

# 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♦ = 5+♦, **GF**, may have 4M
- 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♥ BAL

- $2\spadesuit = 5\clubsuit 4\spadesuit$  ~~BAL~~
- $2NT = 5\clubsuit 4\diamond$  ~~BAL~~
- $3\clubsuit = \clubsuit$  ~~BAL~~

$1\diamond - 2\diamond$   
?

- $2\heartsuit = \heartsuit$  stopper
- $2\spadesuit = \spadesuit$  stopper
- $2NT =$  both major stoppers
- $3\clubsuit =$  NAT
- $3\diamond =$  sign off (threshold for invite)

bidding higher suit denies lower stopper

$1\clubsuit\diamond - 2\heartsuit$   
?

- $2NT =$  **ASK LSF**

$1\clubsuit - 2\spadesuit$   
?

- $2NT =$  BAL min
- $3\clubsuit = 5+\clubsuit$  min
- $3\diamond = 5+\clubsuit$  **GF**
- $3\heartsuit = 1-\heartsuit, 5+\clubsuit$  **GF**
- $3\spadesuit = 1-\spadesuit, 5+\clubsuit$  **GF**
- $3NT =$  to play

$1\diamond - 2\spadesuit$   
?

- $2NT =$  BAL min
- $3\clubsuit = 4+\clubsuit$  min
- $3\diamond = 5+\diamond$  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 1M opening

$1♥ - ?$

- $1♠ = 4+♠$ , no  $3♥$  OR  $5♠$   $3♥+$  **GF**
- $1NT = 5-11HCP$ , (or  $5-7HCP$  with  $♥$  fit)
- $2♣ =$  **GF**, usually no 5-card (or  $5+♣$ )
- $2♦ = 5♦$ , **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

1♠ – ?

- 1NT = 5-11HCP, (or 5-7HCP with ♠ fit)
- 2♣ = **GF**, usually no 5-card (or 5+♣)
- 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

### 3 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♣♦

- $3\spadesuit = 3\heartsuit\ 1\spadesuit, 54\clubsuit\spadesuit$
- $3NT = \text{to play}$
- $4\clubsuit = 55\heartsuit\spadesuit$
- $4\diamondsuit, 4\heartsuit = \text{Texas}$
- $4NT = \text{quantitative}$

**1NT –  $2\spadesuit$**   
?

- $2NT = 14\text{--}15(16)$
- $3\clubsuit = (16)17$

**1NT – 2NT**  
?

- $3\clubsuit = \text{superaccept}$
- $3\diamondsuit = \text{accept}$

**1NT –  $3\heartsuit$**   
?

- $3\spadesuit = \text{NAT}$
- $3NT = \text{to play}$
- $4\heartsuit = \text{exclusion, choose } \clubsuit\spadesuit$
- $4NT = \text{choose } \clubsuit\spadesuit$

**Smolen**

**1NT –  $2\clubsuit$**

**$2\diamondsuit$  – ?**

- $2\heartsuit = 5\heartsuit\ 4\spadesuit, \text{ to play}$
- $2\spadesuit = 5\spadesuit\ 4\heartsuit, \text{ to play}$
- $3\heartsuit = 5\spadesuit\ 4\heartsuit, \text{ GF}$
- $3\spadesuit = 5\heartsuit\ 4\spadesuit, \text{ GF}$

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

## 4 Overcalls after 1NT opening

(1NT) – ?

- ♠ = 5♣♦ + 4♥♠
- 2♣ = 54 ♥♠
- 2♦ = 6+ ♥♠
- 2♥ = 5♥ + 4♣♦
- 2♠ = 5♠ + 4♣♦

(1NT) – ♠ – (P) – ?

- 2♣ = PASS/correct
- 2♦ = show major

- $2♥ = \text{own suit}$
- $2♠ = \text{own suit}$

$(1NT) - 2♣ - (P) - ?$

- $2♦ = \text{show better major}$
- $2♥, 2♠ = \text{preference}$

$(1NT) - 2♦ - (P) - ?$

- $2♥ = \text{PASS/correct}$
- $2♠ = \text{INV with } ♥$

## 5 Checkback $3♣$

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

$1♣ - 1♠$

$2NT - ?$

- $3♣ = \text{checkback}$
- $3♦ = 4+♦$
- $3♥ = 5♠ 4♥$
- $3♠ = \text{agreeing } ♠$

$1♣ - 1♠$

$2NT - 3♣$

- $3♦ = 4+♣$
- $3♥ = 3♠ 4+♣$
- $3♠ = 3♠$
- $3NT = \text{no } 3♠, \text{ no } 4♣$
- $4♣/4♦/4♥ = 4♠ \text{ cue}$



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

## 6 Majors after checkback 3c

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 ♠

## 7 1NT – dealing with interference

1NT – (2♣) – ?

