

Nature 5542 2/1 bidding system V0.2

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Abstract

The system is built by Che-wei Chang and Chia-sheng Chen. All the stuffs are agreed upon us mutually. Generally, the system is a 2/1 game-forcing system while we substituted $1\heartsuit-1\spadesuit-2\clubsuit$, and $1M-1N-2\clubsuit$ by Gazzilli convention, which means a type of the three below,

- (a) 5-3-3-2 hands of 12-14, 15-17 and 18-20 HCP.
- (b) 5 Major and 4+ Clubs with 11-16 HCP.
- (c) Generally all other hands of 17+ HCP (single suiter, two suiter etc.)

The system has not been built thoroughly yet, so it is still immature. Both of us look forward to build up the system.

Keywords: 5542 2/1 game-forcing, vulnerability-dependent no-trump opening, Gazzilli Convention.

Opening

1♣:

- (a) 12-14 HCP, BAL. (VUL)
- (b) 15-17 HCP, BAL. (not VUL)
- (c) 18-19 HCP, BAL.
- (d) 12-21 HCP, 5+♣, unless 4=4=1=4.

1♦ : 12-21 HCP, 5+♦, unless 4-4-4-1 shape and ♦ has 4 cards.

1♥ : 12-21 HCP, 5+♥.

1♠ : 12-21 HCP, 5+♠.

1N : 11-14 HCP (not VUL), 15-17 HCP (VUL), BAL.

2N : 20-21 HCP, BAL.

(1♣-[]-2N: 18-19 HCP, BAL.)

3N : ART, 9-15 HCP, gambling, AKQ-headed 7+ minor suit, no void, no side A, at most one side K.

2♣ : ART, 22+ HCP or 8.5+ quick tricks, any hand.

2♦/♥/♠ : 6-11 HCP (not VUL), 8-11 HCP (VUL), 6+ suit, at least one of the top three honor.

3♣/♦/♥/♠ : PRE, 6+ suit.

4♣/♦/♥/♠ : PRE, 7+ suit.

4N : ART, Blackwood, 04123 ask A.

Response to 1♣

1♣–

Walsh Transfer

1♦!: 4+♥, ♥ longer than ♦ or under FG.

1♥!: 4+♠, ♠ longer than ♦ or under FG.

1♠!: 5+♦, FG or no 4-cards Major.

1N : BAL, 6-10 HCP, no 4-cards Major.

Inverted minor raise and mixed raise

2♣!: 4+♣, could be 3=3=3=4, 10+HCP, usually FG to ST.

2♦!: 5+♣, Semi-fit ♣, inv.

3♣ : 6+♣, 0-5 HCP.

1♣–1♦!–

1♥ : 3 cards ♥, accept the transfer.

1♠ : 4 cards ♠, NAT.

2♣ : 5+♣, NAT.

2♥ : 4 cards ♥, minimum.

3♥ : 4 cards ♥, maximum.

2♦ : reverse, 5+♣ + 4+♦, 16+ HCP, NAT.

2♠ : jump shift, 19+ HCP, NAT.

1N : BAL, 12-14 HCP (VUL), 15-17 HCP (notVUL).

2N : BAL, 18-19 HCP.

3♦!: miniSPL, fit ♥, void/singleton ♦.

1♣–1♥–

1♠ : 3 cards ♠, accept the transfer.

2♣ : 5+♣, NAT.

2♠ : 4 cards ♠, minimum.

3♠ : 4 cards ♠, maximum.

2♦ : reverse, 5+♣ + 4+♦, 16+ HCP, NAT.

2♥ : reverse, 5+♣ + 4+♥, 16+ HCP, NAT.

1N : BAL, 12-14 HCP (VUL), 15-17 HCP (notVUL).

2N : BAL, 18-19 HCP.

3♦!: miniSPL, fit ♠, void/singleton ♦.

3♥!: miniSPL, fit ♠, void/singleton ♥.

1♣-1♠-

2♣ : 5+♣, NAT.

2♦ : 3+♦, fit, 12-14 HCP, NAT.

2♥ : reverse, 5+♣ + 4+♥, 16+ HCP, NAT.

2♠ : reverse, 5+♣ + 4+♠, 16+ HCP, NAT.

3♣ : 6+♣, 16-18 HCP, NAT.

3♦ : 3+♦, 16-18 HCP NAT.

3♥!: miniSPL, fit ♦, void/singleton ♥.

3♠!: miniSPL, fit ♦, void/singleton ♠.

1N : BAL, 12-14 HCP (VUL), 15-17 HCP (notVUL).

2N : BAL, 18-19 HCP.

1♣-1♠-1N-(notVUL)

2♣ : Stayman, inv.

