

# AB-GJP 1.1

Albert Bitran / Gert-Jan Paulissen

January 13, 2021

## Contents

<b>1</b>	<b>Introduction</b>	<b>2</b>
1.1	BML - Bridge Bidding Markup Language	2
1.1.1	Output	2
1.2	Abbreviations	2
<b>2</b>	<b>Opening bids</b>	<b>3</b>
<b>3</b>	<b>The 1♣ opening</b>	<b>3</b>
3.1	Answers	3
3.1.1	1♣-1♦	4
3.1.2	1♣-1M	5
3.1.3	1♣-1NT	7
3.1.4	1♣-2♦	7
3.1.5	1♣-2♥	8
3.1.6	1♣-2♠	8
3.1.7	1♣-2NT	8
3.1.8	Intervention after 1♣	8
<b>4</b>	<b>The 1♦ opening</b>	<b>9</b>
4.1	Answers	9
4.1.1	1♦-1M	10
4.1.2	1♦-1NT	11
4.1.3	1♦-2♣	11
<b>5</b>	<b>Fit after 1m-1M</b>	<b>11</b>
<b>6</b>	<b>Transfers after 1m and a one level overcall or take-out double</b>	<b>12</b>
6.1	Two level transfers	12
6.2	One level transfers	12
6.3	Further development	13
<b>7</b>	<b>The 1 major opening</b>	<b>13</b>
7.1	Answers	13
<b>8</b>	<b>Fit after 1M</b>	<b>14</b>
8.1	Answers	14
8.2	Remarks by GJP	15
<b>9</b>	<b>The 1NT Opening</b>	<b>15</b>
9.1	Answers	15
9.1.1	Continuation after Stayman	15
9.1.2	Continuation after Transfers	16
9.2	They bid over our 1NT opening	17
9.2.1	They bid over stayman	17
9.2.2	They bid over our transfer	18

<b>10 Weak-two opening bids</b>	<b>18</b>
10.1 Answers . . . . .	18
10.1.1 2M-2NT . . . . .	19
<b>11 The 2NT opening</b>	<b>19</b>
11.1 Answers . . . . .	19
11.2 Intervention . . . . .	20
<b>12 They open the bidding</b>	<b>20</b>
12.1 1X . . . . .	20
12.1.1 1NT intervention . . . . .	20
12.2 1NT Opening . . . . .	20
12.3 2NT Opening . . . . .	20
12.4 Michaels . . . . .	21
12.4.1 Direct two-suited bids . . . . .	21
12.4.2 They bid after our two-suited overcall . . . . .	23
<b>13 We open the bidding</b>	<b>23</b>
13.1 They intervene with a natural 1NT . . . . .	23
13.2 1M-(D) . . . . .	24
13.3 fit after 1M and intervention below 2NT . . . . .	24
<b>14 Blackwood</b>	<b>24</b>
14.1 Asking for the trump Queen . . . . .	24
14.2 Intervention after 4NT . . . . .	24
<b>15 Abbreviations</b>	<b>25</b>

# 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](https://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 (:

∅	
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
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♣ opening

This is the cornerstone of the 1 level opening bids: the rest of the 1 level opening bids depend on the meaning of 1♣. This system has been developed around 1990 when a club of Dutch bridge players did not want to continue with the old fashioned 4 card major opening bids.

So 1♥ and 1♠ show 5 cards and 1♦ shows 4 cards. Combined with the knowledge of the Polish club, 1♣ shows a limited opening but is forcing anyway in order not to end in 1♣ when opener is strong with 18-19 HCP and a balanced hand.

The range of the 1♣ opening is between 11 HCP and 22 HCP, so up to (but excluding) game forcing hands. Because 1♣ is forcing you can have quite a good hand compared with a non forcing 1♣.

Responder has two negative bids: 1♦ and 2♦ (a kind of Multi) and that means limited to about 6/7 HCP. When you bid positive the bidding becomes game forcing opposite a strong hand (17+ HCP). So a possible club fit is important when you are minimum for a positive bid.

