GH-GJP 1.0

Gerbrand Hop / Gert-Jan Paulissen

March 27, 2021

Contents

1 Introduction **2**

2 The 1♣ opening **2**
2.1 Answers . . . 3
2.1.1 1♣-1♦ . . . 3
2.1.2 1♣-1M . . . 4
2.1.3 1♣-1NT . . . 7
2.1.4 1♣-2♦ . . . 7
2.1.5 1♣-2♥ . . . 7
2.1.6 1♣-2♠ . . . 8
2.1.7 1♣-2NT . . . 8
2.1.8 Intervention after 1♣ . . . 8

3 The 1♦ opening **9**
3.1 Answers . . . 9
3.1.1 1♦-1M . . . 10
3.1.2 1♦-1NT . . . 11
3.1.3 1♦-2♣ . . . 12
3.1.4 1♦-2♦ . . . 12

4 Inverted minor **12**

5 Transfers after 1m and a one level overcall **12**
5.1 Further development . . . 14

6 The 1 major opening **14**
6.1 Answers . . . 14
6.1.1 1♥-1♠ . . . 14
6.1.2 1M-1NT . . . 15

7 Fit after 1M **17**
7.1 Answers . . . 17

8 The 1NT Opening **17**
8.1 Answers . . . 17
8.1.1 Continuation after Stayman . . . 18
8.1.2 Continuation after Transfers . . . 19
8.1.3 Continuation after 1NT-2♠ . . . 20
8.2 They bid over our 1NT opening . . . 20
8.2.1 They bid over stayman . . . 20
8.2.2 They bid over our transfer . . . 21

9 The 2♣ opening **21**
9.1 Answers . . . 21
9.2 Intervention . . . 22

10 The 2♦ opening **22**
10.1 Answers . . . 22
10.2 Intervention . . . 24

11 The Muiderberg **24**
11.1 Answers . . . 24
11.1.1 2M-2N . . . 25
11.2 Intervention after our Muiderberg . . . 25

12 The 2NT opening **26**
12.1 Answers . . . 26
12.2 Intervention . . . 27

13 They open the bidding **27**
13.1 A one level opening . . . 27
13.2 Strong 1♣ or 2♣ opening . . . 27
13.3 1NT Opening . . . 28
13.4 2NT Opening . . . 29
13.5 Michaels . . . 29
13.5.1 Direct two-suited bids . . . 29
13.5.2 They bid after our two-suited overcall . . . 31

14 Abbreviations **32**

1 Introduction

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.....20-22 HCP, BAL (5M332 or 5m422 possible) and maybe even 4441, 5431 or
│          6322 (no 5+M)
├─ 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♣.

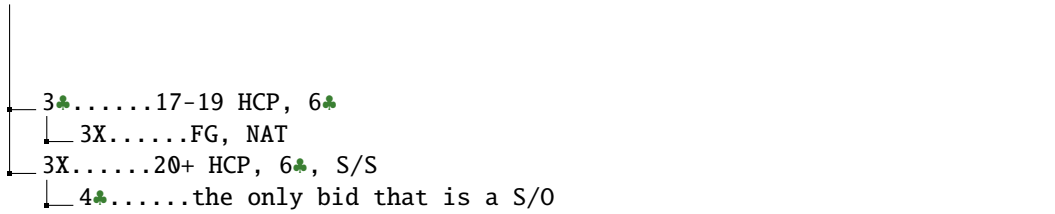
Responder has two negative bids: 1♦ and 2♦ (a kind of Multi) and that means limited to about 6/7 HCP. When you bid positive the bidding becomes game forcing opposite a strong hand (17+ HCP). So a possible club fit is important when you are minimum for a positive bid.