2♦!: Stayman, FG.

2♥ : To play.

2♠ : To play.

2N!: 6+♣, puppet to 3♣, S/O or GF.

3♣!: 6+♦, puppet to 3♦, S/O or GF.

3♦!: 55M, inv.

3♥!: 55M, GF.

3♠!: 55m, GF.

3N : To play.

4♣/♦ : Transfer to 4♥/♠.

4♥/♠ : To play.

1♣-1♠-1N-(VUL)

2♣!: ask 2♦ or 3-4♣, 10+ HCP.

2♦ : 6+♦, 6-9 HCP.

2♥ : 5+♦ + 4+♥, 12+ HCP, FG.

2♠ : 5+♦ + 4+♠, 12+ HCP, FG.

3♣ : 6+♣, 10-11 HCP.

3♦ : 6+♦, 10-11 HCP.

2N : w/o 6+♣ or 6+♦, 10-11 HCP.

1♣-1♠-1N-2♣!-(VUL)

2♦ : 2♦4♣, 12-13 HCP.

2♥ : 2♦3♣, 12-13 HCP.

2♠ : 1♦4♣, 12-13 HCP.

2N : 2♦4♣, 13-14 HCP.

3♣ : 2♦3♣, 13-14 HCP.

$3\Diamond : 1\Diamond 4\clubsuit$, 13-14 HCP.

$1\clubsuit-1\spadesuit-2\clubsuit-$

$3\Diamond!$: ask $6\clubsuit$ or $2\Diamond$, 12+ HCP, ST.

$2\Diamond : 6+\Diamond$, 6-9 HCP.

$2\heartsuit : 5+\Diamond + 4+\heartsuit$, 12+ HCP, FG.

$2\spadesuit : 5+\Diamond + 4+\spadesuit$, 12+ HCP, FG.

$3\clubsuit : 3+\clubsuit$, 10-11 HCP.

2N : w/o $3+\clubsuit$, could be $6+\Diamond$, 10-11 HCP.

$1\clubsuit-1\spadesuit-2\clubsuit-3\Diamond!$

$3\heartsuit : 6+\clubsuit$.

$3\spadesuit : 2\Diamond$.

3N : w/o $6+\clubsuit$ or $2\Diamond$.

$1\clubsuit-2\clubsuit!$

$3\clubsuit : 4+\clubsuit$, 12-14 HCP.

2N : BAL, 12-14 HCP.

3N : BAL, 15-17 HCP.

$2\Diamond : 3+\Diamond$, 15+ HCP.

$2\heartsuit : 3+\heartsuit$, 15+ HCP.

$2\spadesuit : 3+\spadesuit$, 15+ HCP.

$3\Diamond$: SPL, fit \clubsuit , void/singleton \Diamond .

$3\heartsuit$: SPL, fit \clubsuit , void/singleton \heartsuit .

$3\spadesuit$: SPL, fit \clubsuit , void/singleton \spadesuit .

Response to $1\Diamond$

$1\Diamond-$

Inverted minor raise and mixed raise

$2\Diamond!$: $3+\Diamond$, could be $3=3=3=4$, 10+HCP, usually FG to ST.

$3\clubsuit!$: $4+\Diamond$, fit \Diamond , inv.

$3\Diamond$: $4+\Diamond$, 0-5 HCP.

$1\Diamond-2\Diamond!-$

$3\Diamond$: $5+\Diamond$, 12-14 HCP.

$2N$: BAL, 12-14 HCP.

$3N$: BAL, 15-17 HCP.

$2\heartsuit$: $3+\heartsuit$, 15+ HCP.

$2\spadesuit$: $3+\spadesuit$, 15+ HCP.

$3\clubsuit$: $3+\clubsuit$, 15+ HCP.

$3\heartsuit$: SPL, fit \Diamond , void/singleton \heartsuit .

3♠ : SPL, fit \diamond , void/singleton ♠.

4♣ : SPL, fit \diamond , void/singleton ♣

Response to 1♥

1♥–

2♥ : 8-10 HCP, 3♥ support.

1N–()–3M : 10-11 HCP, 3♥ support.

4♥ : very weak hand, 5+♥ support.

Two over one : usually FG, unless 6+♣/♦, inv.

2♣ : 4+♣, usually FG, unless 6+♣, inv.

2♦ : 4+♦, usually FG, unless 6+♦, inv.

Jacoby : BAL, 4+♥ support, 12+ HCP.

2♠ :

– 3♥ : 17+ HCP, Semi-BAL.

– 3N : 14-16 HCP, Semi-BAL.

– 4♥ : 12-14 HCP.

– 3♣/3♦/3♠ : void or singleton 3♣/3♦/3♠,
14+ HCP.