### 3.1 Answers

- No inverted minor
- 1C-2D includes 5+C with at least an invite
- 1C-2S shows 5 spades plus at least 4 clubs
- Added 1C-1D-2M-2oM
- Development after 1C-1M with 4 card fit and a strong hand
- 1C-1M-3D
- fit after 1C-1M
- 1C-2D
- 1C-2S

1♣	
—	Pass....impossible except when 5+♣ and 0-3 HCP

- 1♦.....one of:
  - 1) negative, 0-7 HCP
  - 2) 4+♦, 8+ HCP
  - 3) 8+ HCP, no major, no 4+♦, no other bid
- 1M.....4+M, 8+ HCP
- 1NT.....8-10 HCP, BAL, no 4M
- 2♣.....NAT, 5+♣, 6-9 HCP
- 2♦.....one of:
  - 1) 0-7 HCP, 6M
  - 2) 5+♣, 10+ HCP
- 2♥.....5♠-4+♥, 5-9 HCP
- 2♠.....5♠, 4+♣, 7-9 HCP
- 2NT.....11-12 HCP, INV
- 3♣.....6♣, 6-9 HCP, expects to win 3NT opposite a strong balanced hand
- 3X.....6X, good suit, INV
- 3NT.....13-15 HCP, BAL

### 3.1.1 1♣-1♦

1♣-1♦

- 1M.....3M or 4M but only 3M if there is no alternative (with 2245 you open 1♦ or rebid 2♣)
  - 1♠.....0-7 HCP, 4+♠
- 1NT.....NF
- 2m.....NF (after 1♣-1♦-1♠ opener shows at least 3+♣)
- 2oM.....4SF (!)
- 2NT.....FG, 4+♦
- 3m.....FG, NAT
- 1NT.....18-19 NT. See the 1NT opening.
- 2♣.....11-16 HCP, 6+♣ or 2245 with good clubs
  - 2♦.....NF
  - 2M.....FG, NAT (maybe 3 cards only)
  - 2NT.....F till 3♣
    - 3♣.....MIN
    - 3X.....MAX, S/S
    - 3NT.....MAX, no S/S
  - 3♣.....INV, not suitable for a 2NT bid
  - 3♦.....FG, 6+♦
  - 3M.....FG, SPL
- 2♦.....17+HCP, 5+♣, 4+♦
  - 2M.....5M, weak so NF
  - 2NT.....PUP, usually a S/O
    - 3♣.....NF
      - 3♦.....(light) INV
    - 3X.....too strong for 3♣
- 2M.....20+HCP, 5+♣, 4+M
  - 2NT.....PUP, see 1♣-1♦-2♦-2NT
- 2NT.....20+ HCP, 6♣, F
  - 3♣.....S/O
  - 3X.....FG, NAT
- 3♣.....17-19 HCP, 6♣
  - 3X.....FG, NAT
- 3X.....20+ HCP, 6♣, S/S
  - 4♣.....the only bid that is a S/O

1♣-1♦-1♥  
 └ 2♥.....4♥, 5-7 HCP  
 └ 2♠.....FG, 4SFG  
 └ 3♥.....FG, 5+♥ (opener can have 3 cards so with 4♥ you bid 4SFG first),  
     longer diamonds

1♣-1♦-1♠  
 └ 2♥.....FG, 4SFG  
 └ 2♠.....4♠, 5-7 HCP  
 └ 3♠.....FG, 5+♠ (opener can have 3 cards so with 4♠ you bid 4SFG first),  
     longer diamonds

### 3.1.2 1♣-1M

1♣-1♥  
 └ 1♠.....shows 4♠ (but can bid 1NT too with 4333)  
   └ 2♣.....NAT, NF  
   └ 2♦.....4SFG

1♣-1M  
 └ 1NT.....12-14 NT. 4333 possible after 1♣-1♥.  
 └ 2♣.....11-16 HCP, 5+♣  
 └ 2NT.....onesuiter, FG  
   └ 3♣.....(R), opener responds naturally  
   └ 3♦.....(R), ♣-fit, (mild) S/T, opener responds naturally  
   └ 3X.....NAT  
 └ 3♣.....onesuiter, INV

