

GH-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 (12+ if BAL)
1♦	4+♦, 11+ HCP (12+ if BAL)
1♥♠	5+♥/♠, 11+ HCP (12+ if BAL)
1NT	15–17 BAL
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	22–24 BAL
3X	PRE
3NT	Gambling

2 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.

2.1 Answers

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♣	inverted minor, 5+♣, FG
2♦	0-7 HCP, 6M
2♥	5♠-4+♥, 5-9 HCP
2♠	inverted minor, INV
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

2.1.1 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+♣)
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

2.1.2 1♣-1M

Changes 2017-12-22:

- Added 1C-1M-1S
- Modified 1C-1M-2M-2N-4CD
- Modified 1C-1M-2M-3X
- Modified 1C-1M-2D (4M possible)

1♣-1M

- 1♠ (after 1♥) shows 4♠ (but can bid 1NT too with 4333)
2♣♦ NAT or two-way Checkback Stayman (TODO)
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-1N

1♣-1M-1NT

- 2♣ PUP to 2♦
2♦ Mandatory
Pass S/O
2M INV, 5M, NF
2NT INV, 4M
3m INV, 5M, 5m
3NT FG, (5M332), asks opener to bid M with 3M and a suitable hand
2♦ FG, CONV
2NT PUP
3♣ Mandatory
Pass S/O
3♦ 4M, 5♦, INV
3m 5M-5m, good suits (else 2♦), FG
3M 6M, good suit (else 2♦), FG

1♣-1♥-1NT-2♣-2♦

- 2♠ INV, 5♥, 4♠, NF

1♣-1♠-1NT-2♣-2♦

- 2♥ INV, 5♠, 4♥, NF

1♣-1♥-1NT

- 3♠ 65 MM

1♣-1♠-1NT

- 3♥ 55 MM

1♣-1M-2♣

1♣-1♥-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
2NT		exactly 4M, F
	3♣	MIN
	3X	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
1♣-1♠-2♣		
	2♥	NAT, INV (1♣-2♥ shows 5♠-4♥ and a weak hand)
	3♥	55 MM
1♣-1M-2D		
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♦		
	3♠	65 MM, good suits (else 2♠), S/T
1♣-1♠-2♦		
	3♥	55 MM, good suits (else 2♠), S/T
1♣-1M-2M		

1♣-1M

2M MIN, usually 4M but sometimes 3M is possible
2NT F1, any INV+
3♣ MIN, 3M, 5♣, NF
3M MIN, 4M
3X MAX, 3M, NAT
3NT 4M333
4M MAX, 4M
4♦ MAX, 4M, SPL ♦ (om)
3M 5M, (mildly) INV
2♠/3♥ (bid in other major w/o jump), 54 MM, INV+
3X 5M, NAT, S/T

1♣-1♥-2♥-2NT

4♣ MAX, 4♥, SPL ♠

1♣-1♠-2♠-2NT

4♣ MAX, 4♠, SPL ♥

1♣-1M-2oM

1♣-1♥

2♠ NAT, STR, FG

1♣-1♠

2♥ NAT, STR, FG

strong with 4 cards fit after 1♣-1M

1♣-1M

3♦ SPL, 4M, FG
3M 4M, INV
3M+1 (R), asks for singleton that opener should show naturally
4♦ singleton
3NT singleton ♠ (M=♥)
4♥ singleton ♥ (M=♠)
3NT 5422, 4M, FG
4♣ 6-4, good suits, (mild) S/T
4X (X < M), void, 4M

1♣-1♥

3♠ SPL ♠, 4♥, FG

1♣-1♠

3♥ SPL ♥, 4♠, FG

2.1.3 1♣-1NT

Changes 2017-12-22:

- Added 1C-1N

1♣-1NT

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

2.1.4 1♣-2♦

A weak Multi-coloured (≤ 6 HCP). A hand that may not be strong enough opposite a strong (balanced) hand.

1♣-2♦

2M	see the 2M opening
2NT	idem
3M	idem
3♣	NF

2.1.5 1♣-2♥

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

1♣-2♥-2NT

3♣	MIN, no 5-5
3♦	MIN, 5-5
3♥	MAX, FG, no 5-5
3♠	MAX, FG, 5-5

2.1.6 1♣-2♠

Inverted minor and just INV.

