

2/1M GF System Notes - Folks Bridge Basic Edition v1.06

1) General approach: 2/1 GF; Opening a bid as follows.

Light style, 5-card major, 1C= 2+; 1D= 4+; 1x = 12~21hcp; 2x = weak except forcing 2C; rule of 20 for hands with less than 11 hcp (see **opening principles** in convention document)

2) 1N = 15 ~ 17: 5 card major common

Responder:

- 2C = none game forcing (GF) **Stayman**
- 2D = transfers to heart
 - 2H 正常转换叫, 无4张配合, 或4张配合但低限4-3-3-3型
 - 2NT 4张配合超级接受, 高限3-4-3-3型, 或双张D且除去双张中可能的QJ后仍至少15点
应叫人3C进一步询问
 - 3H 4-3-3-3型
 - 4H D双张型
 - 2S/3C 4张配合超级接受, 所叫花色双张, 且除去双张中可能的QJ后仍至少15点
 - 3H 跳转换叫, 4张配合, 含一双张且除去双张中的QJ后不足15点
- 2H = transfers to spade
 - 2S 正常转换叫, 无4张配合, 或4张配合但低限4-3-3-3型
 - 2NT 4张配合超级接受, 高限4-3-3-3型, 或双张H且除去双张中可能的QJ后仍至少15点
应叫人3C进一步询问
 - 3S 4-3-3-3型
 - 4S H双张型
 - 3C/3D 4张配合超级接受, 所叫花色双张, 且除去双张中可能的QJ后仍至少15点
 - 3S 跳转换叫, 4张配合, 含一双张且除去双张中的QJ后不足15点
- 2D/2H转换, 1NT开叫方超级接受后, 做转换叫的搭档可以在3阶上继续做出转换叫
上面是王建坚推荐的高花超级接受结构。另一个推荐结构在convention document中.
- 2S = 问开叫人的高低限。应叫人可能持有“邀请 3NT, 单套 C 的弱牌或单套 C 的逼局牌”。
 - 2N = 低限, 不接受邀请。应叫人再叫如下:
 - Pass = 8-9 点无 4 张高花的邀请的牌。
 - 3C = 单套 c 的弱牌, 则开叫人 pass。
 - 3C = 高限, 接受邀请。应叫人再叫如下:
 - Pass = 单套 c 的弱牌
 - 3N 则表示-8-9 点无 4 张高花的邀请的牌。

(这个进程的好处就是不把开叫人的牌型信息暴露出来, 让防守人防守增加难度, 当然, 如果应叫人有 4 个高花邀请的牌, 还是要从 2c 起。)

- 2N 或 3C 后, 应叫人的其他再叫如下:
 - 3D/3H/3S = 分别表示 d/h/s/短门的单套 c 的进局逼叫。
 - 3N = 均型的单套 C 的进局逼叫。
- 2N = **4-way transfers** to D
 - 3C: normal acceptance
 - Following 3D by responder = sign off
 - 3D: **Super Acceptance** with at least Kx and 2.5 side tricks
 - 4D: **Invitational Minorwood** (see convention document)
 - New suit: short
 - 3NT: to play
- 3C = **Puppet Stayman**

