

AB-GJP 1.1

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1 Introduction

1.1 BML - Bridge Bidding Markup Language

The notation in this document is in BML format, see github.com/gpaulissen/bml/blob/master/README.org.

This notation allows for text documents with simple bidding tables.

1.1.1 Output

Using a simple BML document one can generate:

- a PDF file
- an HTML file
- a BSS file, a BBO system file, which can be uploaded using the BBO desktop Windows client.

1.2 Abbreviations

The abbreviations used are mostly from the WBF with some changes, see also the Abbreviations chapter at the end.

2 Opening bids

Let's start with the basic opening structure of the system (:

```
0
├─ 1♣.....2+♣, NAT or BAL, 11+ HCP (12+ if BAL)
├─ 1♦.....4+♦, 11+ HCP (12+ if BAL)
├─ 1♥♠.....5+♥/♠, 11+ HCP (12+ if BAL)
├─ 1NT.....15-17 BAL
├─ 2M.....5+M, weak-two, vulnerable 6 cards and quite a good hand
├─ 2NT.....20-22 HCP, BAL (5M332 or 5m422 possible) and maybe even 4441, 5431 or
│   6322 (no 5+M)
├─ 3X.....PRE
└─ 3NT.....Gambling
```

3 The 1 major opening

One of a major promises 5 cards and at least 11 HCP. It is limited since with game forcing hands you open at the two level.

3.1 Answers

```
1♥
├─ 1♠.....4♠ and normally 6+ HCP
├─ 1NT.....no 4♠, 5-12 HCP, with fit you have a minimum
├─ 2♣.....FG
├─ 2♦.....5+♦, FG
├─ 2♥.....3♥, 7-9 HCP
├─ 2♠.....6♠, 8-11 HCP
├─ 2NT.....fit, 10-14 HCP
└─ 3m.....6m, INV
```

```
1♠
├─ 1NT.....5-12 HCP, with fit you have a minimum
├─ 2♣.....FG
├─ 2♦.....5+♦, FG
├─ 2♥.....5+♥, FG
├─ 2♣.....3♣, 7-9 HCP
├─ 2NT.....fit, 10-14 HCP
├─ 3m.....6m, INV
└─ 3♥.....6♥, INV
```

4 Fit after 1M

4.1 Answers

```

1M
├─ 2M.....fit, 7-9 (10) HCP
│  └─ 3M.....(mild) INV, normally 6M
│     └─ 2♠/3♥...NAT, F
│        └─ 2NT.....limit
│           └─ 3m.....NAT, F
│              └─ 4M.....S/O
│                 └─ 4m.....SPL, S/T
├─ 2NT.....INV, at least 3 cards fit
│  └─ 3♣♦.....?
│     └─ 3oM.....?
├─ 3M.....at least 4 cards fit and a SPL, 8-9 HCP
├─ 3NT.....fit but very weak (?)
├─ 3♣.....at least 4 cards fit, 12-15 HCP, no SPL
├─ 3♦.....3 cards fit, 12-15 HCP, no SPL
├─ 4m.....SPL, 4 cards fit, 11-12 HCP
└─ 4M.....T/P, expect to win

```

```

1♥
└─ 3♠.....SPL, 4 cards fit, 11-12 HCP

```

```

1♠
└─ 4♥.....SPL, 4 cards fit, 11-12 HCP (NON!!!!???)

```

4.2 Remarks by GJP

Too much space is used by all fit bids. Two over one and invitational hands like Ax, xxx, xx, KQJ10xx will be too difficult to bid.

4.3 Passed hand bidding

We play 2♣ Drury after an opening in third or fourth hand. Opener returns to his major when weak (or bids 2♥ after 1♠). 2♦ is waiting and positive. Bids above 2M by opener are forcing game.

A single jump in a new suit after 1M is not a fit bid (so no “annonce de rencontre”). We never play single jumps as fit bids.

4.4 2NT after intervention

Always natural, not fit like without intervention.

5 The 1NT Opening

Shows 15-17 HCP (semi)Balanced, 5m422 or 6m are possible and rarely a singleton K or Q. 14 or 17 with a 5card suit are upgraded regularly.