– $4\clubsuit/4\diamond/2N : 5+3\clubsuit/3\diamond/3\spadesuit$, 14+ HCP.

Bergen Raises

$3\clubsuit$: 10-11 HCP, 4+♥ support.

$3\diamond$: 6-10 HCP, 4+♥ support.

$3\heartsuit$: 0-6 HCP, 4+♥ support.

2N : game value, show an void or singleton in side suit.

– cheapest bid: ask for detail.

* first step : \clubsuit .

* second step : \diamond .

* third step : \spadesuit .

3N : BAL, 3♥ support, 12-15 HCP.

– pass : 5=3=3=2 hand.

– 4♥ : more distributional hand.

Splinter

$4\clubsuit$: ST, void or singleton in \clubsuit .

$4\diamond$: ST, void or singleton in \diamond .

$3\spadesuit$: ST, void or singleton in \spadesuit .

$1\heartsuit$ – $2\clubsuit$

$2\diamond$: 5+♥ + 4+♦, NAT.

2♥: waiting.

2♠: reverse, 4+♠ + 5+♥+, 15+HCP , NAT.

3♣: 2=5=2=4, 15+, NAT.

3♦: 5+♥ + 4+♣, fit, 15+HCP , short♦.

3♥: 6+♥ good suit, 15+ HCP.

3♠: 5+♥ + 4+♣, fit, 15+ HCP, short♠.

3N: 5332, 15-17 HCP.

2N: 5332, 12-14 or 18-21 HCP. Further 3N 12-14,
new suit 18-21.

1♥-2♦

2♥: waiting.

2♠: reverse, 4+♠ + 5+♥, 15+ HCP, NAT.

3♣: 5+♥ + 4+♣+, 15+ HCP, NAT.

3♦: 5+♥ + 4+♦+, fit, 15+ HCP, NAT.

3♥: 6+♥ good suit, 15+ HCP.

3♠: 5+♥ + 4+♦+, fit, 15+ HCP, short♠.

3N: 5332, 15-17 HCP.

2N: 5332, 12-14 or 18-21 HCP. Further 3N 12-14,
new suit 18-21.

Response to 1♠

1♠–

2♠ : 8-10 HCP, 3/sp support.

1N–()–3M : 10-11 HCP, 3/sp support.

4♠ : very weak hand, 5+/sp support.

Two over one : usually FG, unless 6+♣/♦, inv.

2♣ : 4+♣, usually FG, unless 6+♣, inv.

2♦ : 4+♦, usually FG, unless 6+♦, inv.

Jacoby : BAL, 4+♠ support, 12+ HCP.

2N :

– 3♠ : 17+ HCP, Semi-BAL.

– 3N : 14-16 HCP, Semi-BAL.

– 4♠ : 12-14 HCP.

– 3♣/3♦/3♥ : void or singleton 3♣/3♦/3♥,
14+ HCP.

– 4♣/4♦/he4 : 5+3♣/3♦/3♥, 14+ HCP.

Bergen Raises

3♣ : 10-11 HCP, 4+/sp support.

3♦ : 6-10 HCP, 4+/sp support.

3♠ : 0-6 HCP, 4+/sp support.

3♥ : game value, show an void or singleton in side suit.

– cheapest bid: ask for detail.

* first step : ♣.

* second step : ♦.

* third step : ♠.

3N : BAL, 3♠ support, 12-15 HCP.

– pass : 5=3=3=2 hand.

– 4♠ : more distributional hand.

Splinter

4♣: ST, void or singleton in ♣.

4♦: ST, void or singleton in ♦.

4♥: ST, void or singleton in ♥.

1♠-2♣

2♦: 5+♠ + 4+♦, NAT.

2♥: 5+♠ + 4+♥, NAT.

2♠: waiting.

3♣: 5=2=2=4, 15+, NAT.

3♦: 5+♠ + 4+♣, fit, 15+ HCP, short♦.

3♥: 5+♠ + 4+♣, fit, 15+ HCP, short♥.

3♠: 6+♠ good suit, 15+ HCP.

3N: 5332, 15-17 HCP.

2N: 5332, 12-14 or 18-21 HCP. Further 3N 12-14,
new suit 18-21.

1♠-2♦

2♥: 5+♠ + 4+♥, NAT.

2♠: waiting.

3♣: 5+♥ + 4+♣, 15+ HCP, NAT.

3♦: 5+♠ + 4+♦, fit, 15+ HCP

3♥: 5+♠ + 4+♦, fit, 15+ HCP, short♥.

3♠: 6+♠ good suit, 15+ HCP.

3N: 5332, 15-17 HCP.

2N: 5332, 12-14 or 18-21 HCP. Further 3N 12-14,
new suit 18-21.

