

WG-GJP 1.0

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1 Introduction

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

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├ 1♣.....2+♣, NAT or BAL, 11+ HCP (11+ if BAL)
├ 1♦.....4+♦, 11+ HCP (11+ if BAL)
├ 1♥♠.....5+♥/♠, 11+ HCP (11+ if BAL)
├ 1NT.....11-13 HCP 1st and 2nd NV else 14-16 HCP
├ 2♣.....Weak-two in ♦ / Any game force except ♦
├ 2♦.....Multi-coloured: 6+♥/6+♠ and 5-10 HCP or 22-24 BAL or FG with ♦
├ 2M.....5M, 4+m, 5-10 HCP
├ 2NT.....20-22 HCP, BAL (5M332 or 5m422 possible) and maybe even 4441, 5431 or
│        6322 (no 5+M)
├ 3X.....PRE
└ 3NT.....Gambling
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2 The 2♣ opening

2.1 Answers

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2♣.....One of:
├ 1) weak-two in ♦
├ 2) 25+ NT
├ 3) FG in ♣, ♥ or ♠
└ 2♦.....(R)
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- Pass....weak-two in ♦
- 2♥.....FG in ♥
 - 2♠.....(R), any hand not suitable for other bids hence 0+ HCP
 - 2NT.....4♠
 - 3m.....4+m
 - 3♥.....6♥
 - 2NT.....5+♠, 6+ HCP
 - 3m.....5+m, 6+ HCP
 - 3♥.....fit, at least Hxx or xxxx, 6+ HCP
 - 3♠.....no SPL
 - 3NT.....SPL ♠
 - 4m.....SPL m
 - 3♠.....fit, at least Hxx or xxxx, 6+ HCP, SPL ♠
 - 3NT.....fit, at least Hxx or xxxx, 6+ HCP, SPL ♦
 - 4♣.....fit, at least Hxx or xxxx, 6+ HCP, SPL ♣
- 2♠.....FG in ♠
 - 2NT.....(R), any hand not suitable for other bids hence 0+ HCP
 - 3m.....5+m, 6+ HCP
 - 3♥.....5+♥, 6+ HCP
 - 3♣.....fit, at least Hxx or xxxx, 6+ HCP
 - 3NT.....no SPL
 - 4m.....SPL m
 - 4♥.....SPL ♥
 - 3NT.....fit, at least Hxx or xxxx, 6+ HCP, SPL ♥
 - 4m.....fit, at least Hxx or xxxx, 6+ HCP, SPL m
- 2NT.....25+HCP, BAL
- 3♣.....FG in ♣, one of:
 - 1) 4M
 - 2) 1-suiter, not a solid suit plus stoppers and 9 tricks
 - 3♦.....(R)
 - 3M.....variant 1
 - 4♣.....S/A for ♣
 - 4♦.....S/A for M
 - 3NT.....variant 2
 - 4m.....variant 2
 - 3M.....5+M
- 3♦.....FG, 5+♣-4♦
 - 3M.....stopper
 - 4♣.....S/A for ♣
 - 4♦.....S/A for ♦
- 3M.....FG, 5+♣-5M, clubs better or longer
 - 4♣.....S/A for ♣
 - 4♦.....S/A for M
- 3NT.....FG in ♣, 1-suiter, a solid suit plus stoppers and 9 tricks
- 2M.....5+M, F1R
 - 2NT.....25+ HCP, BAL
 - 3♦.....weak-two in ♦, no fit, NF
 - 3M.....FG
 - 3M.....weak-two in ♦, fit, MIN
 - 4M.....weak-two in ♦, fit, MAX
 - 2X.....FG, system-on if possible
 - 3X.....FG, system-on if possible
 - 3NT.....FG, system-on if possible
- 2NT.....(R), STR
 - 3♣.....weak-two, not MAX or no good suit
 - 3♦.....NF
 - 3♦.....weak-two, MAX, good suit, SPL ♣
 - 3♥.....weak-two, MAX, good suit, SPL ♥

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| 3♠.....weak-two, MAX, good suit, SPL ♠
| 3NT.....weak-two, MAX, good suit, no SPL
| 4X.....same meaning and development as after 2♣-2♦-3X
| 3♣.....6+♣, INV
| 3♦.....PRE
| 3M.....6M, INV

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2.2 Intervention

We just keep it simple: a pass promises clubs, redouble is a Puppet to 2♦ with an own suit and a weak hand. The rest is system-on.