5.1 Answers

1NT

- 2♣.....Stayman, four responses
- 2♦.....5+♥ TRF
- 2♥.....5+♠ TRF
- 2♠.....5+♣ TRF
- 2NT.....8-9 HCP, BAL
- 3♣.....6+♦ TRF
- 3♦.....55 MM, INV
- 3♥.....31(54) FG
- 3♠.....13(54) FG
- 3NT.....T/P
- 4♣.....6♥5♠
- 4♦.....55 MM
- 4♠.....5♥6♠
- 4M.....T/P
- 4NT.....QUANT
- 5m.....T/P

5.1.1 Continuation after Stayman

1NT-2♣

- 2♦.....no 4M
- 2♥.....4+♥, no 4♠
- 2♠.....4+♠, no 4♥
- 2NT.....44MM
 - 3♣.....4+♥, INV or S/T
 - 3♦.....4+♠, INV or S/T
 - 4♣.....4+♥, GF
 - 4♦.....4+♠, GF

1NT-2♣-2♦

- 2♥.....5+♥, INV (misère dorée)
- 2♠.....5+♠, INV (misère dorée)
- 2NT.....INV
- 3m.....5+m 4M FG
- 3♥.....Smolen (chassé croisé) with 5♠-4♥, FG
- 3♠.....Smolen (chassé croisé) with 5♥-4♠, FG
- 3NT.....T/P
- 4♣.....Smolen (chassé croisé) with 6♥-4♠, FG
- 4♦.....Smolen (chassé croisé) with 6♠-4♥, FG
- 4NT.....QUANT

1NT-2♣-2♥

- 2♠.....5+♠, INV (misère dorée)
- 2NT.....INV
- 3m.....5+m-4♠ FG
- 3♥.....INV
- 3♠.....4+♥, S/T
 - 3NT.....CTRL ♠
- 4m.....4+♥, S/T, SPL m

- 4NT.....QUANT
- 4♠.....4+♥, BW exclusion
- 5m.....4+♥, BW exclusion

1NT-2♣-2♠

- 2NT.....INV
 - 3♥.....3♥, GF, to play game opposite 5♥ (misère dorée)
- 3m.....5+m-4♥ FG
- 3♥.....4+♠, S/T
- 3♠.....INV
- 4♣♦♥.....SPL, 4+♠, S/T
- 5♣♦♥.....4+♠, BW exclusion

5.1.2 Continuation after Transfers

1NT-2♦

- 2♥.....NF
 - 2♠.....55 MM, INV (et 1N-3D ?)
 - 2NT.....FG, 5M4m(31), no S/T
 - 3♣.....(R)
 - 3♦.....4♣, 3♦
 - 3♥.....4♣, 1♦
 - 3♠.....4♦, 3♣
 - 3NT.....4♦, 1♣
 - 3m.....5+m, FG or 4m, S/T
 - 3M.....might be "I am stuck"
 - 3♥.....6+♥ INV
 - 3♠.....6+♥ SPL ♠ or no SPL
 - 3NT.....T/P
 - 4m.....6+♥ SPL
 - 4♥.....T/P
- 2NT.....4+♥ MAX
 - 3♣.....INV
 - 3♦.....TRF
 - 3♠.....SPL
 - 4m.....SPL
- 3♥.....4+♥ MIN

After 1NT-2♥ we use the same structure as over 1NT-2♦, so very natural. Some exceptions:

1NT-2♥

- 2♠.....NF
 - 3♥.....55 MM, S/T
 - 4♣.....6♠, S/T, SPL ♣ or no SPL

1NT-2♠..5+♣

- 2NT.....fit ♣, INV
 - 3♣.....T/P
 - 3♦.....55 mm, FG
 - 3M.....6♣, SPL
 - 3NT.....accept INV

- 4♣.....S/T, no SPL M
- 4♦♥♠....BW exclusion
- 3♣.....else
- 3NT.....suggests SPL ♦

- 1NT-3♣
 - 3♦.....Forced
 - 3M.....SPL
 - 3NT.....suggest SPL ♣
 - 4♣.....SPL ♣, S/T
 - 4♦.....S/T, no SPL
 - 4♥♠....BW exclusion
 - 4♣.....BW exclusion

5.2 They bid over our 1NT opening

After a double we play system on. The only new bid is redouble which depends on the meaning of double. If double is for penalties (or just showing values), the redouble is a Puppet to 2♣. In any other case the redouble shows values as well and is forcing till 2♠.