1♣-2♠

2NT	NF
3♣	S/O
3♦	SPL, FG
3M	idem

2.1.7 1♣-2NT

1♣-2NT

3♣	S/O
3♦	SPL, FG
3M	idem

2.1.8 Intervention after 1♣

1♣-(D) Pass is allowed now. All bids except pass, redouble and 1♦ remain unchanged. So for example, 2♣ is still inverted minor and FG.

1♣-(D)

Pass	nothing to bid, maybe even 5=5=3=0
Rdbl	at least 10 HCP and not very unbalanced
1♦	5+♦, 0+HCP, opener responds like after 1♣-1♦ without further intervention

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. Redouble shows a strong hand and at least 3♦. Other bid 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.

3 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.

3.1 Answers

Changes 2017-12-22:

- Modified 1D-2C
- Modified 1D-2D
- Modified 1D-2H

1♦

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

3.1.1 1♦-1M

Changes 2017-12-23:

- 1D-1M-2S

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
2♠/3♥	INV, nAT
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♦-1M-2NT

1♦-1♥

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

strong with 4 cards fit after 1♦-1M

1♦-1M

3M 15-17, (4)5+♦-4M
1step asking shortness
4♦ 6m-4M, 16+ HCP, (mild) S/T
4M 6m-4M, 11-15 HCP

1♦-1♥

3♠ 4♥, FG, UNB
3NT (R)
3NT 4♥, SPL ♠, stronger than 3S
4♣ 4♥, SPL ♣, stronger than 3S

1♦-1♠

3♥ 4♠, FG, UNB
3♠ (R)
3NT 4♠, SPL ♥, stronger than 3H
4♣ 4♠, SPL ♣, stronger than 3H

3.1.2 1♦-1NT

Changes 2017-12-23:

- Modified 1D-1N-2N
- Added 1D-1N-3M

1♦-1NT

2m NF
2M 16+ reverse, F1R
2NT NF
3m NF
2NT INV, short in other minor
3♣ 4+♣, FG
3♦ 6+♦, INV
3M 6+♦, FG, autosplinter

3.1.3 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+♣

3.1.4 1♦-2♦

All Nat, except 3♣ = Spl

4 Inverted minor

1m-2m is inverted minor and FG. Promises 5 cards after 1♣ and 4 cards after 1♦.

1♣-2♣

- 2♦ at most 3 cards in ♣
- 2M at least 4♣, NAT
- 2NT at least 4♣, NAT
- 3♣ at least 4♣, NAT
- 3NT 18-19 BAL, 4♣, NAT
- 3X SPL, STR

1♦-2♦

- 2M NAT
- 2NT NAT
- 3♣ SPL, STR
- 3♦ NAT
- 3NT 18-19 BAL, 5332, NAT
- 3M SPL, STR

5 Transfers after 1m and a one level overcall

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).

When X is their suit bid and Y is a new suit bid there are three 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. An example is 1♦-(1♥)-2♥.

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.

All direct bids by responder at the three level are natural and preemptive.

1m-(1X)

- Dbl Negative double with at least 4 (and at most 5) cards in the next suit (X<♠) or the other major (X=♠).
- 1♠ Transfer to 1NT. Normally a hand without a good stopper.
- 1NT NAT
- 2♣ (after 1♦) NAT and INV+
- 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 5-5 in the suits not bid, 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 and 6+HCP
- 1♣-(1M)
 2♣ variant 1: transfer to the next suit (♦) showing at least a reasonable 5 card suit and 9+HCP (trying for 3NT)
- 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 and 6+HCP
- 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

5.1 Further development

Opener responds to a 1 level transfer as if the bid has been bid naturally but accepting the transfer shows 3 cards. Accepting the transfer by jumping to the two level just shows a minimal opening and 4 cards. When responder shows (not necessarily bids) ♥ or ♠ after 1♣ a 2♦ bid is system-on.

6 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.