1♠-2♥

2♠: waiting.

3♣: 5+♥ + 4+♣, 15+ HCP, NAT.

3♦: 5+♠ + 4+♦, 15+ HCP, NAT.

3♥: 5+♠ + 4+♥+, 15+ HCP, NAT.

3♠: 6+♠ good suit, 15+ HCP.

3N: 5332, 15-17 HCP.

2N: 5332, 12-14 or 18-21 HCP. Further 3N 12-14,
new suit 18-21.

Response to 1 No-trump

Strong no-trump

1N– VUL, 15-17 BAL.

2♣: Stayman, at least one major has 4 cards, usually 8+ HCP, also when you are ready to pass any further bids, like

Responder

♠xxxx

♥xxxx .

♦Jxxx

♣x

2♦/♥ : Transfer to 2♥/♠.

4♦/♥ : Transfer to 4♥/♠.

2♠ : 55m or 6m, 0-5 HCP, F1 ; 54m, ST.

4♠ : 55m or 6m, 7-9 HCP, FG.

3♣/♦ : 6-8 HCP, 6+♣/♦, inv 3NT when has stopper on side suit.

3♥/♠ : ♣/♦ 6+♣/♦, ST.

2N : inv. BAL, no 4+♥/♠.

3N : S/O.

4/5N : QUANT.

Weak no-trump

1N– not VUL, 11-14 BAL.

2♣ : Stayman, inv.

2♦!: Stayman, FG.

2♥ : To play.

2♠ : To play.

2N!: 6+♣, puppet to 3♣, S/O or FG.

3♣!: 6+♦, puppet to 3♦, S/O or FG.

3♦!: 55M, inv.

3♥!: 55M, FG.

3♠!: 55m, FG.

3N : To play.

4♣/♦ : Transfer to 4♥/♠.

4♥/♠ : To play.

Response to 2♣

Response to **2**♦/♥/♠

Response to 2 No-trump

Response to Gambling

3 No-trump

Overcall

Against No-trump

We define 15 HCP is the strongest possible hand for weak 1N opening. That is, 13-15 HCP is a weak 1N and 14-16 HCP is a strong 1N.

Against weak no-trump

We use Lionel Convention in this part, both direct and balance position. Lionel Convention request any direct overcall should be at least a hand worth opening.

West	North	East	South
1N	?		
West	North	East	South
1N	Pass	Pass	?

- DBL: ♠+♥/♦/♣ 44+ double suit.
 - pass: usually 10+ HCP, all subsequent doubles for penalty.
 - 2♣: p/c to the doubler's second suit.
 - 2♦: NF, ♦ length and ♥ tolerance.

- $2\heartsuit$: NF, NAT.
- $2\spadesuit$: S/O.
- 2N: spade raise, inv., no singleton.
- $3\clubsuit/\diamond/\heartsuit$: spade raise, inv., singleton in the bidding suit.
- $3\spadesuit$: PRE.
- $2\clubsuit$: $\heartsuit+\clubsuit$ 44+ double suit.
- $2\diamond$: $\heartsuit+\diamond$ 44+ double suit.
- $2\heartsuit$: NAT.
- $2\spadesuit$: NAT.
- 2N: unusual 2NT, distributional holding in both minor suits.
- $3\clubsuit$: NAT.
- $3\diamond$: NAT.

Against strong no-trump

Against Big \clubsuit/\diamond

We use Truscott convention here, a direct overcall is a two-suiter, shows the bidding suit and the higher touching suit. ($1\spadesuit$ shows $\spadesuit+\clubsuit$). A jump overcall is similar to the preemptive bid. Double and 1N show non-touching two suits. While big \clubsuit/\diamond does not show \clubsuit/\diamond suit, a $1\clubsuit-2\clubsuit$, for example, does not mean Michael cuebid. Instead, it shows a $\clubsuit+\diamond$ two-suiter.

For example:

West	North	East	South
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$1\clubsuit!$?		
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West	North	East	South
------	-------	------	-------

$1\clubsuit!$	Pass	$1\diamond!$?
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– $1\diamond$: $\diamond+\heartsuit$ 44+.

– $1\heartsuit$: $\heartsuit+\spadesuit$ 44+.

– $1\spadesuit$: $\spadesuit+\clubsuit$ 44+.

– $2\clubsuit$: $\clubsuit+\diamond$ 44+;

– $2\diamond/\heartsuit/\spadesuit$: PRE.

- DBL: a non-touching two-suit ($\heartsuit + \clubsuit / \spadesuit + \diamondsuit$) which contains the suit bidded by RHO.
- 1N: a non-touching two-suit which does not contain the suit bidded by RHO.

Leads and Signals