

# 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.



$2\Diamond$  :  $3+\Diamond$ , fit, 12-14 HCP, NAT.  
 $2\heartsuit$  : reverse,  $5+\clubsuit+4+\heartsuit$ , 16+ HCP, NAT.  
 $2\spadesuit$  : reverse,  $5+\clubsuit+4+\spadesuit$ , 16+ HCP, NAT.  
 $3\clubsuit$  :  $6+\clubsuit$ , 16-18 HCP, NAT.  
 $3\Diamond$  :  $3+\Diamond$ , 16-18 HCP NAT.  
 $3\heartsuit!$ : miniSPL, fit  $\Diamond$ , void/singleton  $\heartsuit$ .  
 $3\spadesuit!$ : miniSPL, fit  $\Diamond$ , void/singleton  $\spadesuit$ .  
 $1N$  : BAL, 12-14 HCP (VUL), 15-17 HCP (notVUL).  
 $2N$  : BAL, 18-19 HCP.  
 $1\clubsuit-1\spadesuit-1N$ -(notVUL)  
 $2\clubsuit$  : Stayman, inv.  
 $2\Diamond!$ : Stayman, FG.  
 $2\heartsuit$  : To play.  
 $2\spadesuit$  : To play.  
 $2N!$ :  $6+\clubsuit$ , puppet to  $3\clubsuit$ , S/O or GF.  
 $3\clubsuit!$ :  $6+\Diamond$ , puppet to  $3\Diamond$ , S/O or GF.  
 $3\Diamond!$ : 55M, inv.  
 $3\heartsuit!$ : 55M, GF.  
 $3\spadesuit!$ : 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♦ : SPL, fit ♣, void/singleton ♦.

3♥ : SPL, fit ♣, void/singleton ♥.

3♠ : SPL, fit ♣, void/singleton ♠.

# Response to 1♦

1♦–

Inverted minor raise and mixed raise

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

3♣!: 4+♦, fit ♦, inv.

3♦ : 4+♦, 0-5 HCP.

1♦–2♦!–

3♦ : 5+♦, 12-14 HCP.

2N : BAL, 12-14 HCP.

3N : BAL, 15-17 HCP.

2♥ : 3+♥, 15+ HCP.

2♠ : 3+♠, 15+ HCP.

3♣ : 3+♣, 15+ HCP.

3♥ : SPL, fit ♦, void/singleton ♥.

3♠ : SPL, fit ♦, void/singleton ♠.

4♣ : SPL, fit ♦, void/singleton ♣

# Response to 1♥

1♥–

2♥ : 8-10 HCP, 3 cards support.

1N–( )–3M : 10-11 HCP, 3 cards support.

4♥ : very weak hand, 5+ cards support.

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

2♣ : 4+♥, ♥ longer than ♦ or under FG.

2♦ : 4+♠, ♠ longer than ♦ or under FG.

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♣/4♦/2N : 5+3♣/3♦/3♠, 14+ HCP.

## Bergen Raises

3♣ : 10-11 HCP, 4+ cards support.

3♦ : 6-10 HCP, 4+ cards support.

3♥ : 0-6 HCP, 4 cards support.

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

– cheapest bid: ask for detail.

\* first step : ♣.

\* second step : ♦.

\* third step : ♠.

3N: 12-15 HCP, 3 cards support, BAL.

– pass: 5=3=3=2 hand.

– 4M: more distributional hand.

## Splinter

4♣: ST, void or singleton in ♣.

4♦: ST, void or singleton in ♦.

3♠: ST, void or singleton in ♠.

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, 45+, 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.

## semi-forcing 1N

# Response to 1♠

2/1: GF, 4+ suit and 12+ HCP.

2N: opening strength and 4+ cards support. (Jacoby)

- 3M: 17+ HCP, SEMI-BAL.
- 3N: 14-16 HCP, SEMI-BAL.
- 4M: 12-14 HCP.
- 3oS: 14+ HCP, void or singleton in the bid suit.
- 4oS: 14+ HCP, 5-card side suit.

Bergen Raises

2M: 8-10 HCP, 3 cards support.

1N–()–3M: 10-11 HCP, 3 cards support.

3♣: 10-11 HCP, 4+ cards support.

3♦: 6-10 HCP, 4+ cards support.

3M: 0-6 HCP, 4 cards support.

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

- cheapest bid: ask for detail.

\* first step: ♣.



\* second step:  $\diamond$ .

\* third step: oM.

3N: 12-15 HCP, 3 cards support, BAL.

– pass: 5=3=3=2 hand.

– 4M: more distributional hand.

4M: very weak hand, 5+ cards support.

Splinter

4♣: ST, void or singleton in ♣.

4♦: ST, void or singleton in ♦.

4♥: ST, void or singleton in ♥ (for 1♠).

# Response to 1♠

1♠–

## 2/1

2♣: 4+♣, 12+, GF.

2♦: 4+♦, 12+, GF.

2♥: 5+♥, 12+, GF.

## 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♠: F1, 0-5 HCP 55m or 6m, 10+HCP 55m.

4♠: FG, 7-9 HCP 55m or 6m.

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

3♥/♠: ♣/♦ 6+cards, FG.

2N: inv. BAL, no 4+ M.

3N: S/O.

4/5N: QUANT.

## Weak no-trump

1N– not VUL, 11-14 BAL.

2♣: Stayman,

2♦!: FG Stayman,

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.

# Responce to 2♣

Response to **2**♦/♥/♠



# Response to 2 No-trump

# Responce to Gambling 3

## No-trump

# Overcall

# Against No-trump

We define 15 HCP as 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 require any direct overcall should be at least a hand worth opening.

West	North	East	South
1N	?		

West	North	East	South
1N	Pass	Pass	?

- DBL:  $\spadesuit + \heartsuit / \diamondsuit / \clubsuit$  44+ double suit.
  - pass: usually 10+ HCP, all subsequent doubles for penalty.
  - $2\clubsuit$ : p/c to the doubler's second suit.
  - $2\diamondsuit$ : NF,  $\diamondsuit$  length and  $\heartsuit$  tolerance.
  - $2\heartsuit$ : NF, NAT.
  - $2\spadesuit$ : S/O.

- 2N: spade raise, inv., no singleton.
- 3♣/♦/♥: spade raise, inv., singleton in the bidding suit.
- 3♠: PRE.
- 2♣: ♥+♣ 44+ double suit.
- 2♦: ♥+♦ 44+ double suit.
- 2♥: NAT.
- 2♠: NAT.
- 2N: unusual 2NT, distributional holding in both minor suits.
- 3♣: NAT.
- 3♦: 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
------	-------	------	-------

$1\clubsuit!$	?		
---------------	---	--	--

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 ( $\heartsuit+\clubsuit/\spadesuit+\diamond$ ) 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