heartsuit \text{ stopper}$
- $3\spadesuit = 4\spadesuit, \text{ INV (8-11)}$!
- $3\text{NT} = 4\spadesuit, \heartsuit \text{ stopper}$

$(2\heartsuit) - \times - (3\heartsuit) - ?$

- $\times = \text{no } 4\spadesuit, 10+$

$(2\spadesuit) - ?$

- $3\spadesuit = \text{Michaels, F to } 4\text{x}$
- $4\clubsuit/4\Diamond = \text{Leaping Michaels, GF}$
- $4\spadesuit = \clubsuit\Diamond, \text{ strong}$
- $4\text{NT} = \clubsuit\Diamond, \text{ weaker than } 4\heartsuit$

$(2\spadesuit) - \times - (P) - ?$

- $2NT = \text{Better Minor Lebensohl}$
- $3\clubsuit = 0-11, 5+\clubsuit$
- $3\diamondsuit/3\heartsuit = \text{INV} (8-11)$
- $3\spadesuit = \text{no } 4\heartsuit, \text{ no } \spadesuit \text{ stopper}$
- $3NT = \text{no } 4\heartsuit, \spadesuit \text{ stopper}$
- $4\heartsuit = \text{to play}$
- $4\heartsuit = \clubsuit\diamondsuit, \text{ no } \spadesuit \text{ control, Slam Try}$

$(2\spadesuit) - \times - (P) - 2NT$

$(P) - 3m - (P) - ?$

- $3\heartsuit/3\diamondsuit = \text{to play}$
- $3\spadesuit = 4\heartsuit, \text{ no } \spadesuit \text{ stopper}$
- $3NT = 4\heartsuit, \spadesuit \text{ stopper}$

$(2\spadesuit) - \times - (4\spadesuit) - ?$

- $4NT = \text{two-suited OR weak } \heartsuit$
- $5\clubsuit/5\diamondsuit = \text{to play}$
- $5\heartsuit = \text{Slam Try}$

8 Ask LSF

All basic ASK LSF sequences:

- $1M - 2M$
 $2M + 1^A$
- $1\clubsuit\diamondsuit - 1M$
 $2M - 2M + 1^A$

- $1\text{M} - 2\text{x}$
 $2\text{M} - 2\text{M} + 1^{\text{A}}$
- $1\clubsuit - 1\text{M}$
 $3\text{M} - 3\text{M} + 1^{\text{A}}$

More in: **mini splinter** and **responding to partner's preempt**.

Answering:

no shortness / lowest shortness / medium shortness / (highest shortness)

9 Gazilli

$1\heartsuit - 1\spadesuit$
?

- $2\clubsuit = 5\heartsuit \clubsuit$ 11-15 OR 16+ HCP **F1**

$1\heartsuit - 1\text{NT}$
?

- $2\clubsuit = 5\heartsuit \clubsuit$ 11-15 OR 16+ HCP **F1**
- $2\diamond = 5\heartsuit 4\diamond$ 11-15
- $2\heartsuit = 11-15$
- $2\spadesuit = 6\heartsuit 5\spadesuit$ **GF**
- $2\text{NT} = 6\heartsuit 5\clubsuit\diamond$ **GF**
- $3\clubsuit = 5\heartsuit 5\clubsuit$ **GF**
- $3\diamond = 5\heartsuit 5\diamond$ **GF**
- $3\heartsuit = \text{fixes } \heartsuit$ **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+

10 Dealing with Multi/Wilkosz

(2♦) – ?

- ♠ = (13)14-16 BAL, no 5M, may have minor singleton
- 2♥ = 11-15, 5+♥
- 2♠ = 11-15, 5+♠

- $2\text{NT} = 17-19$, BAL, may have 5M
- $3\clubsuit = \clubsuit$, not 5332/5422
- $3\diamondsuit = \diamondsuit$, not 5332/5422
- $3\heartsuit, 3\spadesuit =$ solid suit, weaker than power double
- $3\text{NT} =$ minors
- $4\clubsuit = \clubsuit + \heartsuit\spadesuit$
- $4\diamondsuit = \diamondsuit + \heartsuit\spadesuit$

$(2\diamondsuit) - \text{P} - (\text{P}^A) - ?$

System like after $2\diamondsuit$ preempt.

$(2\diamondsuit) - \text{P} - (2\heartsuit) - ?$

- PASS = no suitable call OR takeout with \spadesuit shortness
- $\times = 14-16$ BAL
- $2\spadesuit = 11-15$, $5+\spadesuit$, may be solid $4\spadesuit$ with $1-\heartsuit$
- $2\text{NT} = 17-19$, BAL

!!

$(2\diamondsuit) - \text{P} - (2\spadesuit) - ?$

- PASS = no suitable call OR takeout with \heartsuit shortness
- $\times =$ takeout with \spadesuit shortness
- $2\text{NT} = 17-19$, BAL

!

$(2\diamondsuit) - \text{P} - (>2\spadesuit) - ?$

- $\times =$ takeout

!

$(2\diamondsuit) - \text{P} - (2\heartsuit) - \text{P}$
 $(\text{P}) - ?$

- $2\text{NT} =$ minors

$(2\spadesuit) - \times - (\times\times/\text{PASS}) - ?$

- PASS = want to defend, doubles are penalty
- $2\heartsuit = 5 + \heartsuit$, to play
- 2NT = Lebensohl (see below)
- $3\clubsuit$ = Stayman
- $3\spadesuit = \rightarrow \heartsuit, \text{GF} + \text{superaccepts}$
- $3\heartsuit = \rightarrow \spadesuit, \text{GF} + \text{superaccepts}$
- $3\spadesuit = \rightarrow \text{NT}$, no \heartsuit stoppers
- $4\spadesuit, 4\heartsuit = \text{Texas}$

$(2\spadesuit) - \times - (\times\times/\text{PASS}) - 2\text{NT}$
 $(\text{P}) - 3\clubsuit - (\text{P}) - ?$

- PASS = to play
- $3\spadesuit = \text{GF}$, no 4M
- $3\heartsuit, 3\spadesuit = \text{INV}$

$(2\spadesuit) - \times - (\heartsuit/\spadesuit) - ?$

- $\times = 9+$, F to 2NT, no $5\heartsuit$, no \heartsuit shortness
- 2NT = Lebensohl (see below)
- $3\clubsuit$ = Stayman
- $3\spadesuit = \rightarrow \heartsuit, \text{GF} + \text{superaccepts}$
- $3\heartsuit = \rightarrow \spadesuit, \text{GF} + \text{superaccepts}$
- $3\spadesuit = \text{takeout with opps' suit shortness, GF}$
- $4\spadesuit, 4\heartsuit = \text{Texas}$

(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

$(2\spadesuit) - \times - (2\heartsuit) - \times$
 $(2\clubsuit) - P - (P) - ?$

- $3\clubsuit = \clubsuit$ shortness, **GF**

$(2\spadesuit) - \times - (2\clubsuit) - \times$
 $(3\heartsuit) - ?$

- PASS = 14-16, no $4\clubsuit$ OR power double, **F1**
- $\times = 14-16, 4\clubsuit$, defensive