### 1♣-1M-1NT

1♣-1M-1NT  
 └ 2♣.....Roudi  
   └ 2♦.....min, no fit  
   └ 2♥.....min, fit  
   └ 2♠.....max, fit, GF  
   └ 2NT.....max, no fit, GF  
 └ 2♦.....NAT, NF  
 └ 3m.....5M-5m, good suits (else 2♦), FG  
 └ 3M.....6M, good suit (else 2♦), FG

1♣-1♥-1NT  
 └ 3♠.....65 MM, GF

1♣-1♠-1NT  
 └ 3♥.....55 MM, GF

## 1♣-1M-2♣

### 1♣-1M-2♣

- 2♦.....3rd suit forcing, FG unless opener bids NF and responder passes
  - 2M.....NF
  - 2NT.....NF
  - 3♣.....NF
  - 3♦.....NAT, FG
  - 3M.....3M, FG
- 2M.....NAT, NF
- 2♠.....see below
- 2NT.....exactly 4M, F
  - 3♣.....MIN
  - 3♦♥♠.....MAX, S/S (also 3M !)
  - 3NT.....MAX, no S/S
- 3♣.....INV, not suitable for 2NT
- 3♦.....5M-5♦, FG
- 3M.....FG, 6M

### 1♣-1♥-2♣-2♦

- 2♠.....4SFG

### 1♣-1♠-2♣-2♦

- 2♥.....4SFG

### 1♣-1♥-2♣

- 2♠.....NAT, FG
- 3♠.....SPL, ♣-fit

### 1♣-1♠-2♣

- 2♥.....NAT, INV (1♣-2♥ shows 5♠-4♥ and a weak hand)
- 3♥.....55 MM, FG

## 1♣-1M-2♦

### 1♣-1M

- 2♦.....one of:
  - 1) 18-19 HCP, BAL, 4M possible
  - 2) 17+ HCP, NAT, reverse
- 2♥.....exactly 4M
  - 2♠.....variant 1, either 4♠ (after 1♣-1♥) or waiting (after 1♣-1♠)
  - 2NT.....normally variant 1
    - 3X.....NAT
  - 3♣.....variant 2, 5-4
  - 3♦.....variant 2, 6-5
  - 3M.....variant 1, 4M, no 4333
  - 3NT.....variant 1, 4M333
- 2♠.....5+M
  - 2NT.....variant 1
    - 3X.....NAT
  - 3♣.....variant 2, 5-4
  - 3♦.....variant 2, 6-5
  - 3M.....3M, suitable for trumps

- └─ 3NT.....variant 1, 4M333, stops
- └─ 2NT.....11+ HCP, BAL, no 5M
- └─ 3♣.....5M-4m, good suits (else 2♠), S/T
- └─ 3♦.....5M-5♦, good suits (else 2♠), S/T
- └─ 3M.....6M, good suit (else 2♠), S/T

1♣-1♠-2♦-2♥-2♠waiting, either balanced (needs partner to play) or 3-1-4-5

- └─ 2NT
  - └─ 3♣.....5332
  - └─ 3♦.....3-1-4-5

1♣-1♥-2♦

- └─ 3♠.....65 MM, good suits (else 2♠), S/T

1♣-1♠-2♦

- └─ 3♥.....55 MM, good suits (else 2♠), S/T

### 1♣-1M-2oM

1♣-1♥

- └─ 2♠.....NAT, STR, FG

1♣-1♠

- └─ 2♥.....NAT, STR, FG

### 3.1.3 1♣-1NT

1♣-1NT

- └─ 2♣.....S/O
- └─ 2♦♥♠.....NAT, reverse, F
  - └─ 2NT.....PUP (maybe S/O in ♣)
  - └─ 3♣.....FG
- └─ 2NT.....INV, short in the other minor

### 3.1.4 1♣-2♦

A weak Multi-coloured (<= 6 HCP) or a hand with club fit and a limit. The weak hand may not be strong enough opposite a strong (balanced) hand.