- 3D = GF 55+ minors
Opener can revalue his/her hand as below:
 - Double count minor hcp,
 - Side A=4; side K=1 hcp, side Q/J=0 hcp
- o 3H = asking for shortness (3S/3N = shortness in S/H)
- o 3S = waiting (better than 5C/5D type of hands; less than 4C/4D type of hands), followed by natural bids
Optional:
 - 3N = Min. 1255 or 2155 with major values.
Followed by pass or 5m
 - 4C/4D = Max. 6+ C/D, **Inv-Minorwood** in C/D
 - 4H/4S = Max. shortness in H/S
 - 4N = Min. no major values, asking p to pick 5C/5D
 - 5C/5D = Min. 6+ in the bid minor, to play
- o 3N = to play with good stops in majors
- o 5C/5D = sign off
- o 4C = **Inv-Minorwood** in C, asking for 6 key cards (minor Ks)
- o 4D = **Inv-Minorwood** in D, asking for 6 key cards (minor Ks)
- 3M = (13) (54) GF, short in the bid major
- 4D/H = **Texas transfers** to H/S
- 4S = mild slam try with 44+ minors, no shortness
- 4N = **Quantitative slam invitation**
 - o Pass or 6N = sign off
 - o 5x = seeking suit fit (5+ x), can stop at 5X/5N or 6X
Alternative:
 - o 5x = 04/1/2/3, followed by 5N if missing 2A, otherwise 6N
 - o 5N = trying (44)+ minor fit for 6m before landing on 6NT
 - o 6C/6D = 5+ of C/D, pick a slam of 6C/6D (5-3/4 fit) or 6NT
- 5N = **Quantitative grand slam invitation**
 - o 6N or 7N = sign off
 - o 6x = 4/5/6/7 controls, followed by 6N or 7N
 - o 7x: pick a grand slam, followed by pass or 7N

Other relevant agreements and continuations for opening 1NT:

1N-2C-2D-?:

- 2H = weak 44+ Majors (garbage Stayman)
- 2S = INV with 5+S and 4-card H
- 2N = INV with at least a 4-card major
- 3m = 5+ cards, natural, GF
- 3M = **Smolen** (54+ majors, GF with Slam interest)
If opener bid 3nt after Smolen 3H/3S
 - Pass to play (54 majors)
 - 4 of the short major (4M) = 55+ in Majors
 - 4 of the other major (4oM) = 64+ in Majors
- 4C = **Gerber** (04, 1, 2, 3)
- 4D/4H = **Texas transfers** to 64+ H/S, no slam interest

1N-2C-2M-?:

- 2S = INV with 4S
- 2N = INV with 4-card of the other major
- 3m = natural GF
- 3 of the other major (3oM) = GF 4+ M with shortness (3N=ask)
- 4C = slam try 4+M no short
- 4D = RKC for the bid major

1N-2D-2H-2S: Invitational with 5+H and 4-card S

1N-2H-2S-3H: Invitational with (55+ H and S)

1N-2H-2S-4H: 55+ in H/S, followed by pass/correct

After opponents intervene partner's opening 1NT:

- System on / 2C and X (except penalty X)
- Vs Penalty X (**DONT** style)
 - XX = relays to 2C (1 suit)
 - 2C/D/H = 2 suits (the bid suit and a higher suit)
 - Pass = to play
 - Alternative:
 - Pass = relay to XX
 - pass to punish
 - bid up the line to settle at 4-4 or 4-3 fit
- Vs suit overcall
 - **Lebensohl**, fast denies
 - **Negative doubles** at 2/3 level
 - Penalty doubles at 4+ level

Defend opening 1NT (Capp)

- Double (X):
 - Vs strong NT ($\geq 14 \sim 16$): 4 Major & 5+ minor (10+ hcp)
 - 2C: pass or correct to 2D
 - 2D: forcing p to show his major 2H/2S
 - Pass or 4M = sign off
 - Raise M or Non-jump new suit = natural, game try
 - 2H/2S: natural, to play
 - 2N: minor asking bid
 - 3C: Minimum (10~12 hcp), 5+ club
 - 3D: Minimum (10~12 hcp), 5+ diamond
 - 3H: Maximum (13+ hcp), 5+ club
 - 3S: Maximum (13+ hcp), 5+ diamond
 - Vs weak NT ($\leq 13 \sim 15$): good hand, suggesting penalty
- 2C: showing a single suit. Relaying to 2D
- 2D: both majors (5+ cards in each major)
- 2H: 5+ hearts and a 5+ minor
- 2S: 5+ spades and a 5+ minor
- 2NT: both minors (5+ card in each minor)
- 3C/3D/3H/3S: naturally pre-emptive, usually 7+ of the bid suit