- 1NT-(2♣)
 - Pass....weak or a trap pass (for penalties)
 - Dbl....values and a double later on is for take out
 - 2♦.....NF
 - 2♥.....NF (?)
 - 2♠.....minors (?)
 - 2NT....transfer lebensohl
 - 3X.....transfer lebensohl

5.2.1 They bid over stayman

- 1NT-(P)-2♣-(D)
 - Pass....no ♣ stopper
 - Rdbl....Stayman again, INV+
 - 2♥.....4+♠
 - 2♠.....4+♥
 - 2♦.....no 4+M
 - 2NT....MM, MIN
 - 3♣.....MM, MAX
 - Rdbl....Proposal to play (4)5+♣
 - 2♦♥♠....♣ stopper, system on
 - 2NT....♣ stopper, system on
 - 3♣.....♣ stopper, system on

- 1NT-(P)-2♣-(2♦)
 - Pass....no M
 - Dbl....for penalties
 - 2M.....4+M
 - 2NT....MM, MIN
 - 3♣.....MM, MAX

1NT-(P)-2♣-(2M)
 └─ Dbl.....take out (4+oM)
 └─ 2♠.....5+♠

1NT-(P)-2♣-(3m)
 └─ Dbl.....at least one major
 └─ 3M.....5+M

5.2.2 They bid over our transfer

1NT-(P)-2red-(D)
 └─ Pass....no 3 cards fit
 └─ Rdbl....retransfer
 └─ 1step...to play
 └─ 3m.....5-5, NF
 └─ Rdbl....3+ cards fit, wants partner to play (usually no stopper or something like Ax(x))
 └─ 2M.....3+ cards fit, wants to play (usually a stopper)

When they bid over our transfer a double is just for penalties. Support shows a good hand with fit, after 2D at least 4 cards (partner may have 4♥5♠ in the majors). If they bid our cuebid dbl shows fit and willingness to compete.

6 Weak-two opening bids

Both 2♥ and 2♠ show a weak two bid and less than a one level opening bid. Non-vulnerable possibly 5M (especially by Albert) and usually 5-10 HCP. Vulnerable the opening promises a good 6 card suit and 9-11 HCP.

6.1 Answers

A change of suits is non forcing after a non-vulnerable opening but forcing otherwise.

