

WL-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/Kungseten/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 (:

Ø

- 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 |

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

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 |

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+♣) |
| 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

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

3.1.3 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

3.1.4 1♣-2♣

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

3.1.5 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

3.1.6 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

3.1.7 1♣-2♠

Inverted minor and just INV.

1♣-2♠

| | |
|-----|---------|
| 2NT | NF |
| 3♣ | S/O |
| 3♦ | SPL, FG |
| 3M | idem |

3.1.8 1♣-2NT

1♣-2NT

| | |
|----|---------|
| 3♣ | S/O |
| 3♦ | SPL, FG |
| 3M | idem |

3.1.9 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.

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 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.

4.1.1 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 |

4.1.2 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 |

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+♣ |

4.1.4 1♦-2♦

All Nat, except 3♣ = Spl

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 ($X < \clubsuit$) or the other major ($X = \spadesuit$).
- 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
 3♣ 15-17 HCP, 5M-5♣
 3M T/P
 4♣ S/A ♣
 4♦ S/A M
 3♦ 15-17 HCP, 5M-5♦
 3M T/P

4♣ S/A M
 4♦ S/A ♦
 3M 6M, INV
 3♥ (after 1♠) 15-17 HCP, 5-5

7 Fit after 1M

7.1 Answers

1M

2M fit, 7-9 HCP
 3M (mild) INV, normally 6M
 2♠/3♥ NAT, FIR
 2NT limit
 3m slam try
 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 SPL in the other major, 13-15 HCP
 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