

# Nature 2/1 bidding system V0.9

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# Abstract

The system is built by Che-wei Jang and Chia-sheng Chen. All the srquences are agreed upon us. Basically, the system is a 2/1 game-forcing system with weak(11-14 HCPs) range of one no-trump opening.

Keywords: 5542 2/1 game-forcing, weak no-trump opening.

# Opening

1♣ :

- (a) 15-17 HCP, BAL.
- (b) 12-21 HCP, 5+♣.
- (c) 12-21 HCP, 4=4=1=4 or 4=1=4=4.

1♦ :

- (a) 18-19 HCP, BAL.
- (b) 12-21 HCP, 5+♦.
- (c) 12-21 HCP, 1=4=4=4 or 4=4=4=1.

1♥ : 12-21 HCP, 5+♥.

1♠ : 12-21 HCP, 5+♠.

1N : 11-14 HCP, BAL.

2N : 20-21 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 19+ HCP with 8.5+ quick tricks, any hand.

2♦ : 4+♠ + 4+♥, 6-11 HCP (not VUL), 8-11 HCP (VUL).

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

3♣/♦/♥/♠ : PRE, 6+ suit.

4♣/♦/♥/♠ : PRE, 7+ suit.

4N : ART, Blackwood, 04123 ask A.

## Balance Hand Ladder

Point Range	Opening Bid
11/12-14	1N
14/15-17	1♣-1N
18-19	1♦-1N
20-21	2N
22-24	2♣-2N



# Response to 1♣

## Walsh transfer

1♦!: 4+♥.

1♥!: 4+♠.

1♠!: 5+♦,

(a) w/o 4+M.

(b) GF w/ 4+M.

1N : 6-9 HCP, BAL.

## Inverted minor raise and mixed raise

2♣!: 4+♣, could be 3=3=3=4, 10+HCP.

2♦!: 5+♣, Semi-fit ♣, 7-9 HCP.

3♣ : 6+♣, 0-6 HCP.

## Others

2N!: 3=3=4=3, 12-14 HCP or 18+ HCP.

3N!: 3=3=4=3, 15-17 HCP.

**1♣–1♦!–**

## Balanced Hand

1♥ : 4 cards ♥.

1N : w/o 4 cards ♥.

## Unbalanced Hand–Fit or Semi-Fit

1♥ : 3 cards ♥, 12-18 HCP.

2♥ : 4+♥, 12-15 HCP.

3♥ : 4+♥, 16-18 HCP.

2N!: 4+♥, 19-21 HCP.

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

## Unbalanced Hand–Not Fit

1♠ : 4+♠, 12-18 HCP, NAT.

2♣ : 5+♣, 12-18 HCP, NAT.

2♦ : reverse, 4+♦, 16-21 HCP, NAT.

2♠ : jump shift, 19-21 HCP, NAT.

3♣ : 6+♣, 16-18 HCP, NAT.

**1♣-1♦!-1♥-**

1♠ : inv+, relay bid.

– 1N : 4315 min.

– 2♣ : X3X6 min.

– 2♦ : 1345 min.

– 2♥ : BAL w/ 4 cards ♥.

– 2♠ : 4315 max.

– 2N : 1345 max.

– 3♣ : X3X6 max.

1N : 6-9 HCP, BAL.

2♣ : NAT, NF.

2♦! : GF.

2♥ : to play, usually 6 cards.

2♠ : ?

2N! : puppet to 3♣, distributional inv.

$3\clubsuit : 5+\heartsuit + 5+\clubsuit$

$3\diamond : 5+\heartsuit + 5+\diamond$

$3\heartsuit : \text{bad 7-card-suit.}$

**$1\clubsuit-1\heartsuit!-$**

## **Balanced Hand**

$1\spadesuit : 4 \text{ cards } \spadesuit.$

$1N : \text{w/o } 4 \text{ cards } \spadesuit.$

## **Unbalanced Hand–Fit or Semi-Fit**

$1\spadesuit : 3 \text{ cards } \heartsuit, 12-18 \text{ HCP.}$

$2\spadesuit : 4+\spadesuit, 12-15 \text{ HCP.}$

$3\spadesuit : 4+\spadesuit, 16-18 \text{ HCP.}$

$2N!: 4+\spadesuit, 19-21 \text{ HCP.}$

$3\diamond!: \text{miniSPL, fit } \spadesuit, \text{void/singleton } \diamond.$

$3\heartsuit!: \text{miniSPL, fit } \spadesuit, \text{void/singleton } \heartsuit.$

## Unbalanced Hand–Not Fit

2♣ : 5+♣, 12-18 HCP, NAT.

