

Bridge Bidding System

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January 22, 2024

1 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+
- $3NT = \text{no } ♦ \text{ stopper}$
- $4♦, 4♥ = \text{Texas}$

1nt – $(2♦^A)$ – ?

$2♦ = 6+♥♠$

- $✕ = 8+$
- $2♥, 2♠ = \text{to play}$
- $2NT = \text{Lebensohl}$
- $3♣ = 5+♦$, inv+
- $3♦ = 5+♥$, inv+
- $3♥ = 5+♠$, inv+
- $3♠ = 5/5 ♣♦$
- $3NT = \text{to play}$
- $4♦, 4♥ = \text{Texas}$

1nt – $(2♥)$ – ?

- $✕ = \text{negative}$
- $2♠ = \text{to play}$
- $2NT = \text{Lebensohl}$
- $3♣ = 5+♦$, inv+
- $3♦ = 5+♠$, inv+
- $3♥ = 1-♥$, inv+
- $3♠ = 55 ♣♦, \text{GF}$
- $3NT = \text{no } ♥ \text{ stopper}$
- $4♥ = \text{Texas}$

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♠

2 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+

3 2nt overcall after major preempt

(2M) – ?

- 2NT = 16-18 BAL, promises M stopper