2♣ = ♣

- ✕ = Stayman

SYSTEM ON

1NT – (2♣<sup>A</sup>) – ?

2♣ = 5/4 ♥♠

- ✕ = 8+
- 2♥, 2♠, 3♣ = to play
- 2NT = minors

1NT – (2♦) – ?

2♦ = ♦

- ✕ = negative
- 2♥, 2♠ = to play

- 2NT = Lebensohl
- 3♣ = 5+♥, INV<sup>+</sup>
- 3♦ = 1-♦, INV<sup>+</sup>
- 3♥ = 5+♠, INV<sup>+</sup>
- 3♠ = 5+♣, INV<sup>+</sup>
- 3NT = no ♦ stopper
- 4♦, 4♥ = Texas

1NT – (2♦<sup>A</sup>) – ?

2♦ = 6+ ♥♠

- ✕ = 8+
- 2♥, 2♠ = to play
- 2NT = Lebensohl
- 3♣ = 5+♦, INV<sup>+</sup>
- 3♦ = 5+♥, INV<sup>+</sup>
- 3♥ = 5+♠, INV<sup>+</sup>
- 3♠ = 5/5 ♣♦
- 3NT = to play
- 4♦, 4♥ = Texas

1NT – (2♥) – ?

- ✕ = negative
- 2♠ = to play
- 2NT = Lebensohl
- 3♣ = 5+♦, INV<sup>+</sup>
- 3♦ = 5+♠, INV<sup>+</sup>
- 3♥ = 1-♥, INV<sup>+</sup>
- 3♠ = 55 ♣♦, GF

- 3NT = no ♥ stopper
- 4♥ = Texas

1NT – (2♠) – ?

- ✕ = negative
- 2NT = Lebensohl
- 3♣ = 5+♦, INV<sup>+</sup>
- 3♦ = 5+♥, INV<sup>+</sup>
- 3♥ = 55♣♦, GF
- 3♠ = 1-♠, INV<sup>+</sup>
- 3NT = no ♠ stopper
- 4♦ = Texas

1NT – (2NT<sup>A</sup>) – ?

2NT = ♣♦

- ✕ = 10+
- 3♣ = Stayman
- 3♦ = 5+♥, INV<sup>+</sup>
- 3♥ = 5+♠, INV<sup>+</sup>

1NT – (3♣) – ?

- ✕ = negative
- 3♦ = 5+♥, INV<sup>+</sup>
- 3♥ = 5+♠, INV<sup>+</sup>
- 3♠ = 5+♦, INV<sup>+</sup>
- 3NT = to play

1NT – (3♦) – ?

- ✕ = negative
- 3♥ = 5+♠, INV<sup>+</sup>
- 3♠ = 5+♥, GF
- 3NT = to play

1NT – (✕<sup>A</sup>) – ?

✕ artificial

SYSTEM ON

1NT – (✕) – ?

✕ = penalty

- PASS = forces ♠♠
- ♠♠ = forces 2♣
- 2x = forces x+1

1NT – (✕) – P<sup>A</sup> – (P)

♠♠ – (P) – ?

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

## 8 2NT opening

2NT<sup>A</sup> opening = 21-22 BAL, may have 5M

2NT – ?

- 3♣ = Puppet Stayman
- 3♦ = forces 3♥, GF
- 3♥ = forces 3♠, GF

- $3\spadesuit =$  forces  $3NT$
- $3NT = 5\spadesuit 4\heartsuit$ , **NF**
- $4\clubsuit = 55$  M
- $4\diamondsuit, 4\heartsuit =$  Texas
- $4NT =$  quantitative

!

$2NT - 3\diamondsuit$   
?

- $3\heartsuit = 2\heartsuit$
- $3\spadesuit = 4+\heartsuit$ , cue bid
- $3NT = 3\spadesuit$
- $4\clubsuit, 4\diamondsuit = 4+\heartsuit$ , cue bid

$2NT - 3\heartsuit$   
?