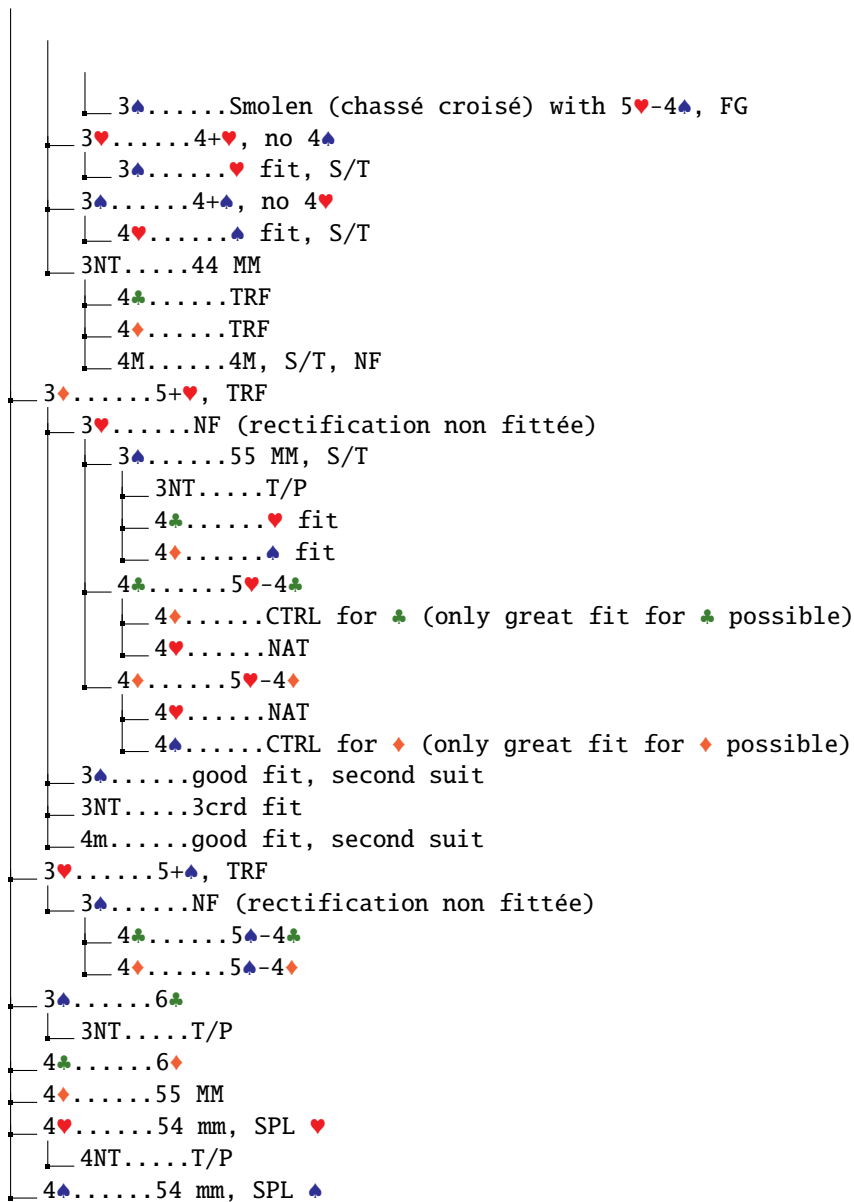
6.1.1 2M-2NT

Classic French, so a bid shows a top honor and a repetition is the weakest bid.

7 The 2NT opening

7.1 Answers

2NT
 └─ 3♣.....Stayman, four responses
 └─ 3♦.....no 4M
 └─ 3♥.....Smolen (chassé croisé) with 5♠-4♥, FG



7.2 Intervention

8 Bidding with intervention

This chapter is about bidding with intervention in general, when we open or they open.

8.1 Doubles

As a rule of thumb you can say, the more your partner knows about your hand, the more for penalties it is. Quite logical, but still.

8.1.1 Below game in competitive bidding

Doubles are for take-out. I consider preempts also competitive bidding.

Examples: 1♥-(3♠)-D is a take-out double.

8.1.2 Game or higher

A double is a proposition to defend.

8.1.3 Five level

Double is for penalties and may be a Lightner double.

8.2 New suit after partners opening and an intervention

As a general rule your new suit is forcing but not forcing for one round, so you may pass after partners rebid.

8.3 Take care when partner is non vulnerable and preempted

Refrain from bidding when partner may already have applied maximum pressure non-vulnerable. You may only bid if you think you may make it.

8.4 Reverses into a suit not promised by partner are strong as usual

For example after 1♣-(1♠)-D-(2♠) you can bid 3♥ with a normal opening (although not too bad). But 3♦ is a reverse since partner did not promise 4 cards in diamonds.

9 They open the bidding

This chapter is about our defensive bidding if the opponent opens something on the 1 level.

9.1 1X

9.1.1 Simple overcalls

No taboos, preferably a good suit and maybe 4 cards on the 1 level.

Fit responses A simple fit bid shows about 8-11 HCP, stronger than usual thus.

A jump in their suit shows 4 cards fit and an opening.

A jump fit bid in a major shows 4 trumps, a singleton and about 10-11 HCP.

Non-fit responses A change of suit is non forcing at the one level. 1NT and 2NT are natural, something like 8-11 or 12-15 HCP respectively.

9.1.2 1NT intervention

This shows the same kind of hand as a 1NT opening albeit a little bit stronger and usually with a stopper in their suit.

The responses hereafter are just like after a 1NT opening we ignore their bid(s).

9.2 1NT Opening

The meaning of the bids remains unchanged when you are in second or fourth position.