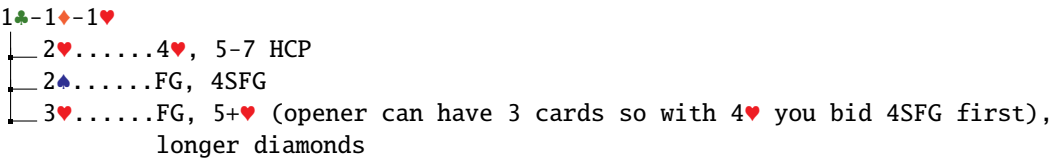
2.1 Answers

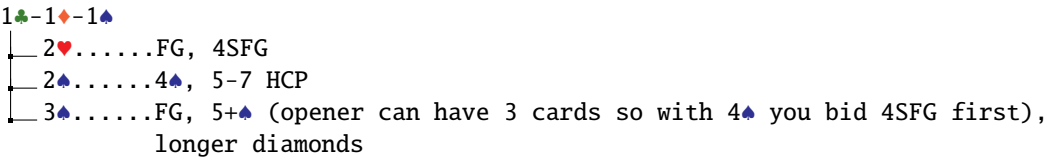
1♣
- Pass....impossible except when 5+♣ and 0-3 HCP
- 1♦.....one of:
  1) negative, 0-7 HCP
  2) 4+♦, 8+ HCP
  3) 8+ HCP, no major, no 4+♦, no other bid
- 1M.....4+M, 8+ HCP
- 1NT.....8-10 HCP, BAL, no 4M
- 2♣.....inverted minor, 5+♣, FG
- 2♦.....0-7 HCP, 6M
- 2♥.....5♠-4+♥, 5-9 HCP
- 2♠.....inverted 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







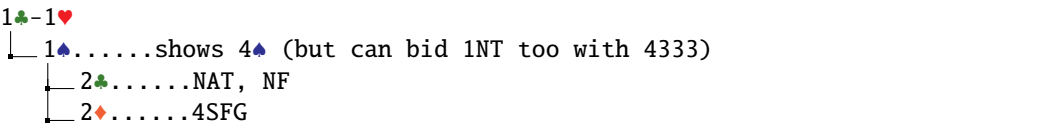
2.1.2 1♣-1M

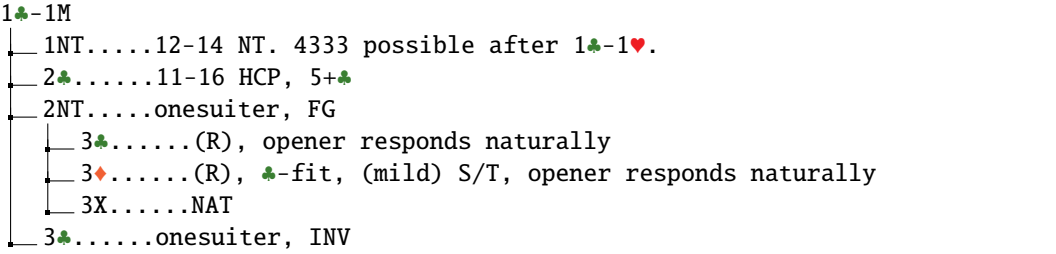
Changes 2017-12-22:

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

Changes 2018-01-16:

- 1C-1H-1S-2C is NF and 1C-1H-1S-2C 4SFG





1♣-1M-1NT

- 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♣-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
- 2NT.....exactly 4M, F
  - 3♣.....MIN
  - 3M.....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-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♦
- 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

Strong with 4 cards fit after 1♣-1M After 1♣-1M there is room to show an unbalanced and game forcing hand with 4 cards fit by bidding 3♦. After a 1♦ opening this is not possible hence the development after 1♦-1M is different.

```
1♣-1M
├─ 3♦......SPL ♦, 4M, FG
├─ 3M......4M, INV
│  └─ 1step...(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 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♣.....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 (like 1C-1D without intervention) but with at least
│         3♣, opener rebids like after 1♣-1♦ without further intervention
│         (redouble SOS, 1D show 4♦)
├─ Rdbl....at least 10 HCP and not very unbalanced, forcing till 2NT or a
│         support bid by responder
└─ 1♦.....as before but with at most 2♣, opener rebids 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 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.