3) 2N = 20-21

3C = **Puppet Stayman**
 3D/H = **Jacoby transfers** to H/S
 3S = relay to 3N, then
 4m = **Inv-Minorwood**, 1 suit slam try,
 4M = both minors (bid the short M)
 Following 4NT = asking for 6 key cards
 3N = (54) in majors with mere game value (pick a game)
 o Pass or 4M
 4D/H = **Texas transfers** to H/S

4) 3N = 9-13 (**Gambling 3NT**: 7 card solid m, no side A/K/Void)

4C/5C/5D/6C = pass/correct
 4D = asking short:
 4M = shortness in M
 4N = no shortness
 5m = short in the other minor
 4M = to play
 4N = asking for side Q (when partner's long minor is obvious):
 5m = no
 Side suit = 1Q in the bid suit
 5N = 2Q
 6m = 8 card suit (high priority)

5) Major open:

1/2 seat = 5+M; 3rd/4th seat could be 4 cards

Responder:

1N = Forcing
 2x (non-jump 2 of a new suit) = **GF** (2H=5+; 2D=4+; 2C=3+)
 Alternative: **Nebulous 2C** (1M-2C = C suit or other balanced GF hands with 2+ Clubs). 王建坚推荐的结构见convention document.
 2M = 8~10 supporting points, constructive 3+ card Major raise
 • 1H-2H-3H = 123 stop
 • 1S-2S-3S = invitational for 4S
 • None Jump new suit = game try, asking for help
 • 2NT: 17~18, game invitation
 o 3M: sign off, settle for part score
 o 3NT or 4M: accept invitation, pick a game
 Alternative: 3-way game try (see convention document)
 3M = weak 2~7 sup-points, 4+ card M
 2N = GF 4+M, **Jacoby 2NT** (See convention document)
 1H-2S or 1S-3C = 3 or 2 (Mike Xue推荐) H/S, GF, balanced hand
 1H-3C/3D or 1S-3D/3H = reverse Bergen (low suit=7-9; high=10-12)

3S(/1H), 4C, 4D, 4H(/1S) = **Splinter** (12+ ~ 15)

Note: use other GF bids for better hand

3N = 13-15 to play

1H-4S = direct **Voidwood** (Exclusion RKC1430 or Blackwood 04/1/2/3)

If **Splinter** 3S first, then rebid 4S(void) = mild slam try

4N = RKC

2-way Dury: limit raise (2C = 3 cards; 2D = 4 cards):

- 2M=less than open;
- 2D (after 2C) = 12~13;
- Others = natural, GF

Major raises after opponents intervenes

- **Limit Raise:**
 - o vs T/O X: bid 2NT (**Jordan/Truscott**)
 - o vs O/C: 1) Cue bid= 3 card support;
2) Jump cue= 4 card
- **Mixed raise** (8-10 and 4-card support): bid 3M-1
- **Simple raise** vs T/O X: 2M = weak; 1NT = constructive
- Alternative:
 - **Transfer responses** over opponents' take-out double, 1H/1S - (X) - ? (see convention document)

6) Minor open: 1C = 2+ clubs; 1D = 4+ diamonds

- Free double raise 3m = weak
- Double raise 3m after overcall = weak
- Simple raise 2m = limit+ raise, denies 4-card majors, promises 5+m if only with limit raise value (See convention document)
- 1C-2S or 1D-3C: constructive raise
- **Reverse Flannery:** (See convention document)
 - o 1C-2D or 1D-2H: 5+ spades, 4+ hearts (4~9)
 - o 1C-2H or 1D-2S: 5+ spades, 4+ hearts (10~11)
- **Wash 1D:** frequent bypass 4+D (over responder's 1D over 1C)
- 1NT over 1C = 6~10 Bal (tends to have 4+C)
- 1NT over 1D = 6~10 (could be unbalanced with long C)
- 2N = 11~12, deny 4 card major
- 3N = 13~15, deny 4 card major (also deny good control)