The meaning of our dbl depends on the strength of their 1NT opening. If the lower limit is at most 13 HCP we consider it a weak NT. So a 14-16 NT is a strong NT. After a strong 1NT (or if the doubler did not open) we play double as 5+m-4M else it is for penalties.

```
(1NT)
├─ Dbl.....bicolor Mm (at least 4 cards) or strong (how many M, how many m, ?)
│   └─ 2M.....NAT, NF
│       └─ 2♦.....at least 3 cards in both majors
│           └─ 2♣.....else
├─ 2♣.....Landy, 5(4)+4+MM
│   └─ 2♦.....no preference, the difference in the majors is at most 1 and may be a
│       (light) INV
│       └─ 2M.....Pref NF
│           └─ 2NT.....INV+ answers like Multi
│               └─ 3m.....NF
│                   └─ 3M.....(light) INV
├─ 2♦/2M...NAT
├─ 2NT.....5+5+ minors wide range
├─ 3m.....wide ranged, NAT
└─ 3M.....PRE
```

9.3 2♦ Multi-coloured

Double is Italien (?).

I personally prefer a Polish double (maybe the same). A double on 2♦ shows a take-out on spades (short spades). A pass followed by double is a take-out on hearts (shows shortness in hearts).

9.4 2NT Opening

```
(2NT)
├─ Dbl.....MM (from both hands)
```

9.5 Michaels

We play two-suited overcalls after an opponents 1 level opening. The style depends a lot on vulnerability. A two-suited overcall always shows at least 5+ in both suits.

9.5.1 Direct two-suited bids

(1♣)
 └ 2♣.....NAT
 └ 2♦.....MM
 └ 2NT.....♦+♥
 └ 3♣.....Weak, 6+♣

(1♦)
 └ 2♦.....MM
 └ 2NT.....♣+♥
 └ 3♦.....Asks stop for 3NT

(1♥)
 └ 2♥.....♠+m
 └ 2NT.....♣+♦
 └ 3♥.....Asks stop for 3NT

(1♠)
 └ 2♠.....♥+m
 └ 2NT.....♣+♦
 └ 3♠.....Ask stop for 3NT

Continuations after our two-suited overcall

(1♣)-2♦-(P)
 └ Pass....at own risk
 └ 2♥.....NF, preference
 └ 2♠.....NF, preference
 └ 2NT.....INV+, ASK
 └ 3♣.....min/med
 └ 3♦.....asks shortness
 └ 3M.....NF INV
 └ 3♦.....MAX, short ♦ (changed 1-11-2017)
 └ 3♥.....MAX, short ♣ (changed 1-11-2017)
 └ 3♠.....MAX, 1-1 minors
 └ 3♣.....NF, (6)7+♣
 └ 3♦.....NF, (6)7+♦
 └ 3♥.....NF, (3)4+♥, light INV
 └ 3♠.....NF, (3)4+♠, light INV
 └ 3NT.....T/P
 └ 4♣.....S/T ♥
 └ 4♦.....S/T ♠
 └ 4M.....T/P

(1♣)-2NT-(P)
 └ 3♣.....INV+, ♥
 └ 3♦.....NF, preference
 └ 3♥.....NF, preference
 └ 3♠.....NF, 6+♠
 └ 4♣.....INV, ♣

- 4♦.....K/B, ♣
- 4♥.....T/P
- 4♠.....T/P

(1♦)-2♦-(P)

- 2M.....NF preference
- 2NT.....INV+ ASK
 - 3♣.....min/med
 - 3♦.....asks shortness
 - 3M.....NF INV
 - 3♦.....MAX, short ♣
 - 3♥.....MAX, short ♦
 - 3♠.....MAX, 1-1 minors
- 3♣.....NF, (6)7+♣
- 3♦.....INV, MM
- 3♥.....NF, (3)4+♥, light INV
- 3♠.....NF, (3)4+♠, light INV
- 3NT.....T/P
- 4♣.....S/T, ♥
- 4♦.....S/T, ♠
- 4M.....T/P

(1♦)-2NT-(P)

- 3♣.....NF, preference
- 3♦.....INV(+), ♥
- 3♥.....NF, preference
- 3♠.....NF, 6+♠
- 4♣.....INV, ♣
- 4♦.....K/B, ♣
- 4♥.....T/P
- 4♠.....T/P

(1♥)-2♥-(P)

- 2♠.....NF, preference
- 2NT.....INV+, see continuation after Muiderberg
- 3♣.....P/C
- 3♦.....INV, ♠
- 3♥.....S/T, ♠
- 3♠.....light INV, ♠
- 3NT.....T/P
- 4♣.....♣+♠
- 4♦.....♦+♠
- 4♥.....SPL for ♠
- 4♠.....T/P
- 4NT.....bid your m