- $3\spadesuit = 2\spadesuit$
- $3NT = 3\spadesuit$
- $4\clubsuit, 4\diamondsuit = 4+\spadesuit$ , cue bid

$2NT - 3\spadesuit$   
 $3NT - ?$

- $4\clubsuit = 6+\clubsuit$
- $4\diamondsuit = 6+\diamondsuit$
- $4\heartsuit = 54\clubsuit\diamondsuit 1-\heartsuit$
- $4\spadesuit = 54\clubsuit\diamondsuit 1-\spadesuit$

## 9 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 over 1♠ (3♠ over 1♥) = 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
- 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♥)



- $4\spadesuit =$  to play

P – 1M

$2\clubsuit - 2M$

?

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

P – 1M

$2\clubsuit - 2\diamond$

?

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

## 10 Non Serious 3NT

After agreeing on  $\heartsuit$  ( $\spadesuit$ ), if GF, the no-jump  $3\spadesuit$  (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.

## 11 Reverses, jump shifts and jump reverses

$1x - 1y - ?$

- $2z, y < z =$  reverse
- $3y, y > z =$  jump shift
- $3z, y < z =$  jump reverse

$1m - 1\heartsuit - ?$

- $1\spadesuit = 4\spadesuit, 12-17$
- $2\spadesuit = 4\spadesuit, (18)19+$

## 12 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+, ~~BAL~~
- 3♥, 3♠, 4♣, 4♦ = agreeing suit

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) – ?

- x = negative
- PASS = positive

## 13 Gazilli

1♥ – 1♠

?

- 2♣ = 5♥ ♣ 11-15 OR 16+ HCP **F1**

1♥ – 1NT

?

- 2♣ = 5♥ 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♠ 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

- $2NT = 1-\heartsuit$  5-7
- $3\clubsuit = 6+\clubsuit$  5-7
- $3\diamondsuit = 6+\diamondsuit$  5-7

$1\heartsuit - 1NT$

$2\clubsuit - ?$

- $2\diamondsuit = 8+$
- $2\heartsuit = 2-3\heartsuit$  5-7
- $2\spadesuit = 55\clubsuit\diamondsuit$  5-7
- $2NT = 1-\heartsuit$  5-7
- $3\clubsuit = 6+\clubsuit$  5-7
- $3\diamondsuit = 6+\diamondsuit$  5-7

$1\spadesuit - 1NT$

$2\clubsuit - ?$

- $2\diamondsuit = 8+$
- $2\heartsuit = 5\heartsuit$  5-7
- $2\spadesuit = 2-3\spadesuit$  5-7
- $2NT = 1-\spadesuit$  5-7
- $3\clubsuit = 6+\clubsuit$  5-7
- $3\diamondsuit = 6+\diamondsuit$  5-7

$1\heartsuit - 1\spadesuit$

$2\clubsuit - 2\diamondsuit$

$?$

- $2\heartsuit = 5\heartsuit$   $4\clubsuit$  11-15
- $2\spadesuit = 5\heartsuit, =3\spadesuit$  16+
- $2NT = 5332$  18-20
- $3\clubsuit = 5\heartsuit$   $4\clubsuit$  16+
- $3\diamondsuit = 5\heartsuit$   $4\diamondsuit$  16+

- $3♥ = 6♥\ 16+$
- $3♠ = 5♥\ 4♠\ \text{GF}$

$1♥ - 1NT$

$2♣ - 2♦$

?

- $2♥ = 5♥\ 4♣\ 11-15$
- $2♠ = 5♥\ 4♠\ 16+$
- $2NT = 5332\ 18-20$
- $3♣ = 5♥\ 4♣\ 16+$
- $3♦ = 5♥\ 4♦\ 16+$
- $3♥ = 6♥\ 16+$

$1♠ - 1NT$

$2♣ - 2♦$

?

- $2♥ = 5♠\ 4♥\ 16+$
- $2♠ = 5♠\ 4♣\ 11-15$
- $2NT = 5332\ 18-20$
- $3♣ = 5♠\ 4♣\ 16+$
- $3♦ = 5♠\ 4♦\ 16+$
- $3♥ = 5♠\ 4♥\ 16+$
- $3♠ = 6♠\ 16+$

## 14 Mini Splinters

any shortness 9-11, 4-card support, not **GF**!

$1♥ - ?$

- $2♠ = \text{mini splinter}$
- $2NT = \text{INV} + \text{fit}$

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)