Other agreements:

- **XYZ** (also called, 2-way check back when opener rebids 1NT)
- 1m-3M: weak jump shift (no splinter after opening 1C/1D)
- 1D-2C: GF except that responder rebids 3C
- Alternative: 推荐使用王建坚的1D-2C定义与后续, 见convention document
- 1m-1H-1N: denies 4S
- 1x-1M-2M: opener can have only 3 card support with shortness
Responder's 2NT = asking bid followed by 33433 as below.
 - o 3C= 3 card, Minimum, shortness in the lower unbid suit
 - o 3D= 3 card, Minimum, shortness in the higher unbid suit
 - o 3H= 4 card, Minimum
 - o 3S= 3 card, Maximum, shortness in the lower unbid suit
 - o 3N= 3 card, Maximum, shortness in the higher unbid suit
 - o 4M= 4 card, Maximum
- Over opponents' X:
 - o 2N = **Jordan/Truscott** limit Raise +, bal. or semi-balanced
 - o 2S = Limit Raise +, unbalanced

7) 2 level open:

- 2C = 22+HCP or 16+HCP
 - 8.5+ tricks for major; 9+ tricks for minor
- Responder:
 - 2D = GF (followed by *Kokish 2H*, see convention document)
 - 2H = double negative (less than 2 Q, denying A/K)
 - 2N/2S/3C/3D: = 5+ in the bid suit with at least 2 of AKQ
- Versus opponents' intervention:
 - pass = GF
 - X or XX = double negative
- 2D/H/S = weak
- Responder:
 - 2N = *Ogust*:
 - 3C=bad hand (8-hcp)/bad suit; 3D=bad hand/good suit;
 - 3H=good hand (8+hcp)/bad suit; 3S=good hand/good suit;
 - 3N = AKQxxx
 - new suit = forcing
- 2D/H/S in the 4th seat: (10+)~(13-), 6 card with most hcp in bid suit

8) Other conventions:

- *XYZ* (also called, 2-way check back when opener rebids 1NT)
- weak jump shift in comp = yes (except artificial bids)
- *4th suit GF*

9) Special doubles:

- After O/C: pen X starts 4S+
- *Negative Double* through 4H
- *Responsive Double* through 4H
- *Max Double* = yes
- *Support Double/Re-double* through 4H
- *Support Redouble* only for 1 over 1 response
- *Card Showing Double (DSI/Cooperative/Optional double)*
- *Min. Off-shape T/O* = yes

10) NT overcall:

- Direct 1NT O/C:
 - 15~18 for unpassed hand
 - system on
 - transfer to opponents' suit = 3 suited hand, GF
 - *Sandwich 1NT* for passed hand
- *Unusual jump 2N or 4NT* overcall = 55+ in the 2 lowest suits
- 4N over an opening 4S = 55+ in 2 of the other 3 suits
- Balance seat:
 - 1NT
 - Over major: 11~16 hcp (with 17~19 hcp: X then rebid 1NT)
System ON
 - 1N-2C-2D; 1N-2C-2H; 1N-2C-2S = 11~14 hcp
 - 1N-2C-2N = 15~16 hcp, followed by 3C = Stayman
 - Over minor: 11~14 hcp (with 15~17 hcp: X then rebid 1NT)
 - 2N: 20-21 hcp over major; 18~19 over minor
 - X then jump to 2N: 20~21 hcp for minor; 22+ hcp for major

11) Simple overcall:

- 1 level = 6~17, very light

Responder:

- o new suit = none forcing
- o jump raise = weak
- o jump shift: fit showing (except mixed raise)
- o Cue bid = 3 card Limit raise or 14+ HCP
- o Jump cue bid = 4+ card Limit raise
- o 3Y-1 = **Mixed raises** (4 card support, Y=P's overcall suit)
- o (1x)-1Y-(X)-XX = **Rosen Krantz** redouble
3-card single raise (2Y) with at least one of AKQ or Kx/Ax
- o (1x)-1Y-(z)-X = **Snapdragon double**, showing 5+ of the 4th suit
and tolerance of partner's suit. (see convention document)