(1♥)-2NT-(P)

- 3m.....NF, preference
- 3♥.....FG
- 3♠.....NF, 6+♠
- 3NT.....T/P
- 4♣.....INV, ♣
- 4♦.....INV, ♦

- 4♥.....K/B, ♦
- 4♠.....T/P
- 4NT.....Pick best m

(1♠)-2♠-(P)

- 2NT.....INV+, see continuation after Muiderberg
- 3♣.....P/C
- 3♦.....INV, ♥
- 3♥.....NF, pref
- 3♠.....S/T, ♥
- 3NT.....T/P
- 4♣.....♣+♥
- 4♦.....♦+♥
- 4♥.....T/P
- 4♠.....K/B ♥
- 4NT.....bid your m

(1♠)-2NT-(P)

- 3m.....NF, preference
- 3♥.....NF, 6+♥
- 3♠.....FG
- 3NT.....T/P
- 4♣.....INV, ♣
- 4♦.....INV, ♦
- 4♥.....T/P
- 4♠.....?
- 4NT.....Pick best m

9.5.2 They bid after our two-suited overcall

If they bid a new suit intended as natural, dbl is penalty. If they support each other, dbl is for take-out and may be INV for the major if you don't have another invitational bid. If they bid one of our suits, dbl means that you would have liked to bid that.

10 We open the bidding

10.1 They intervene with a natural 1NT

1m-(1NT)

- Dbl.....bicolor Mm (see our intervention after 1NT)
- 2m.....both MM
- 2om.....NAT
- 2M.....NAT

10.2 1M-(D)

We will play transfers starting from 1NT till the bid below two of our suit. All those transfers show the next suit and they do not promise a rebid. A direct raise is weaker than the transfer to 2M. A jump is that suit plus support.

1M-(D)
 └─ 1NT.....TRF ♣
 └─ 2♣.....TRF ♦
 └─ 3m.....support plus that suit

1♥-(D)
 └─ 2♦.....TRF ♥ (fit), stronger than 2♥ immediately
 └─ 2♥.....3♥, weaker than 2♦ immediately

1♠-(D)
 └─ 2♥.....TRF ♠ (fit), stronger than 2♠ immediately
 └─ 2♠.....3♠, weaker than 2♥ immediately

10.3 fit after 1M and intervention below 2NT

The bid of 2NT shows at least four cards fit and at least an invitational hand, for example 1♥-(2♥)-2NT. There is one exception: when the cue bid is above 3M, 2NT just shows at least three cards fit like 1♥-(2♠)-2NT.

11 Transfer Lebensohl

We play this after our 1 NT opening and their intervention of 2♣ till 2♠. And also after their weak two level opening bids, whether it be some kind or multi or not.

11.1 One suit known

Transfer Lebensohl starts at 2NT. There are 4 types of special bids:

1. A transfer to their suit which is FG and shows at 4 cards in at least one of the unbid majors.
2. 2NT, a Puppet to 3♣. It can be either a sign-off below their suit or FG with at least 5 clubs.
3. A transfer to a suit. This is at least invitational and shows 5 cards in the transfer suit unless it is a transfer in a major which has been implied by partner's take-out double. It does not matter whether the transfer is above or below their suit.
4. 3♠. This is FG and denies a stop and it denies a 4 card major in an unbid suit.

1NT
 └─ (2X)....5+X

1NT-(2♣)
 └─ 2X.....NAT, S/O
 └─ 2NT.....A transfer to their suit, hence FG and at least one 4 card major
 └─ 3♣.....I do **not** have a stopper
 └─ 3M.....I do have a stopper as well as 4 cards in this major
 └─ 3♠.....A transfer to ♦, INV+, 5+♦

- 3♦.....A transfer to ♥, INV+, 5+♥
- 3♥.....A transfer to ♠, INV+, 5+♠
- 3♠.....FG, no stopper, no 4 card major

1NT-(2♦)

