Bridge Bidding System

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1   1m opening

1♣ – ?

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

1♣ – ?

-

TBD

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♦ = 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

3   Overcalling 1NT

TBD

4   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♦$^{\textbf{A}}$) − ?

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

1NT − (×) − Pᴬ − (P)
×× − (P) − ?

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

5   2NT opening

TBD

6   Drury

TBD

7 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+

8 Preempt opening

TBD

9 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♣ – 2♦
2♠ – 2NT
?

- 3♣ = 5♠+ 4♦

- 3♦ = 5♠+ 4♥

- 3♥ = 6+♠

- 3♠ = 5♠+ 4♣

Acol interference
2♣ – (x) – ?

- ✕ = negative

- PASS = positive

10   Dealing with preempts

TBD

11   Rebid with 3-card support

TBD

12   Ask LSF

All basic ASK LSF sequences:

- 1M – 2M
  2M+1[A]

- 1♣♦ – 1M
  2M – 2M+1[A]

- 1M – 2x
  2M – 2M+1[A]

- 1♣♦ – 1M
  3M – 3M+1^A

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

Answering:

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

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♣ − ?

- ♦ = 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+

14   Mini Splinter

TBD

15   Transfers after 1m (×)

TBD

16   2NT overcall after major preempt

(2M) – ?

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

(2♥) – 2NT – (P) – ?

- 3♣ = forces 3♦, 1-♥**GF**OR weak with ♦

- 3♦ = 4♠**GF**

- 3♥ = forces 3♠, weak or **GF**

- 3♠ = long minor/minors, no ♥ shortness, 3NT = ASK

- 3NT = to play

- 4♣ = 5/5 ♣♠, may have shortness

- 4♦ = 5/5 ♦♠, may have shortness

- 4♥ = 6+♠

- 4♠ = minors

- 4NT = Quantitative

TBD

17 Overcalling 2NT

TBD

18 Dealing with Multi/Wilkosz

TBD

19 Other

TBD