```
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+
   └─ 3♣♦.....5M, NAT, S/T
```

```
1♣-1♥-2♥-2NT
└─ 4♣......MAX, 4♥, SPL ♠
```

```
1♣-1♠-2♠-2NT
└─ 4♣......MAX, 4♠, SPL ♥
```

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+♦
  - 2NT.....NAT, F1 (we play 3♦ or 3NT, not 2NT)
  - 3♣.....SPL, FG
  - 3♦.....S/O
  - 3M.....SPL, FG
- 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

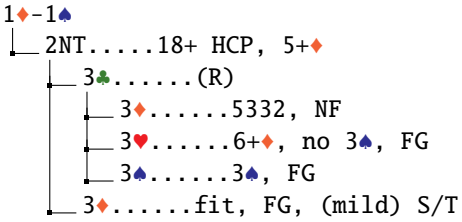
1♦-1M
- 1♠.....4+♠ NF
- 1NT.....12-14 HCP, BAL, see 1♣ opening
- 2♣.....5+♦ 4+♣ 11-17(18)
- 2♦.....6+♦ 11-14(15)
- 2M.....(3)4+M 12-14
  - 2NT.....(R), F1R
  - 3♣♦.....FG, S/T
- 2♥.....16+ HCP, 5+♦-4+♥
- 2♠.....19+ HCP, 5+♦-4+♠, FG
- 3♣.....19+, 5+♦-4+♣, FG
- 3♦.....15-17, 6+♦

1♦-1♥-2♥
- 2♠.....INV+, NAT

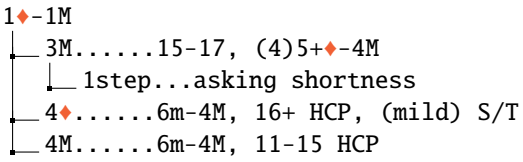
1♦-1♠-2♠
- 3♥.....INV+, NAT

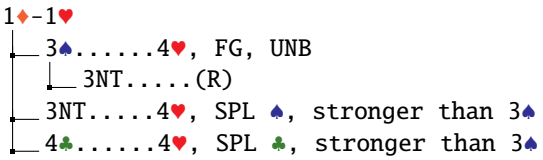
1♦-1M-2NT

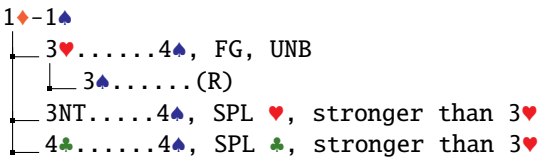
1♦-1♥
- 2NT.....18+ HCP, 5+♦
  - 3♣.....(R)
    - 3♦.....5332, NF
    - 3♥.....3♥, FG
    - 3♠.....6+♦, no 3♥, FG
  - 3♦.....fit, FG, (mild) S/T



Strong with 4 cards fit after 1♦-1M







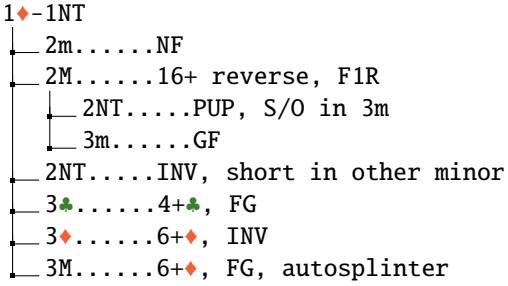
3.1.2 1♦-1NT

Changes 2017-12-23:

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

Changes 2018-01-16:

- 1D-1N-2M-2N is a Puppet



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♦

See inverted minor.

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

Changes 2018-01-10:

- totally rewritten

Changes 2018-01-16:

- Added bids at the three level.

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 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.

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)
├─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 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


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
```

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-1NT

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♦)
  - 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
- 2NT.....6M, FG
  - 3X.....see 1M-1NT-2♣-2♦-2NT
- 3m.....15-17 HCP, 5M-5m
- 3M.....6M, INV

1♠-1NT
- 2♥.....5♠-4♥, 11-14 HCP

1♠-1NT-2♣
- 2♥.....5+♥, no interest in playing 3♣ opposite variant 1

1♥-1NT-3m
- 3♠.....NAT, stopper, FG

1♠-1NT-3m
- 3♥.....NAT, stopper, FG

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 ♦

7 Fit after 1M

7.1 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

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.....CTRL
    - 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 ♥, CTRL
    - 4m.....S/A ♥, CTRL
- 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♠ CTRL
- 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.....3m
        - 3M.....3M
      - 3M.....5M4oM22
      - 3NT.....55MM, MIN
      - 4m.....55MM, MAX, SPL m
    - 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♦.....TRF
  - 3♠.....SPL
  - 4m.....SPL
- 3♥.....4+♥ MIN

After 1NT-2♥ we use the same structure as over 1NT-2♦, 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 1NT-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)-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.

