

# 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 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

- $3\clubsuit = \text{solid } 6\clubsuit, \text{ INV}$
- $3\diamond = \text{solid } 6\diamond, \text{ INV}$
- $3\heartsuit = \text{mixed raise}$
- $3\spadesuit = \text{splinter } \spadesuit$
- $3\text{NT} = \text{splinter } \diamond$
- $4\clubsuit = \text{splinter } \clubsuit$
- $4\diamond = 11\text{HCP}, 4\heartsuit, \text{ no shortness}$

$1\spadesuit - ?$

- $1\text{NT} = 5\text{-}11\text{HCP}$ , (or  $5\text{-}7\text{HCP}$  with  $\spadesuit$  fit)
- $2\clubsuit = \text{GF}$ , usually no 5-card (or  $5+\clubsuit$ )
- $2\diamond = 5\diamond, \text{ GF}$
- $2\heartsuit = 5\heartsuit, \text{ GF}$
- $2\spadesuit = \text{constructive raise}$
- $2\text{NT} = \text{mini splinter}$
- $3\clubsuit = \text{solid } 6\clubsuit, \text{ INV}$
- $3\diamond = \text{solid } 6\diamond, \text{ INV}$
- $3\heartsuit = \text{solid } 6\heartsuit, \text{ INV}$
- $3\spadesuit = \text{mixed raise}$
- $3\text{NT} = \text{splinter } \heartsuit$
- $4\clubsuit = \text{splinter } \clubsuit$
- $4\diamond = \text{splinter } \diamond$
- $4\heartsuit = 11\text{HCP}, 4\spadesuit, \text{ no shortness}$

### 3 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

## 4 Overcalling 1NT

(1NT) – ?

- ♠ = 5♣ + 4♥
- 2♣ = 5♦ ♠
- 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 ♥

## 5 Gadget 3♣

1♣ – 1♠

2NT – ?

- 3♣ = gadget
- 3♦ = 4+♦
- 3♥ = 5♠ 4♥
- 3♠ = fixing ♠

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♣ = gadget
- 3♦ = 4+♦
- 3♥ = 5♠ 4♥ OR fixing ♥
- 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♣ = gadget
- 3♦ = 3+♦
- 3♥ = 5♠ 4♥
- 3♠ = fixing ♠

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♣ = gadget
- 3♦ = 3+♦
- 3♥ = 5♠ 4♥ OR fixing ♥
- 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 gadget

1♣♦ – 1♥

2NT – ?

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

1♣♦ – 1♥

2NT – 3♥

?

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

1♣♦ – 1♥

2NT – 3♠

?

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

## 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+
- 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 <sup>A</sup>) – ?

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 – (×<sup>A</sup>) – ?

× artificial  
SYSTEM ON

1NT – (×) – ?

× = penalty

- PASS = forces ××
- ××
- 2x = forces x+1

1NT – (×) – P<sup>A</sup> – (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♠ = 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-♠

## 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 = 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

## 10 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.

## 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♥ – ?

- 1♠ = 4♠, 12-17
- 2♠ = 4♠, (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+, UNBAL
- 3♥, 3♠, 4♣, 4♦ = suit fixed

2♣ – 2♦  
2NT – ?

System as after 2NT opening

2♣ – 2♦  
2♥ – ?

- 3♥ = fit
- 3♠ = no fit, relay

$2\clubsuit - 2\diamond$

$2\spadesuit - ?$

- $2NT = \text{no fit, relay}$
- $3\spadesuit = \text{fit}$

$2\clubsuit - 2\diamond$

$2\heartsuit - 2\spadesuit$

?

- $2NT = 5\heartsuit + 4\clubsuit$
- $3\clubsuit = 5\heartsuit + 4\diamond$
- $3\diamond = 6 + \heartsuit$
- $3\heartsuit = 5\heartsuit + 4\spadesuit$

$2\clubsuit - 2\diamond$

$2\spadesuit - 2NT$

?

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

**Acol interference**

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

- $\text{x} = \text{negative}$
- $\text{PASS} = \text{positive}$

## 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♣ – ?

- 2♦ = 8+
- 2♥ = 2♥ 5-7
- 2♠ = 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+



- $3\diamond = 5\spadesuit 4\diamond 16+$
- $3\heartsuit = 5\spadesuit 4\heartsuit 16+$
- $3\spadesuit = 6\spadesuit 16+$

## 14 Mini Splinters

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

$1\heartsuit - ?$

- $2\spadesuit =$  mini splinter
- $2NT =$  inv + fit

$1\spadesuit - ?$

- $2NT =$  mini splinter
- $3\heartsuit =$  inv + fit

$1\heartsuit - 2\spadesuit$   
?

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

$1\spadesuit - 2NT$   
?

- $3\clubsuit =$  **ASK LSF**

$1\heartsuit - 2\spadesuit$   
 $2NT - ?$

- $3\clubsuit = \clubsuit$  shortness
- $3\diamond = \diamond$  shortness
- $3\heartsuit = \spadesuit$  shortness
- $3\spadesuit = \spadesuit$  shortness **GF** (max)

1♠ – 2NT

3♣ – ?

- 3♦ = ♣ shortness
- 3♥ = ♦ shortness
- 3♠ = ♥ shortness
- 3NT = ♥ shortness **GF** (max)