6.1 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

6.1.1 1♥-1♠

- 1♥-1♠
 1NT 12-14 SA
 2♣ a kind of Gazilli with one of:
 1) 4+♣
 2) 18-19 NT
 3) 17-19 HCP, 5♥-4m
 4) FG, exactly 5♥ and one minor

5) 3♠, 15-17 HCP, no 5332

2♦ (R)

2♥ variant 1

2♠ ART, FG

2NT INV, no 4♣

3♣ T/P

3♦ 5♠-5♦, FG

2♠ variant 5

Pass NF

2NT FG

3♣♦♥♠ FG

2NT variant 2 or 3

3♣ (R), FG, 5♣ or 5♠ possible

3♦ no 4m

3♥ shows 5♣

3♠ shows 5♠

3♥ shows 4♣

3♠ shows 5♠

3♠ 4♦, 3♠ (changed 1-11-2017)

3NT 4♦, no 3♠ (changed 1-11-2017)

3♦ 5♦, FG

3♥ 3♥, FG

3♠ 6♠, FG

3m variant 4

2♥ T/P, NAT, normally 3♥ (otherwise 2♦)

2♠ NAT, T/P, no interest in playing 3♣ opposite variant 1

2NT 4♣, INV

3♣ T/P

3♣ 5♣, INV

3♦ 6♦, T/P

3♥ 5♠-3♥, INV

2♦ 5+♥-4+♦, limited to about 16 HCP

2♥ 6♥, NF

2NT F, see 1m-1M-2m-2N

2♠ NAT, normally 4♠

2NT F, see 1m-1M-2M-2N

2NT 6♥, FG

3X see 1♥-1♠-2♣-2♦-2NT

3♣ 15-17 HCP, 5♥-5♣

3♥ T/P

3♠ 5+♠, FG

4♣ S/A ♣

4♦ S/A ♥

3♦ 15-17 HCP, 5♥-5♦

3♥ T/P

3♠ 5+♠, FG

4♣ S/A ♥

4♦ S/A ♦

3♥ INV

3♠ 5+♠, FG

3♠ 4♠, INV

3NT ASK for SPL

3NT 4♠, FG

4♣ ASK for SPL

4♦ SPL ♦

4♥ SPL ♣

4m 4♠, S/T, void

4♥ 6+♥, 3♠

4♠ T/P

6.1.2 1M-1N

1M-1NT

- 2♣ a kind of Gazilli with one of:
- 1) 4+♣
 - 2) 18-19 NT
 - 3) 17-19 HCP, 5M-4m
 - 4) FG, exactly 5M and another suit
 - 5) 15-17 HCP, 5♠-4♥ (after 1♠)
- 2♦ (R)
- 2M variant 1
- 2NT INV, no 4♣
- 3♣ T/P
- 2♥ variant 5
- 2NT FG
- 3♥ NF
- 2♠ variant 4
- 2NT variant 2 or 3
- 3♣ (R), FG, 5♣ possible
- 3♦ no 4m
- 3♥ shows 5♣
- 3♥ shows 4♣
- 3♠ 4♦, 3oM (changed 1-11-2017)
- 3NT 4♦, no 3oM (changed 1-11-2017)
- 3♦ 5♦, FG
- 3m variant 4
- 2M T/P, NAT, normally 3M (otherwise 2♦)
- 2♥ (after 1♠), 5+♥, no interest in playing 3♣ opposite variant 1
- 2NT 4♣, INV
- 3♣ T/P
- 3♣ 5♣, INV
- 3♦ 6♦, T/P
- 2♦ 5+M-4+♦, limited to about 16 HCP
- 2M 6M, NF
- 2X (after 1♠) 5♠-4♥, 11-14 HCP (X = oM)
- 2NT 6M, FG
- 3X see 1M-1NT-2♣-2♦-2NT
- 3m 15-17 HCP, 5M-5m
- 3M 6M, INV

1♥-1NT-3m

3♠ 15-17 HCP, 5-5

1♠-1NT-3m

3♥ 15-17 HCP, 5-5

1M-1NT-3♣

3M T/P

4♣ S/A ♣

4♦ S/A M

1M-1NT-3♦

3M T/P

4♣ S/A M

4♦ S/A ♦

1♥-1NT-3m

3♥ NAT, FG

7 Fit after 1M

7.1 Answers

1M

- 2M fit, 7-9 (10) HCP
- 3M (mild) INV, normally 6M
- 2♠/3♥ NAT, F1R
- 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

