

# 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♦ : 1♦4♣, 13-14 HCP.

1♣-1♠-2♣-

3♦!: ask 6♣ or 2♦, 12+ HCP, ST.

2♦ : 6+♦, 6-9 HCP.

2♥ : 5+♦ + 4+♥, 12+ HCP, FG.

2♠ : 5+♦ + 4+♠, 12+ HCP, FG.

3♣ : 3+♣, 10-11 HCP.

2N : w/o 3+♣, could be 6+♦, 10-11 HCP.

1♣-1♠-2♣-3♦!-

3♥ : 6+♣.

3♠ : 2♦.

3N : w/o 6+♣ or 2♦.

1♣-2♣!-

3♣ : 4+♣, 12-14 HCP.

2N : BAL, 12-14 HCP.

3N : BAL, 15-17 HCP.

2♦ : 3+♦, 15+ HCP.

2♥ : 3+♥, 15+ HCP.

2♠ : 3+♠, 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 ♠, void/singleton ♣.

4♣ : SPL, fit ♠, 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  $\spadesuit$ .

$1\heartsuit-1N!$ –

$2\clubsuit$  : 3+ $\clubsuit$ , 12-18 HCP, NAT.



2♦ : 3+♦, 12-18 HCP, NAT.

2♥ : 6+♥, 12-14 HCP, NAT.

2♠ : 4+♠ + 5+♥, 16+ HCP, NAT.

3♣ : 3+♣, 19+ HCP, NAT.

3♦ : 3+♦, 19+ HCP, NAT.

3♥ : 6+♥, 15-17 HCP, NAT.

3♠ : SPL, 7+♥, void or singleton in ♠.

4♣ : SPL, 7+♥, void or singleton in ♣.

4♦ : SPL, 7+♥, void or singleton in ♦.

3N : To play.

2N : BAL, 18-19 HCP.

1♥-2♣-

2♦ : 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.

1♥-2♥-

2♠ : puppet to 2N.

3♣ : help suit game try, 3+♣.

3♦ : help suit game try, 3+♦.

3♥ : QUANT.

3N : To play.

2N : help suit game try, 3+♠.

1♥-2♥-2♠-2N-

3♣ : short suit game try, void or singleton in ♣

3♦ : short suit game try, void or singleton in ♦

3♥ : short suit game try, void or singleton in ♠

# 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+♠ support.

3♦ : 6-10 HCP, 4+♠ support.

3♠ : 0-6 HCP, 4+♠ 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♠–1N!–

2♣ : 3+♣, 12-18 HCP, NAT.

$2\Diamond : 3+\Diamond, 12-18 \text{ HCP, NAT.}$

$2\heartsuit : 4+\heartsuit, 12-18 \text{ HCP, NAT.}$

$2\spadesuit : 6+\spadesuit, 12-14 \text{ HCP, NAT.}$

$3\clubsuit : 3+\clubsuit, 19+ \text{ HCP, NAT.}$

$3\Diamond : 3+\Diamond, 19+ \text{ HCP, NAT.}$

$3\heartsuit : 4+\heartsuit, 19+ \text{ HCP, NAT.}$

$3\spadesuit : 6+\spadesuit, 15-17 \text{ HCP, NAT.}$

$4\clubsuit : \text{SPL, } 7+\spadesuit, \text{ void or singleton in } \clubsuit.$

$4\Diamond : \text{SPL, } 7+\spadesuit, \text{ void or singleton in } \Diamond.$

$4\heartsuit : \text{SPL, } 7+\spadesuit, \text{ void or singleton in } \heartsuit.$

$3\text{N} : \text{To play.}$

$2\text{N} : \text{BAL, } 18-19 \text{ HCP.}$

$1\spadesuit-2\clubsuit-$

$2\Diamond : 5+\spadesuit + 4+\Diamond, \text{ NAT.}$

$2\heartsuit : 5+\spadesuit + 4+\heartsuit, \text{ NAT.}$

$2\spadesuit : \text{waiting.}$

$3\clubsuit : 5=2=2=4, 15+, \text{ NAT.}$

$3\Diamond : 5+\spadesuit + 4+\clubsuit, \text{ fit, } 15+ \text{ HCP, short}\Diamond.$

$3\heartsuit : 5+\spadesuit + 4+\clubsuit, \text{ fit, } 15+ \text{ HCP, short}\heartsuit.$

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.

1♠-2♠-

3♣ : help suit game try, 3+♣.

3♦ : help suit game try, 3+♦.

3♥ : help suit game try, 3+♥.

3♠ : QUANT.

3N : To play.

2N : puppet to 3♣.

1♠-2♠-2N-3♣-

3♦ : short suit game try, void or singleton in ♦.

3♥ : short suit game try, void or singleton in ♥.

3♠ : short suit game try, void or singleton in ♠.



# 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♦/2♥ : Transfer to 2♥/2♠.

4♦/4♥ : Transfer to 4♥/4♠.

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

4♠ : 55m or 6m, 7-9 HCP, FG.

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

3♥/3♠ : ♣/♦ 6+♣/♦, ST.

2N : inv. BAL, no 4+♥/♠.

3N : S/O.

4N/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♣/4♦ : Transfer to 4♥/♠.

4♥/4♠ : To play.

# Response to 2♣

# Response to $2\diamond/\heartsuit/\spadesuit$

$2\diamond/2\heartsuit/2\spadesuit-$

$2X/3X$  : good suit, 15+ HCP , F1.

$2N!$ : Ogust, ask.

- $3\clubsuit$  : bad suit, 5-7 HCP.
- $3\diamond$  : bad suit, 8-9 HCP.
- $3\heartsuit$  : good suit, 5-7 HCP.
- $3\spadesuit$  : good suit, 8-9 HCP.

# Response to 2 No-trump

2N–

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

**Responder**

♠xxxx

♥xxxx

♦Jxxx

♣x

3♦/3♥ : Transfer to 3♥/3♠.

4♦/4♥ : Transfer to 4♥/4♠.

3♠ : 55m or 6m, 0-3 HCP, F1 ; 55m or 6m, ST.

4♠ : 55m or 6m, 4-6 HCP, FG.

3N : S/O.

4N/5N : QUANT.

# Response to Gambling

## 3 No-trump

3N–

4♥/4♠ : To play.

4♣/4♦/5♣/5♦/6♣/6♦/7♣ : P/C.

# Overcall

# Against No-trump

We define 15 HCP is the strongest possible hand for weak 1N opening. That is, 11-14 HCP is a weak 1N and 15-17 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

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 : power, 16+ HCP.
- $2\clubsuit!$ :  $5+\spadesuit + 5+\heartsuit$ , 10+ HCP.
- $2\diamondsuit!$ :  $6+\spadesuit/\heartsuit$ , 10+ HCP.
- $2\heartsuit!$ :  $5+\heartsuit + 5+\clubsuit/\diamondsuit$ , 10+ HCP.
- $2\spadesuit!$ :  $5+\spadesuit + 5+\clubsuit/\diamondsuit$ , 10+ HCP.
- $2N!$ :  $5+\clubsuit + 5+\diamondsuit$ , 10+ HCP.
- $3\clubsuit$  :  $6+\clubsuit$ , 10 HCP.
- $3\diamondsuit$  :  $6+\diamondsuit$ , 10 HCP.

# 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
$1\clubsuit!$	?		

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+;
- $2\diamond/\heartsuit/\spadesuit : \text{PRE.}$

- 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