- 2X.....NAT, S/O
- 2NT.....PUP
 - 3♣.....Forced
 - Pass....5+♣, S/O
 - 3♦.....FG, 5+♣, no 4M, asks primarily for stopper but different from 3♠ immediately
 - 3M.....FG, 5+♣, 4M
- 3♣.....A transfer to their suit, hence FG and at least one 4 card major
 - 3♦.....I do **not** have a stopper
 - 3M.....I do have a stopper as well as 4 cards in this major
- 3♦.....A transfer to ♥, INV+, 5+♥
- 3♥.....A transfer to ♠, INV+, 5+♠
- 3♠.....FG, no stopper, no 4 card major

1NT-(2♥)

- 2X.....NAT, S/O
- 2NT.....PUP
 - 3♣.....Forced
 - Pass....5+♣, S/O
 - 3♦.....5+♦, S/O
 - 3♥.....FG, 5+♣, no 4♠, asks primarily for stopper but different from 3♠ immediately
 - 3♠.....FG, 5+♣, 4♠
- 3♣.....A transfer to ♦, INV+, 5+♦
- 3♦.....A transfer to their suit, hence FG and 4♠
 - 3♥.....I do **not** have a stopper and probably not 4♠ as well
 - 3♠.....4♠, with or without stopper
- 3♥.....A transfer to ♠, INV+, 5+♠
- 3♠.....FG, no stopper, no 4♠

1NT-(2♠)

- 2NT.....PUP
 - 3♣.....Forced
 - Pass....5+♣, S/O
 - 3♦.....5+♦, S/O
 - 3♥.....5+♥, S/O
 - 3♠.....FG, 5+♣, no 4♥, asks primarily for stopper but different from 3♠ immediately
- 3♣.....A transfer to ♦, INV+, 5+♦
- 3♦.....A transfer to ♠, INV+, 5+♥
- 3♥.....A transfer to their suit, hence FG and 4♥
 - 3♠.....I do **not** have a stopper and not 4♥ as well
- 3♠.....FG, no stopper, no 4♥

11.2 Two suits known

1NT-(2♣)both MM

- Db1.....take-out (with balanced hands)
- Pass.....maybe a trap pass (a later double is for penalties, the usual method for dealing with twosuiters)
- 2X.....NAT, S/O (also 2♥ and 2♠ unless this is a known 5 card)
- 2NT.....A transfer to ♣, either S/O or FG
- 3♣.....A transfer to ♦, INV+ (with a weak hand you bid 2♦)
- 3♦.....A transfer to ♥, hence SPL and FG
- 3♥.....A transfer to ♠, hence SPL and FG
- 3♠.....FG, no stopper in ♥ nor ♠

11.3 Multi-coloured

After Multi we play that double shows short spades and at least 3 cards in hearts. This is a Polish convention and it allows us to know better what is going on. We will assume that after a double their suit is spades.

(2♦)-D..take-out on ♠, hence short ♠ (pass first with short ♥)

- (P)
 - Pass....long diamonds if pass promises ♦ (always ask explanation)
 - 2♥.....NAT, NF
 - 2♠.....6♠, NAT, NF (try to pass though)
 - 2NT.....PUP, either S/O in ♣ (you can pass with long ♦)
 - 3♣.....A transfer to ♦, INV+. If their pass shows long diamonds this is a cuebid, see 1NT-2♦ natural
 - 3♦.....A transfer to ♥. If FG it shows 5+♥ else 4+♥ (partner promises 3+♥)
 - 3♥.....A transfer to ♠, a kind of cue bid hence FG and it shows 4♥
- (2M)
 - 2NT.....PUP, either S/O in a minor else FG with 5+♣
 - 3♣.....A transfer to ♦, INV+
 - 3♦♥♠....see (2♦)-D-(P)

12 Defense against two-suiters

The cheapest bid in of their suits shows the fourth suit and is forcing to game. Thus not the lowest in the sense of clubs, diamonds but the most economical bid. The most expensive bid in one of their suits shows fit and is at least invitational. The reason for this scheme is that you need more space if you do not have a fit. A 2NT bid shows fit with at least 4 cards and is at least invitational.

13 Slem bidding

13.1 Game forcing fit situations

13.1.1 Major at the three level

For example 1♠-2♥-3♥.

When a fit has been agreed upon, one may sign-off in four of the major as a sign-off. 3NT is not a minimum but not very strong neither ("la première zone") and a control bid is stronger ("la seconde zone").

13.2 Blackwood

Actually Roman Key Card Blackwood with old fashioned responses (30-41).