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, 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 ♥
  - 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 a Puppet to 2♦ with an own suit and a weak hand. The rest is system-on.

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

10 The 2♦ opening

10.1 Answers

Changes 2018-01-09:

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

```
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 ♣
│   │   └── 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
```

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....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

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-.....5M with 4+m (VULN 5+m)
- 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.....asks partner to bid just his minor
- 4NT.....asks partner to bid just his minor
- 3♣.....NAT and T/P
- 3♦.....NAT, T/P

2M-(2NT)-
- Dbl.....PEN
- 3NT.....asks partner to bid just his minor
- 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

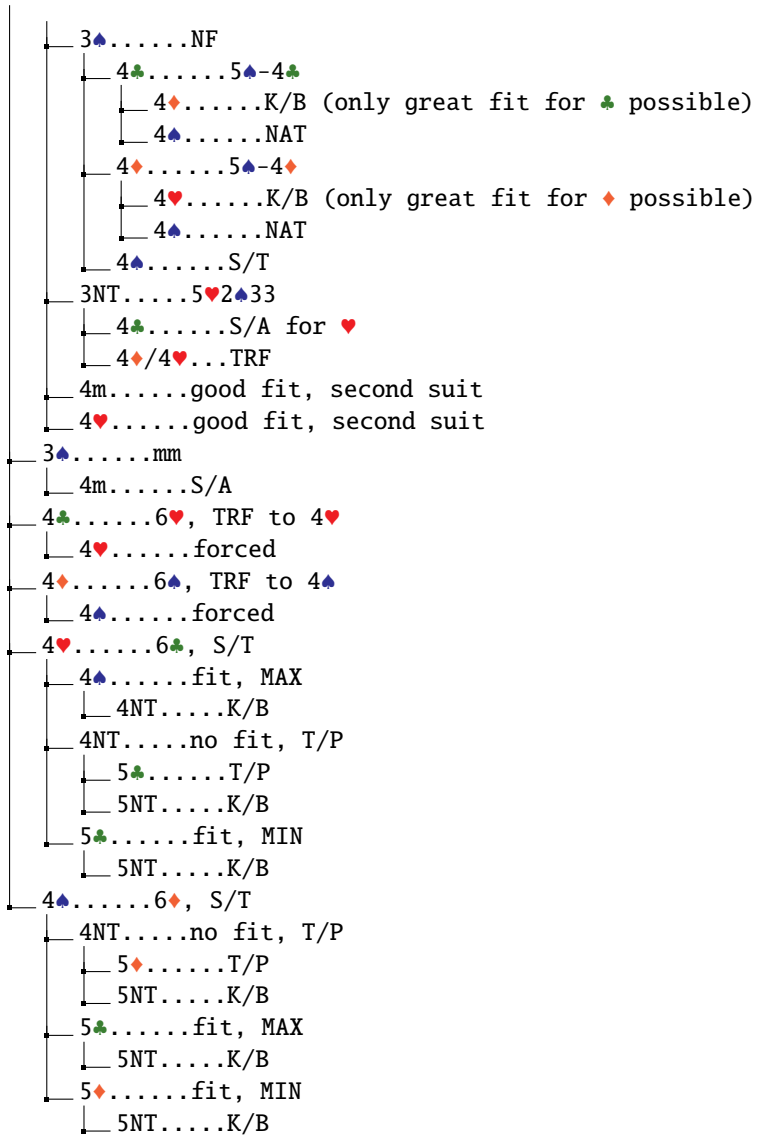
12.1 Answers

Changes 2014-01-09:

- 2NT-3♣-3♠-4♥ shows ♠ fit (typo solved)