12) Jump overcall (O/C) = weak**13) Opening pre-emptive bids: light****14) Direct Cue bid: Michaels** (majors over 1m; M2 & a minor over 1 M1)**16) Defend opponents' T/O X:**

- New suit forcing at 1 level
- Jump shift = weak
- 2NT = Limit raise+ (see item 6 and 7)

17) Defend against opening pre-emptive bids:

- T/O X up to 4H
- Double of opening 4S = the other 3 suits, 17+ (partner can pass)
- Defending weak twos
 - o Pass = usually weak, but could be a penalty trap
 - o Simple overcall: good 5 or 6 cards, usually opening strength
 - o Jump overcall = 6+ card suit, strong hand but not forcing
 - o Double = take out, followed by **lebensohl** 2NT convention
 - o Cue bid of 3♦/♥/♠ asks partner to bid 3NT with a stop
 - o 2N = bal. 15-18 hcp with stop(s), followed by regular 3C Stayman
 - o 3N = to play
 - o 4N = unusual NT with the lowest 2 unbid suits
 - o **Leaping Michaels**: a jump overcall to 4m after a weak 2♥/♠ opening
 - 5 cards in the unbid major plus 5+ cards in the bid minor
 - It is not a pre-empt but a strong hand with good playing tricks
 - o In balancing seat,
 - All of the above holds except that you do not need such a strong hand (partner has values).
 - Please be inclined to double with just about any hand with shortage in the suit opened since partner may be a trap pass

18) Defend against forcing 1C and 2C

- X = Majors; NT = minors
- Alternative: **SUCTION** (see convention document)

19) Defend against Gambling 3NT (**Multi-landy**: see the convention document)

20) Slam conventions:

- 4N = RKC over M (1430)
 - vs intervention up to 5 level trump: X = 14; pass = 03
 - vs intervention over 5 level trump: X = odd; pass = even
 - vs X: XX = 14; pass = 03
- **Inv-Minorwood** 4m = **Invitational Minorwood**
- void-wood: 04/1/2/3 (e.g. 4S/1H)

21) Carding:

- leads: 3/5 vs suit; 4th vs NT
- A from AKx(xxx); K from AK doubleton; XXX; XXXX
- 防守无将攻 A,Q 是要态度, K 是解封或张数; 无大牌可以攻 0,1; 如果不希望同伴转攻其他花色无大牌的套也可以攻长 4
- 有将首功, A 是要态度, 通常是 4 张以下 AKx 的花色, 大都是问同伴有无 Q, 攻 K 通常是 4 张或以上的套, 同伴给张数信号
- UDCA; primary signal to lead = Attitude
- First disc = Odd/Even
- other carding: *Reverse smith*

Common sense treatments and principles

- Double of opponents' artificial bids is penalty, showing length and strength of the bid suit
- Bid of opponents' implied suit is cue bid and forcing. It can be used to raise partner's suit or checking partner's stop in opponents' suit.
- Double of opponents' transferring bid = we have the bid suit
- Bid of opponents' transferred suit is for takeout
- 1NT-(P)-2D/2H-(X): Major transferring bid is doubled
?: **Pass**=2 cards; **2H/2S**=3 cards; **XX**=suggesting penalty (usually 4 cards in the bid suit)
- 1NT-(P)-2C-(X): Stayman is being doubled
?: **XX** = suggesting penalty (usually 4+ good clubs); Other bids: system on
- 1NT-(P)-2S-(X): Range asking bid (or Minor transferring bid) is doubled
?: **XX** = suggesting penalty (usually 4+ good spades); Other bids: system on
- Try to avoid using confusing bids or un-discussed bids that may mean differently for deferent players
- Treat it naturally when facing partner's un-discussed bid.
- Don't' invent artificial bids at bridge table. Bid un-discussed bids in a natural way.