

Bidding system based on 2/1  
forcing and Gazzilli convention  
V0.1

Che-wei Chang and Chia-sheng Chen

March 22, 2015

# Contents

Abstract	4
Opening	5
Response to 1♣	7
Response to 1♦	8
Response to 1♥/♠	9
Response to 1 No-trump	10
Response to 2♣	11
Response to 2♦/♥/♠	12
Response to 2 No-trump	13
Response to Gambling 3 No-trump	14
Overcall	15

<b>Against No-trump</b>	<b>16</b>
Against weak no-trump . . . . .	16
<b>Against Big ♣/♦</b>	<b>18</b>
<b>Leads and Signals</b>	<b>20</b>

# 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.

# Opening

1♣:

(a) 12-14 HCP, BAL.

(b) 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, RKCB ask A.

# Response to 1♣

# Response to 1 $\diamond$



# Response to 1♥/♠

# Responce to 1 No-trump

# 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 touching higher suit. ( $1\spadesuit$  shows  $\spadesuit+\clubsuit$ ). A jump overcall is similar to the preemptive bid. Double and 1N showing non-touching two suits. While big  $\clubsuit/\diamond$  do 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
$1\clubsuit!$	?		

West	North	East	South
$1\clubsuit!$	Pass	$1\diamond!$	?

- $1\diamond$ :  $\diamond+\heartsuit$  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