4NT	
5♣0-3 key cards
5♦1-4 key cards
5♥2-5 key cards, no trump Queen
5♠2-5 key cards, trump Queen

13.2.1 Asking for the trump Queen

The trump Queen can be demanded after 5♣/5♦ with the first free bid. The lowest of 5NT and the trump suit without jump denies the Queen. Any other bid in a suit promises the Queen plus only the King in that suit OR the two other Kings (the King of trumps is ignored of course).

13.2.2 Intervention after 4NT

Double (or redouble) is for penalties. Pass shows an even number : 0/2/4 key cards. The first free bid shows 1/3/5 key cards.

14 Abbreviations

An excerpt from <http://www.worldbridge.org/wp-content/uploads/2017/04/Guidetocompletion.pdf>.

The following abbreviations or terms may be used (Note the use of BLOCK CAPITALS and SLASHES (/)):

- (5431) = Any hand with that distribution (suits unknown)
- 5431 = Five spades, four hearts, three diamonds, one club
- 54(31) = A hand with five spades, four hearts, and 3♦1♣ or 3♣1♦
- 54(xx) = A hand with five spades and four hearts
- AGG = Aggressor. The first player to double or overcall for the defending side
- ADV = Advancer, aggressors partner
- ASK = Asking bid
- ART = Artificial
- ATT = Attitude
- B = Black suit(s)
- BAL = Balanced
- BW = Blackwood
- CB = Checkback
- COMP = Competitive
- CONC = Concentrated (e.g. all values in the bid suits)

- CONST = Constructive
- CTRL = Control
- CUE = Cue-bid
- DISC = Discourage (ing)
- E = Even
- ENC = Encourage (ing)
- FRAG = Fragment
- F = Forcing
- F1 = Forcing 1 round
- F2NT = Forcing to 2NT
- FG = Forcing to game
- 4SF = 4th suit forcing (4SFG, 4SF1)
- FREQ = Frequent
- G/T = Game try
- H = Honour (Ace, King, or Queen)
- HCP = High Card Points
- INV = Invitational
- INQ = Inquiry
- KCB = Keycard Blackwood
- L/D = Lead-directing
- LEB = lebensohl
- LHO = The opponent on your left
- LIM = Limit raise
- L/S = Long suit
- L/T = Less than (length or strength)
- M = Major
- MM = majors
- m = Minor
- mm = minors
- MAX = Maximum, Maximal, Maximal Overcall Double
- MIN = Minimum
- NAT = Natural
- NEG = Negative
- NEU = Neutral
- NF = Nonforcing
- NT = No Trump
- NV = Nonvulnerable
- oM = The other major
- om = The other minor

- OPPT = Opponent(s)
- OPT = Optional
- O/S = Outside
- O/C = Overcall
- P/C = Pass or correct
- PEN = Penalty
- PH = Passed hand
- PRE = Pre-emptive
- PUP = Puppet to (e.g. 2♣ demands 2♦)
- QUANT = Quantitative
- (R) = Relay (e.g. 2♣ asks for shape description etc)
- RESP = Responder; Response; Responsive
- REV = Reverse
- RHO = The opponent on your right
- RKCB = Roman Keycard Blackwood
- R/O = Reopening
- S/P = Suit preference
- S/A = Suit agreement
- S/O = Signoff, shutout
- SOL = Solid (suit)
- S-SOL = Semi-solid (suit)
- SPL = Splinter, or short suit
- S/S = Short suit
- S/T = Slam try
- STAY = Stayman
- STR = Strong
- SUPP = Support
- T/O = Takeout
- TRF = Transfer
- UNT = Unusual No Trump
- VUL or V = Vulnerable
- w/ = With
- w/o = Without
- WJO = Weak jump overcall
- WJS = Weak jump shift
- WK = Weak

Besides these abbreviations from the WBF, the following abbreviations have been added:

- K/B = (Optional) KickBack

- MED = medium
- T/P = To Play
- UNB = Unbalanced
- CoG = Choice of Games

The following abbreviations are not conform the WBF, but conform the BML definitions:

- D = Double
- R = Redouble (hence not the reds)

The following abbreviations are **not** used:

- DBL or X = Double
- RDBL, RD, XX = Redouble