1♣-2♦

- └─ 2♥.....similar to the 2D opening
  - └─ Pass.....weak ♥
  - └─ 2♠.....weak ♠
  - └─ 2NT.....5+♣, INV, NF
  - └─ 3♣.....5+♣, INV, NF
- └─ 2♠.....similar to the 2D opening

Pass	....weak	♠
2NT	....weak	♥
3♣	.....5+♣, INV, NF	
2NT	....idem	
3M	....idem	
3♣	.....NF	

### 3.1.5 1♣-2♥

Shows at least 5♠-4♥ and 5-9 HCP. This bid exists because after 1♣-1♠-2♣ a bid of 2♥ is at least INV. It is not mandatory because if you prefer 2♣ if partner rebids it, you can bid 1♦ or 1♠.

1♣-2♥-2NT	
3♣	.....3+♣
3M	.....INV, NF
3♦	.....3+♦
3M	.....INV, NF
3♥	.....5422, MIN
3♠	.....5422, MAX

### 3.1.6 1♣-2♠

Shows 5♠ and 4+♣, 7-9 HCP.

1♣-2♠	
2NT	.....(R)
3♣	.....MIN
3♦	.....3+♦, MAX, FG
3♥	.....3+♥, MAX, FG
3♠	.....MAX

### 3.1.7 1♣-2NT

1♣-2NT	
3♣	.....S/O
3♦	.....SPL, FG
3M	....idem

### 3.1.8 Intervention after 1♣

We play transfers now after X and a one level suit overcall.

**1♣-(D)** Pass is allowed now. Redouble and all suit bids at the one level are transfers.



1♣-(D)  
 | Pass....3+♣, nothing to bid  
 | Rdbl....would normally bid 1D (if weak no 3+♣)

**1♣-(1X)** We play transfers now.

**1♣-(1X)-P-(2X)** Any bid by opener is strong. 2NT is natural after which partner acts as if 2NT has been opened.

**1♣-(2X)-P** Like 1♣-(1X)-P-(2X) except that a double may not be so strong.

**1♣-(P)-1♦-(D)** A pass shows a minimal balanced hand with at least 3♦. Redouble shows a strong hand and at least 3♦. Other bids are as usual but 1M suggests an unbalanced hand.

**1♣-(P)-1♦-(nX)** Double is for take-out and strong and a NT bid shows a maximal balanced hand.

**1♣-(P)-1M-(...)** (Re)double shows 3M support but only when we can return to 2M.

**1♣-(P)-2♣-(...)** A double is for penalties by opener as long as they do not jump. If they jump it is for take-out (avoid doubles when short).

**1♣-(P)-2♦-(...)** See the Multi-coloured opening.

## 4 The 1♦ opening

The 1♦ opening shows at least 4♦. With 2♣ and 4♦ and a balanced hand we tend to open 1♦ but 1♣ can be chosen for strategic reasons. With 18-19 BAL we only open 1♦ with a good 5 card suit.

### 4.1 Answers

Changes 2019-06-01:

- Removed inverted minor
- Moved fit after 1D-1M to another place

1♦  
 └ 1M.....4+M 5+HCP  
 └ 1NT.....6-10 no 4M  
 └ 2♣.....FG, 4+♣ (usually 5)  
 └ 2♦.....NAT, 6-9 HCP, NF  
 └ 2♥.....5♠-4+♥, 5-9 HCP, see continuation after 1♣  
 └ 2♠.....6♠, weak  
 └ 2NT.....INV  
 └ └ 3m.....NF  
 └ └ 3M.....SPL, FG  
 └ 3♣.....4+♦, INV  
 └ 3♦.....5-9 4+♦  
 └ 3M.....INV 6+M  
 └ 3NT.....12-15 all suits stopped, normally 3343 or 3334.