8 The 1NT Opening

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

8.1 Answers

1NT

- 2♣ Stayman, not with 5-4MM FG!
- 2♦ 5+♥ or 54MM FG TRF
- 2♥ 5+♠ TRF
- 2♠ 4441 or 5m4M31
- 2NT 6+♣ or 5-5 mm FG TRF
- 3♣ 6+♦ TRF
- 3♦ 22(54) FG, looking for best game
- 3♥ 31(54) FG
- 3♠ 13(54) FG
- 3NT T/P
- 4♣ 6+♥
 - 4♥ forced
- 4♦ 6+♠
 - 4♠ forced

8.1.1 Continuation after Stayman

1NT-2♣

2♦ no 4M
 2♥ 4+♥, no 4♠
 2♠ 4+♠, no 4♥
 2NT 44MM min
 3♦ TRF ♥
 3♥ TRF ♠
 3♣ 44MM max
 3♦ TRF ♥
 3♥ TRF ♠

1NT-2♣-2♦

2♥ 4+♥ 4+♠ NF
 2♠ 5+♠ 4+♥ NF
 2NT INV
 3m 5+m 4M FG
 3♥ 5♥-4♠ INV
 3♠ 5♠-4♥ INV
 3NT T/P
 4♣ 4♣ S/T, balanced
 4♦ nat
 4NT Sign off
 4M CUE
 4NT sign off
 4♦ 4♦ S/T, balanced
 4♥ K/B
 4♠ CTRL
 4NT sign off
 5♣ CTRL

1NT-2♣-2♥

2♠ (R)
 2NT 3433 or 34(42)
 3♥ S/A ♥
 3m 5m
 3♥ S/A ♥
 3♥ 5♥
 3♠ S/A ♥, CUE
 4m S/A ♥, CUE
 2NT INV
 3m 5+m-4♠ FG
 3♥ INV
 3♠ 3433 CoG
 4m see 1N-2♣-2♦

1NT-2♣-2♠

2NT INV
 3m 5+m-4♥ FG
 3♥ (R)
 3♠ exactly 4♠ not 4333
 3NT 4333
 4X 5♠ CUE
 3♠ INV
 4m see 1N-2♣-2♦

8.1.2 Continuation after Transfers

1NT-2♦

2♥	NF
2♠	5+4+MM FG
2NT	(R)
3m	"NAT"
3M	3M
3M	5M4OM22
3NT	55MM
3m	5+m (good suit) not 4M
3M	S/A M
2NT	INV
3m	NF
3♠	5+♠ FG
3m	4+m FG
3M	might be "I am stuck"
3♥	6+♥ INV
3♠	6+♥ SPL
3NT	T/P
4m	6+♥ SPL
4♥	6+♥ S/T
2NT	4+♥ MAX
3♣	INV
3♦	Xfer
3♠	SPL
4m	SPL
3♥	4+♥ MIN

After 1N-2H we use the same structure as over 1NT-2D, so very natural.

1NT-2NT

3♣	Forced
3♦	5-5 ♦+♣ FG
3M	SPL 6+♣
3NT	suggests SPL ♦

1NT-3♣

3♦	Forced
3M	SPL
3NT	suggest SPL ♣

8.1.3 Continuation after 1N-2♠

1NT-2♠

2NT	Forced
3X	Shortness, bidding continues natural

8.2 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♣)

Dbl	values and a double later on is for take out
2♦	NF
2♥	NF
2♠	minors
2NT	transfer lebensohl
3X	transfer lebensohl

8.2.1 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	nat, 4+M
2NT	MM, MIN
3♣	MM, MAX

1NT-(P)-2♣-(2M)

Dbl	take out (4+oM)
2♠	5+♠

1NT-(P)-2♣-(3m)

Dbl	pen
3M	5+M

8.2.2 They bid over our transfer

1NT-(P)-2♦/H-(D)

Pass	no 3 cards fit
Rdbl	retransfer
2♥/S	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 over cuebid dbl shows fit and willingness to compete.