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2♣-(D)
| Pass....5+♣, NF
| Rdbl....Puppet to 2♦

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3 The 2♦ opening

3.1 Answers

Changes 2018-01-09:

- 2♦-2♠ is positive
- 2♦-2♠-3NT is 22-24 HCP, BAL

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2♦.....Multi-coloured, one of:
| 1) weak-two in a major
| 2) 22-24 NT
| 3) FG in ♦
| 2♥.....(R)
| 2♠.....weak-two in ♠
| 2NT.....(R) asking for shortness
| 3♣♥.....Splinter, MIN/MAX
| 3♠.....MIN
| 3NT.....MAX
| 3m.....T/P, no short ♥ (else 3m response)
| 3♥.....6+♥, INV
| 3♣.....PRE
| 2NT.....22-24 NT, see 2NT opening
| 3♣.....FG in ♦, one of:
| a) 4M
| b) 1-suiter, not a solid suit plus stoppers and 9 tricks
| 3♦.....(R)
| 3M.....variant a
| 4♣.....S/A for M
| 4♦.....S/A for ♦
| 3NT.....variant b
| 4m.....variant b
| 3M.....5+M
| 3♦.....FG, 5+♦-4+♣
| 3M.....stopper
| 4♣.....S/A for ♣

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- 4♦.....S/A for ♦
- 3M.....FG, 5+♦-5M
 - 4♣.....S/A for M
 - 4♦.....S/A for ♦
- 3NT.....FG in ♦, 1-suiter, a solid suit plus stoppers and 9 tricks
- 2♠.....NF, opposite a weak-two in ♠, positive (normally 10+ HCP)
 - 2NT.....weak-two in ♥
 - 3m.....5♠-5m, FG
 - 3♥.....NF
 - 3♠.....6♠, INV
 - 3X.....see 2♦-2♥-3♣
 - 3NT.....22-24 HCP, BAL
- 2NT.....(R), STR
 - 3♣.....weak-two in ♥, not MAX or no good suit
 - 3♦.....weak-two in ♠, not MAX or no good suit
 - 3♥.....weak-two in ♠, MAX, good suit
 - 3♠.....weak-two in ♥, MAX, good suit
 - 3NT.....solid weak-two
 - 4X.....same meaning and development as after 2♦-2♥-3X
- 3m.....T/P, short ♥ (else 2♥ response)
- 3M.....P/C
- 3NT.....T/P, short ♥
 - 4♣.....TRF for ♥ (e.g. KQJ109x)
 - 4♦.....TRF for ♠
- 4♣.....ART, asks for transfer
- 4♦.....ART, asks for major
- 4M.....NAT, T/P

3.2 Intervention

We just keep it simple: a pass promises diamonds, redouble is a Puppet to 2♥ in order to play with a long suit. The rest is system-on.

2♦-(D)

- Pass....wants ♦ lead
- Rdbl....wants ♣ lead

2♦-(2M)

- Pass....NF
- Dbl.....P/C

2♦-(3m)

- Dbl.....PEN
- 3M.....P/C
- 4X.....see 2♦-4X

2♦-(P)-2NT-(3m)

- Dbl.....that was my bid
- Pass....3om was my bid

2♦-(P)-2NT-(3M)
 | Dbl.....PEN, my suit
 | Pass.....oM, MIN

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, slam try
 | | 4M.....S/O
 | | 4m.....SPL, S/T
 | 2NT.....at least 3M and either a limit or a (limited) gameforcing hand
 | | 3♣.....slam try
 | | | 3♦.....relay, positive
 | | | | 3M.....BAL
 | | | | 3X.....NAT (X = oM)
 | | | | 3NT.....SPL in the other major
 | | | | 4m.....SPL m
 | | | 3M.....minimum, sorry
 | | | | 3NT.....NAT (since slam is not possible)
 | | | 3X.....NAT (X = oM)
 | | | 3NT.....SPL in the other major
 | | | 4m.....SPL
 | | 3♦.....game try
 | | | 3NT.....NAT (since slam is not possible)
 | | 3M.....S/O
 | | 3X.....FG, NAT (X = oM)
 | | 3NT.....SPL in the other major, stronger than via 3♣
 | | 4m.....SPL, stronger than via 3♣
 | | 4M.....to play, no interest in slam
 | 3NT.....4M, SPL in the other major, 13-15 HCP
 | 4m.....4M, SPL m, 13-15 HCP

5 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