#### 4.1.1 1♦-1M

1♦-1M  
 └ 1♠.....4+♠ NF  
 └ 1NT.....12-14 HCP, BAL, see 1♣ opening  
 └ 2♣.....5+♦ 4+♣ 11-17(18)  
 └ 2♦.....6+♦ 11-14(15)  
 └ 2M.....(3)4+M 12-14  
 └ └ 2NT.....(R), F1R  
 └ └ 3m.....FG, S/T  
 └ 2♥.....16+ HCP, 5+♦-4+♥  
 └ 2♠.....19+ HCP, 5+♦-4+♠, FG  
 └ 3♣.....19+, 5+♦-4+♣, FG  
 └ 3♦.....15-17, 6+♦

1♦-1♥-2♥  
 └ 2♠.....INV, NAT

1♦-1♠-2♠  
 └ 3♥.....INV, NAT

#### 1♦-1M-2NT

1♦-1♥  
 └ 2NT.....18+ HCP, 5+♦  
 └ └ 3♣.....(R)  
 └ └ └ 3♦.....5332, NF  
 └ └ └ 3♥.....3♥, FG  
 └ └ └ 3♠.....6+♦, no 3♥, FG  
 └ └ 3♦.....fit, FG, (mild) S/T

1♦-1♠  
 └ 2NT.....18+ HCP, 5+♦  
 └ 3♣.....(R)

- 3♦.....5332, NF
- 3♥.....6+♦, no 3♠, FG
- 3♠.....3♠, FG
- 3♦.....fit, FG, (mild) S/T

#### 4.1.2 1♦-1NT

- 1♦-1NT
- 2m.....NF
- 2M.....16+ reverse, F1R
  - 2NT.....PUP, S/O in 3m
  - 3m.....GF
- 2NT.....INV, short in other minor
- 3♣.....4+♣, FG
- 3♦.....6+♦, INV
- 3M.....6+♦, FG, autosplinter

#### 4.1.3 1♦-2♣

- 1♦-2♣
- 2♦.....min not suited for another bid, can be only 4♦
- 2M.....extra's 5+♦ 4+M
- 2NT.....bal
- 3♣.....4+♣ not complete min
- 3♦.....6+♦ 14+
- 3M.....Spl 4+♣

## 5 Fit after 1m-1M

- 1m-1M
- 2M.....MIN, usually 4M but sometimes 3M is possible
  - 2NT.....F1, any INV+
    - 3M.....MIN, 4M
    - 3X.....MAX, 3+M, NAT
    - 3NT.....4M333
    - 4M.....MAX, 4M, SPL oM
    - 4m.....MAX, 5422
    - 4om.....MAX, 4M, SPL om
  - 3M.....5M, (mildly) INV
  - 2♠/3♥...(bid in other major w/o jump), 54 MM, INV+
  - 3X.....5M, NAT, INV+
- 3M.....4M, INV
  - 1step...(R)
    - 3NT.....(M = ♥) SPL oM
    - 4oM.....(M = ♠) SPL oM
    - 4om.....SPL om
    - 4m.....5422
- 3oM.....4M, FG
  - 1step...(R), GF

	3NT.....(M = ♠) SPL oM
	4M.....(M = ♥) SPL oM
	4om.....SPL om
	4m.....5422
3NT.....4M, FG, void oM	
4om.....4M, FG, void om	
4m.....64, STR	
4M.....64, weaker	

## 6 Transfers after 1m and a one level overcall or take-out double

All bids up to 2♠ (excluding 1NT and 2♣ after a 1♦ opening) are transfers. All bids are FG opposite a strong opener (17+ HCP).

### 6.1 Two level transfers

When X is their suit bid and Y is a new suit bid there are seven variants:

1. 2Y (m =< Y < X-1) shows a transfer to the next suit showing at least 5 cards. An example is 1♦-(1♠)-2♦.
2. 2Y (Y = X-1) is a transfer to their suit hence it shows fit and it is at least INV. An example is 1♦-(1♠)-2♥.
3. 2Y (X <= Y < ♠) is a transfer to the next suit showing at least 6 cards, either weak (6-9 HCP) or FG. An example is 1♦-(1♥)-2♥.
4. 3m is natural (at least 5 cards after 1♣ and 4 otherwise) and weak.
5. 3Y (Y < X) shows at least 6 cards and is weak.
6. 3Y (X <= Y < ♠) is a transfer to the next suit showing at least 6 cards and is invitational.
7. 3S is a transfer to 3NT showing at least Axx in their suit.