9 The 2♣ opening

9.1 Answers

2♣

One of:

- 1) weak-two in ♦
- 2) 25+ NT
- 3) FG in ♣, ♥ or ♠

2♦ (R)

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, FIR
 2NT One of:
 1) weak-two in ♦
 2) 25+ HCP, BAL
 3♦ Only NF bid
 3X FG, NAT (no system-on!)
 3♦ weak-two in ♦, no fit, good suit, 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 ♥
 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

9.2 Intervention

We just keep it simple: a pass promises clubs, redouble is strong. The rest is system-on.

2♣-(D)

Pass 5+♣, NF
 Rdbl STR

10 The 2♦ opening

10.1 Answers

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)

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:

- 1) 4M

- 2) 1-suiter, not a solid suit plus stoppers and 9 tricks

3♦ (R)

3M variant 1

4♣ S/A for M

4♦ S/A for ♦

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

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 ♠

2NT weak-two in ♥

3♣ 5♠-5m, FG

3♦ (R)

3♥ shows 5♣

3♠ shows 5♦

3♦ (R), opener bids 4D with a MAX else 3H

3♥ NF

3♠ 6♠, INV

3X see 2♦-2♥-3♣

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 2D-2H-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

10.2 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	5+♦, NF
Rdbl	PUP to 2♥

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

11 The Muiderberg

Both 2♥ and 2♠ show 5M and 4+ minor (VULN 5) less than a one level opening bid. If your major suit is good you can open light. A minor of just four cards without a top honor is not allowed.

11.1 Answers

2M-

2♠	5+♠, NF
2NT	FG, ASK
3♣	P/C
3♦	INV for 4M
3M	PRE
3♥	6+♥, INV
4♣	5+♣-4+M
4♦	5+♦-4+M
4M	T/P
4NT	mm

11.1.1 2M-2N

2M-2NT

- 3♣ 4+♣ (VULN 5+), MIN/MED
- 3♦ NAT, 5+♦, FG, looking for best game/slam
- 3M FG with fit
- 3X NAT, 5+ cards, FG, looking for best game/slam (X = oM)
- 3NT T/P
- 4♣ NAT, S/T
- 4♦ K/B for ♣
- 4M T/P
- 3♦ 4+♦ (VULN 5+), MIN/MED
- 3M FG with fit
- 3X NAT, 5+ cards, FG, looking for best game/slam (X = oM)
- 3NT T/P
- 4♣ CTRL for ♦
- 4♦ NAT, S/T, no ♣ CTRL
- 4M T/P
- 4X K/B for ♦ (X = oM)
- 3♥ 5+♣, MAX
- 3♠ CoG
- 3NT T/P
- 4♣ NAT, S/T
- 4♦ S/A for M
- 4M T/P
- 3♠ 5+♦, max
- 3NT T/P
- 4♣ S/A for M
- 4♦ NAT, S/T
- 4M T/P

11.2 Intervention after our Muiderberg

2M-(D)-

- Rdbl Showing strength, can be with fit
- 2NT asks partner to bid just his minor
- 3m NAT, NF

2M-(2X)-

- Dbl PEN
- 2NT/4NT asks partner to bid just his minor
- 3♣ NAT and T/P
- 3♦ NAT, T/P

2M-(2NT)-

- Dbl PEN
- 3NT/4NT asks partner to bid just his minor
- 3♣ P/C
- 3♦ NAT, T/P

2M-(3X)-

- Dbl PEN
- 4NT asks partner to bid just his minor
- 3♦/4♦ NAT, T/P
- 4♣ P/C

12 The 2NT opening

12.1 Answers

After 2NT we try to reach 5-3 major fits even with 5♠-4♥. This means that standard Puppet Stayman is not good enough. So after the 3♣ response, opener must evaluate his hand opposite 5♠-4♥.

2NT- 20-22 HCP, BAL (5M332 or 5m422 possible) and maybe even 4441, 5431 or 6322 (no 5+M)