2♦ : reverse, 4+♦, 16-21 HCP, NAT.

2♥ : reverse, 4+♥, 16-21 HCP, NAT.

3♣ : 6+♣, 16-18 HCP, NAT.

## 1♣–1♠!–

1N : BAL, 15-17 HCP.

2♣ : 5+♣, 12-15 HCP, NAT.

2♦ : 3+♦, fit, 12-15 HCP, NAT.

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

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

3♣ : 6+♣, 16-18 HCP, NAT.

3♦ : UNBAL, 3+♦, 16-18 HCP, NAT.

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

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

**1♣-1♠-2♣-**

2♦ : 6+♦, 6-9 HCP, w/o 2+♣

2♥ : 5+♦ + 4+♥, 12+ HCP, FG.

2♠ : 5+♦ + 4+♠, 12+ HCP, FG.

2N : w/o 3+♣, 10-11 HCP.

3♣ : 3+♣, 10-11 HCP.

3♦! : ask 6♣ or 2♦, 12+ HCP, ST.

3♥! : ask 2♦, 12+ HCP, ST.

3♠! : ask 6♣, 12+ HCP, ST.

3N : to play.

4♣! : SPL, 7+♦, 0-1 loser in ♦, void/singleton ♥.

4♦! : SPL, 7+♦, 0-1 loser in ♦, void/singleton ♠.

4♥! : SPL, fit ♣, void/singleton ♥.

4♠! : SPL, fit ♣, void/singleton ♠.

**1♣-1♠-2♣-3♥!-**

3♠ : 2♦.

3N : w/o 2♦.

**1♣-1♠-2♣-3♠!-**

3N : w/o 6+♣.

4♣ : 6+♣.

**1♣-1♠-2♣-3♦!-**

3♥ : 6+♣.

3♠ : 2♦.

3N : w/o 6+♣ or 2♦.

**1♣-2♣!-**

3♣ : 4+♣, 12-14 HCP.

2N : 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♦

## 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, 18-19 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 ♣

## 1♦-2♣-

2♦ : waiting.

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

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

3♣ : 4+♦ + 4+♣, fit, 15+HCP, w/o short.

3♦ : 6+♦ good suit, 15+ HCP.

3♥ : 4+♦ + 4+♣, fit, 15+HCP, short♥.

3♠ : 4+♦ + 4+♣, fit, 15+ HCP, short♠.

3N : BAL, 15-17 HCP.

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

# Response to 1♥

## Supportive bid

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 2S!

2S : BAL, 4+♥ support, 12+ HCP.

- 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.

- cheapest bid: ask for detail.
  - \* first step : ♣.
  - \* second step : ♦.
  - \* third step : ♠.

## Splinter

4♣ : ST, void or singleton in ♣.

4♦ : ST, void or singleton in ♦.

3♠ : ST, void or singleton in ♠.

## Others

3N : BAL, 3♥ support, 12-15 HCP.

- pass : 5=3=3=2 hand.
- 4♥ : more distributional hand.

## 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 ♠

# Response to 1♠

## Supportive bid

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.

2♥ : 5+♥, FG.



## Jacoby 2N!

2N : BAL, 4+♠ support, 12+ HCP.

- 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♦/4♥ : 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 : ♠.

## Splinter

4♣ : ST, void or singleton in ♣.

4♦ : ST, void or singleton in ♦.

4♥ : ST, void or singleton in ♥.

## Others

3N : BAL, 3♠ support, 12-15 HCP.

- pass : 5=3=3=2 hand.
- 4♠ : more distributional hand.

## 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+♠ + 3+♥, 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 1X-1Y-1Z-

Apply to most of the sequences, excluding 1♣-1♦!-1♥ and 1♥-1♠-1N.

2♣!: puppet to 2♦, GT.

2♦!: GF.

2♥ : to play.

2♠ : to play.

2N!: puppet to 3♣, distribution-based GT.

3X : 5X5Y+, inv+.

3Y : bad 7+ suit.

3Z : fit Z, ST.