### 6.2 One level transfers

It is more difficult to play 2m but not impossible. You may be able to bid 1♠, a transfer to 1NT, after which you can correct to 2m.

1m-(1X)	
Db1.....	Negative double with at least 4 (and at most 5) cards in the next suit (X<♠) or the other major (X=♠).
1♥.....	Transfer to 1♠. At least 4♠.
1♠.....	Transfer to 1NT. Normally a hand without a good stopper.
1NT.....	NAT
2m.....	A transfer to the next suit showing at least 5 cards.
2♠.....	A transfer to 2NT. At least INV. Opener should play (positional).
2NT.....	Natural, INV
3♠.....	FG, BAL, Axx in their suit and wants to play 3NT

1m-(D)	
Rdbl.....	transfer to the next bid
1X.....	transfer to the next bid, see above

1♦-(1X)  
 └─ 2♣.....NAT and INV+

1♣-(1♦)  
 └─ 2♣.....variant 2: transfer to their suit, hence fit and at least INV  
 └─ 2♦♥.....variant 3: transfer to the next suit, showing at least 6 cards  
 └─ 3♣.....barrage  
 └─ 3♦.....variant 6: 6♥, INV  
 └─ 3♥.....variant 6: 6♠, INV

1♣-(1M)  
 └─ 2♣.....variant 1: transfer to the next suit (♦) showing at least a  
     reasonable 5 card suit and 9+HCP (trying for 3NT)  
 └─ 3♣♦.....barrage

1m-(1♥)  
 └─ 2♦.....variant 2: transfer to their suit, hence fit and at least INV  
 └─ 2♥.....variant 3: transfer to the next suit (♠), showing at least 6 cards  
 └─ 3♥.....variant 6: 6♠, INV

1m-(1♠)  
 └─ 2♦.....variant 1: transfer to the next suit, showing a reasonable 5 card  
     suit and 9+HCP or 6 cards and 6+HCP  
 └─ 2♥.....variant 2: transfer to their suit, hence fit and at least INV  
 └─ 3♥.....6♥, INV

## 6.3 Further development

Opener responds to a 1 level transfer as if the bid has been bid naturally but accepting the transfer shows 3 cards(or 4 cards with a bad hand). Accepting the transfer by jumping to the two level just shows a non-minimal opening and 4 cards. When responder shows (not necessarily bids) ♥ or ♠ after 1♣ a 2♦ bid by opener is system-on (i.e. a strong relay asking for the major length).

## 7 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 2♣.

After a non fit response of 1♠ or 1NT a direct 2NT rebid promises 6 cards in the major and maybe 4 cards in a minor. The 2NT bid is then forcing to game. An indirect 2NT rebid (via Gazilli) promises 18-19 NT or 17-19HCP with 5M4m.

### 7.1 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

## 8 Fit after 1M

### 8.1 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!!!!???)

## 8.2 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.

## 9 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 5crd suit are upgraded regularly.

### 9.1 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
```

#### 9.1.1 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

### 9.1.2 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