3♣ (R)
 3♦ one of:
 1) 4♠, maybe 4♥
 2) no 4M, suitable for 4♠ opposite 5♠-4♥
 3♥ 4♠
 3♠ variant 1
 3NT variant 2
 3♠ 4♥, maybe a S/T with 5♠-4♥
 3NT no 4♥
 4m NAT, S/T, see 1NT-2C-2D-4C
 4♥ 5♠-4♥, TRF to 4♠
 3♥ 4+♥, no 4♠
 3♠ (R)
 3NT exact 4♥
 4m 5m
 3♠ 5♠
 4m 5m
 4♥ S/T for ♥
 3NT no 4M, no interest in playing 4♠ opposite 5♠-4♥
 3♦ 5+♥, TRF
 3♥ NF
 3♠ 5♥-4♠, FG
 4♣ S/A for ♥
 4♦ S/A for ♠
 4♣ 5♥-4♣
 4♦ K/B (only great fit for ♣ possible)
 4♥ NAT
 4♦ 5♥-4♦
 4♥ NAT
 4♠ K/B (only great fit for ♦ possible)
 4♥ S/T
 3♠ good fit, second suit
 3NT 5♠2♥33
 4♣ S/A for ♠
 4♦/4♥ TRF
 4m good fit, second suit
 3♥ 5+♠, TRF
 3♠ NF
 4♣ 5♠-4♣
 4♦ K/B (only great fit for ♣ possible)
 4♠ NAT
 4♦ 5♠-4♦
 4♥ K/B (only great fit for ♦ possible)
 4♠ NAT
 4♠ S/T
 3NT 5♥2♠33
 4♣ S/A for ♥
 4♦/4♥ TRF
 4m good fit, second suit
 4♥ good fit, second suit
 3♠ mm

	4m	S/A
4♣	6♥, TRF to 4♥	
	4♥	forced
4♦	6♠, TRF to 4♠	
	4♠	forced
4♥	6♣, S/T	
	4♠	fit, MAX
	4NT	K/B
	4NT	no fit, T/P
	5♣	T/P
	5NT	K/B
	5♣	fit, MIN
	5NT	K/B
4♠	6♦, S/T	
	4NT	no fit, T/P
	5♦	T/P
	5NT	K/B
	5♣	fit, MAX
	5NT	K/B
	5♦	fit, MIN
	5NT	K/B

12.2 Intervention

13 They Open

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

13.1 Strong 1♣ or 2♣ opening

We play pretty standard over their strong opening bids, the 1♣ opening is explained below and after the 2♣ opening we play something similar.

(1♣)

Pass	might be strong
Dbl	4+4+ MM (dependent on vulnerability)
1X	natural can be (very) light
	1NT cuebid
	2NT (very) good raise
1NT	5+4+ mm
2♣	wide ranged
2♦	Weak
2M	Weak
2NT	5+5+ red suits
3X	PRE

13.2 1NT Opening

The meaning of our dbl depends on the strenght of their 1NT opening. For us a weak NT is: it can contain 13 or less HCP, so 13-15=weak 14-16=strong. If it is a strong 1NT we play it as 5+m-4M if it's a weak 1NT we play it as penalty/points. We play same methods in 2nd and 4th seat, if we passed previously and dbl a weak 1NT it is the 5+m-4M hand.

(1NT)

Dbl	5+m-4M
2♣	p/c
2♦	asks major
2M	to play

	2NT	INV+ minor??
	3m	to play
2♣		Landy, 5(4)+4+MM
	2♦	no pref, meaning <2 difference in majors, can have a (light) inv hand
	2M	Pref NF
	2NT	INV+ answers like Multi
	3m	NF
	3M	(light) inv
2♦		Multi, see 2♦ opening
2M		Muiderberg (can have 6M occasionally), see 2M opening
2NT		5+5+ minors wide range
3m		wide ranged, NAT
3M		PRE

13.3 2NT Opening

(2NT)

Dbl MM (from both hands)

13.4 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.

13.4.1 Direct two-suited bids

(1♣)

2♣	NAT
2♦	MM
2NT	♦+♥
3♣	Weak, 6+♣

(1♦)

2♦	MM
2NT	♣+♥
3♦	♣+♠ (normally 6♣)

(1♥)

2♥	♠+m
2NT	♣+♦
3♥	Asks stop for 3NT

(1♠)

2♠	♥+m
2NT	♣+m
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

13.4.2 They bid after our twosuit overcall

If they bid a new suit intending as natural, dbl is penalty. If they support each other, dbl is take out, might be INV for M if you don't have another INV. If they cue bid, dbl means that you would have liked to bid that.

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

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

- D = Double
- R = Redouble (hence not the reds)
- CoG = Choice of Games

The following abbreviations are **not** used:

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