Nature 5542 2/1 bidding system V0.2

Che-wei Chang and Chia-sheng Chen

May 1, 2015

Contents

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♡–1♠–2♣, and 1M–1N–2♣ 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, vulnerablility-dependent no-trump opening, Gazzilli Convention.

Opening

1♣:

(a) 12-14 HCP, BAL. (VUL)

(b) 15-17 HCP, BAL. (notVUL)

(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.

Responce 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.

$3\diamondsuit$: SPL, fit ♣, void/singleton $\diamondsuit$.

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

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

Responce 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 ♣

Responce 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.

Jocoby : 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+♡ support.

3♢ : 6-10 HCP, 4+♡ support.

3♡ : 0-6 HCP, 4+♡ support.

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

– cheepest 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 ♢.

3♠ : ST, void or singleton in ♠.

1♡–1N!–

2♣ : 3+♣, 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 ♠

Responce 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.

Jocoby : 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.

– cheepest 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♢ : 3+♢, 12-18 HCP, NAT.

2♡ : 4+♡, 12-18 HCP, NAT.

2♠ : 6+♠, 12-14 HCP, NAT.

3♣ : 3+♣, 19+ HCP, NAT.

3♢ : 3+♢, 19+ HCP, NAT.

3♡ : 4+♡, 19+ HCP, NAT.

3♠ : 6+♠, 15-17 HCP, NAT.

4♣ : 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♡ : 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.

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 ♣.

Responce 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.

Responce to 2♣

Responce to 2♢/♡/♠

2♢/2♡/2♠–

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

   2N!: Ogust, ask.

   – 3♣ : bad suit, 5-7 HCP.

   – 3♢ : bad suit, 8-9 HCP.

   – 3♡ : good suit, 5-7 HCP.

   – 3♠ : good suit, 8-9 HCP.

Responce to 2 No-trump

Responce to Gambling 3 No-trump

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♡ : NF, NAT.

- – 2♠ : 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

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♣!: 5+♠ + 5+♡, 10+ HCP.

- 2♢!: 6+♠/♡, 10+ HCP.

- 2♡!: 5+♡ + 5+♣/♢, 10+ HCP.

- 2♠!: 5+♠ + 5+♣/♢, 10+ HCP.

- 2N!: 5+♣ + 5+♢, 10+ HCP.

- 3♣ : 6+♣, 10 HCP.

- 3♢ : 6+♢, 10 HCP.

Against Big ♣/♢

We use Truscott convention here, a direct over-call is a two-suiter, shows the bidding suit and the higher touching suit. (1♠ shows ♠+♣). A jump over-call is similar to the preemptive bid. Double and 1N show non-touching two suits. While big ♣/♢ does not show ♣/♢ suit, a 1♣–2♣, for example, does not mean Michael cuebid. Instead, it shows a ♣+♢ two-suiter. For example:

West	North	East	South
1♣!	?		

West	North	East	South
1♣!	Pass	1♢!	?

– 1♢ : ♢+♡ 44+.

– 1♡ : ♡+♠ 44+.

– 1♠ : ♠+♣ 44+.

– 2♣ : ♣+♢ 44+;

– 2♢/♡/♠ : 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