```

## 9.2 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)
├─ Db1....values and a double later on is for take out
├─ 2♦.....NF
├─ 2♥.....NF (?)
├─ 2♠.....minors (?)
├─ 2NT....transfer lebensohl
├─ 3X.....transfer lebensohl

```

### 9.2.1 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

## 9.2.2 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.

# 10 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.

## 10.1 Answers

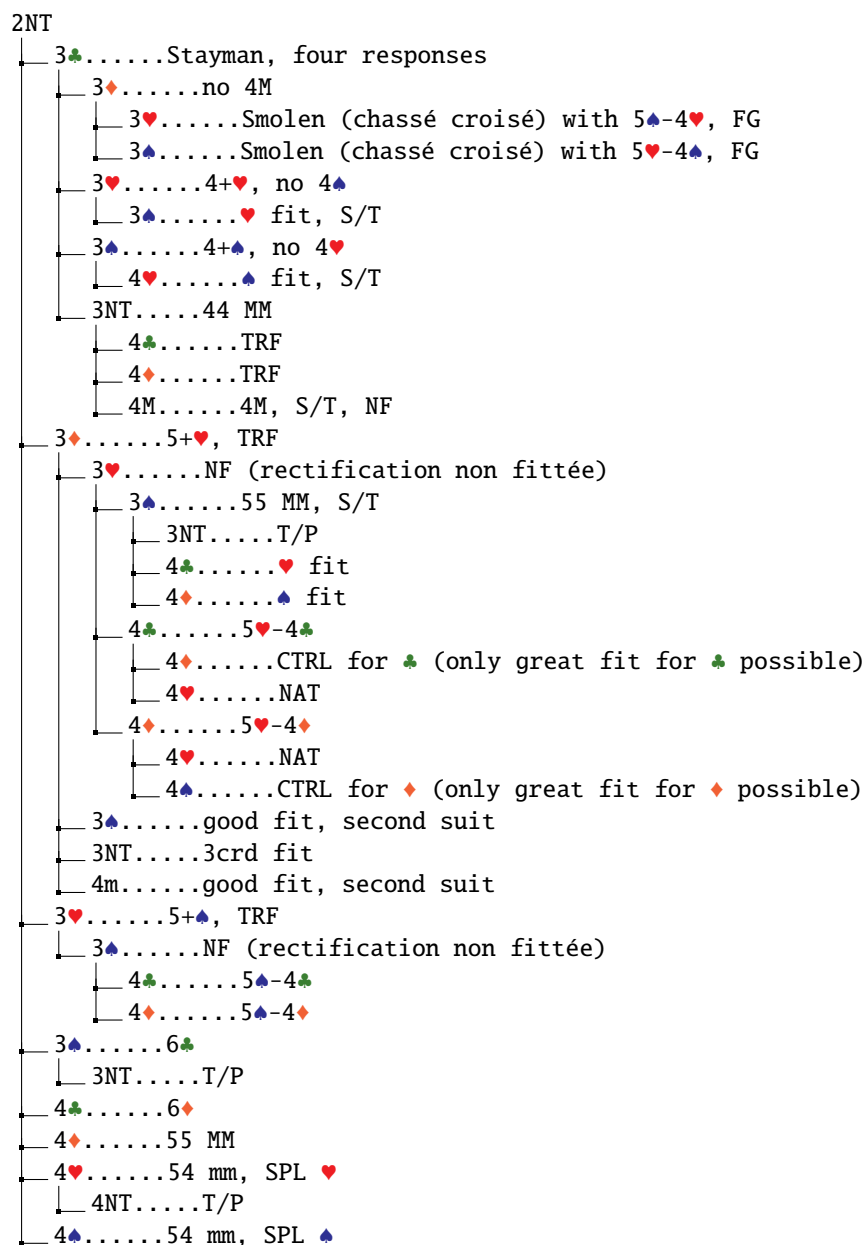
A change of suits is non forcing after a non-vulnerable opening but forcing otherwise.

### 10.1.1 2M-2NT

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

## 11 The 2NT opening

### 11.1 Answers



## 11.2 Intervention

# 12 They open the bidding

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

## 12.1 1X

### 12.1.1 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).

## 12.2 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)
├─ Db1.....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
```

## 12.3 2NT Opening

```
(2NT)
├─ Db1.....MM (from both hands)
```

## 12.4 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.

### 12.4.1 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

```

## 12.4.2 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.

# 13 We open the bidding

## 13.1 They intervene with a natural 1NT

```

1m-(1NT)
| Db1....bicolor Mm (see our intervention after 1NT)
| 2m.....both MM
| 2om....NAT
| 2M.....NAT

```

## 13.2 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

## 13.3 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.

# 14 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

## 14.1 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).

## 14.2 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.



## 15 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