# Response to 1 No-trump

## Response to 1 No-trump

1N– 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.

## Escape

### Direct double

West	North	East	South
1NT	Double	?	

### Balance double

West	North	East	South
1NT	Pass	Pass	Double
Pass	Pass	?	

## Lebensohl

West	North	East	South
1NT	2♣	?	

Double : Stayman, inv.

Other : system on.

West	North	East	South
1NT	2X	?	



2Y : NAT, NF.

2N : puppet to 3♣.

– 3♣.

\* 3Y(Y<X) : NAT, NF.

\* 3Y(Y>X) : NAT, inv.

\* 3X : Stayman, shows a stopper in X.

\* 3N : to play, shows a stopper in X.

3X : Stayman, denies a stopper in X.

3Y : NAT, GF.

3N : to play, denies a stopper in X.

# Response to 2♣

2♣ – ART, 22+ HCP or 19+ HCP with 8.5+ quick tricks, any hand.

## Waiting Response

2♦! :

(a) 0-2 CTL or 0-6 HCP.

(b) 4+ CTL or 11+ HCP.

## Positive Response

2♥ : 3 CTL or 7-10 HCP, 5+♥.

2♠ : 3 CTL or 7-10 HCP, 5+♠.

3♣ : 3 CTL or 7-10 HCP, 5+♣.

3♦ : 3 CTL or 7-10 HCP, 5+♦.

## Balance Hand

2N : 6-8 HCP, BAL.

- 3/4/5/6/7N : QUANT.
- Others : NAT.

3N : 9-11 HCP, BAL.

- 4/5/6/7N : QUANT.
- Others : NAT.

## Good Suit

3♥!/♠!: good suit with at most 1 loser.

4♣!/♦!/♥!/♠!: 5+suit with no loser.

- cheapest bid: ask for side A/K.
  - \* (preferred)
  - \* first step : no side A/K.
  - \* second step : one side A/K.
  - \* third step : two side A/Ks. (rare)

## Response to 2♣–2♦!

Forcing to 2N/3M/4m.

## Balanced hand

2N : 22-24 HCP.

– pass: double negative.

3N : 25-28 HCP.

4/5/6/7N : QUANT.

## Unbalanced hand

$2\heartsuit/2\spadesuit/3\clubsuit/3\diamondsuit : 5+\heartsuit/\spadesuit/\clubsuit/\diamondsuit.$

– first step! : double negative.

# Response to 2♦

2M : to play.

3M : PRE.

2N!: relay bid.

- 3♣ : min.

- \* 3♦!: relay bid.

- 3♥ : 4♠5♥ min.

- 3♠ : 5♠4♥ min.

- 3N : 4♠4♥ min.

- 3♦ : 55M.

- 3♥ : 4♠5♥ max.

- 3♠ : 5♠4♥ max.

# Response to 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.

# Response to 2 No-trump

## Romex Stayman

- 3♣ : ask for 4♥, 5♠.
- 3♦ : w/o 4♥, w/o 5♠.
  - 3♥!: ask 4♠.
  - 3♠ : show 5♠+4♥.
- 3♥ : 4+♥, w/o 4♠.
  - 3♠!: ask 5♥.
- 3♠ : 5+♠, w/o 4♥.
- 3N : ♥+♠ 44+.

## Jacoby Transfer

- 3♦!: transfer to 3♥.

- 3♥ : accept transfer.
  - \* 3♠! : ask 3+♥.
  - \* 3N : show 4♠+5♥.

3♥! : transfer to 3♠.

## Minor Stayman

2♠ : ask 4+m.



# Responce to Gambling 3

## No-trump

3N-

4♥/4♠ : To play.

4♣/4♦/5♣/5♦/6♣/6♦/7♣ : P/C.

# Against No-trump

We use Modified-Landy Convention in this part, both direct and balance position. Modified-Landy Convention request any direct overcall should be at least a hand about average.

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.

–  $3\clubsuit : 6+\clubsuit, 10+$  HCP.

–  $3\diamond : 6+\diamond, 10+$  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+;

- $2\Diamond/\heartsuit/\spadesuit$  : PRE.
- DBL : a non-touching two-suit ( $\heartsuit+\clubsuit/\spadesuit+\Diamond$ ) which contains the suit bid by RHO.
- 1N : a non-touching two-suit which does not contain the suit bid by RHO.