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
├── 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
```



12.2 Intervention

13 They open the bidding

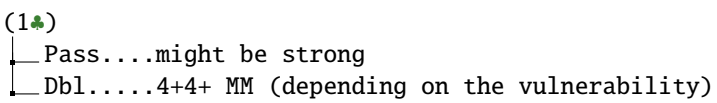
This chapter is about our defensive bidding if the opponent opens something on the 1 level.

13.1 A one level opening

A cue bid promises a rebid.

13.2 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.



- 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

13.3 1NT Opening

Changes on 2018-01-16:

- (1NT)-2♦ may contain strong 5M5m

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. We play the same methods in 2nd or 4th seat.

(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 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♦.....One major but 5M and 5m with a strong hand is also possible
  - 2♥.....P/C
    - 2♠.....6♠
    - 2NT.....5♥, 5m, STR
      - 3♣.....P/C
      - 3♦.....INV for 4♥
      - 3♥.....S/O
    - 3m.....5♠, 5m, STR
      - 3♠.....S/O
    - 3♥.....6♥, onesuiter, STR
    - 3♠.....6♠, onesuiter, STR
  - 2♠.....P/C
    - 2NT.....5♥, 5m, STR
      - 3♣.....P/C
      - 3♦.....INV
      - 3♥.....S/O
    - 3m.....5♠, 5m, STR
      - 3♠.....S/O
    - 3♥.....6♥, onesuiter, WK
    - 3♠.....6♠, onesuiter
    - 4♥.....6♥, onesuiter, STR

- 2M.....Muiderberg (may be 6M occasionally), see 2M opening
- 2NT.....5+5+ minors wide range
- 3m.....wide ranged, NAT
- 3M.....PRE

13.4 2NT Opening

(2NT)
- Dbl.....MM (from both hands)

13.5 Michaels

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

13.5.1 Direct two-suited bids

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

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

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

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

Continuations after our two-suited overcall

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

- 3♥.....MAX, short ♣ (changed 1-11-2017)
- 3♠.....MAX, 1-1 minors
- 3♣.....NF, (6)7+♣
- 3♦.....NF, (6)7+♦
- 3♥.....NF, (3)4+♥, light INV
- 3♠.....NF, (3)4+♠, light INV
- 3NT.....T/P
- 4♣.....S/T ♥
- 4♦.....S/T ♠
- 4M.....T/P

(1♣)-2NT-(P)

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

(1♦)-2♦-(P)

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

(1♦)-2NT-(P)

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

(1♥)-2♥-(P)

- 2♠.....NF, preference
- 2NT.....INV+, see continuation after Muiderberg
- 3♣.....P/C

```
|__ 3♦.....INV, ♠
|__ 3♥.....S/T, ♠
|__ 3♠.....light INV, ♠
|__ 3NT.....T/P
|__ 4♣.....♣+♠
|__ 4♦.....♦+♠
|__ 4♥.....SPL for ♠
|__ 4♠.....T/P
|__ 4NT.....bid your m
```

```
(1♥)-2NT-(P)
|__ 3m.....NF, preference
|__ 3♥.....FG
|__ 3♠.....NF, 6+♠
|__ 3NT.....T/P
|__ 4♣.....INV, ♣
|__ 4♦.....INV, ♦
|__ 4♥.....K/B, ♦
|__ 4♠.....T/P
|__ 4NT.....Pick best m
```

```
(1♠)-2♠-(P)
|__ 2NT.....INV+, see continuation after Muiderberg
|__ 3♣.....P/C
|__ 3♦.....INV, ♥
|__ 3♥.....NF, pref
|__ 3♠.....S/T, ♥
|__ 3NT.....T/P
|__ 4♣.....♣+♥
|__ 4♦.....♦+♥
|__ 4♥.....T/P
|__ 4♠.....K/B ♥
|__ 4NT.....bid your m
```

```
(1♠)-2NT-(P)
|__ 3m.....NF, preference
|__ 3♥.....NF, 6+♥
|__ 3♠.....FG
|__ 3NT.....T/P
|__ 4♣.....INV, ♣
|__ 4♦.....INV, ♦
|__ 4♥.....T/P
|__ 4♠.....?
|__ 4NT.....Pick best m
```

13.5.2 They bid after our two-suited overcall

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

14 Abbreviations

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

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

- (5431) = Any hand with that distribution (suits unknown)
- 5431 = Five spades, four hearts, three diamonds, one club
- 54(31) = A hand with five spades, four hearts, and 3♦1♣ or 3♣1♦
- 54(xx) = A hand with five spades and four hearts
- AGG = Aggressor. The first player to double or overcall for the defending side
- ADV = Advancer, aggressors partner
- ASK = Asking bid
- ART = Artificial
- ATT = Attitude
- B = Black suit(s)
- BAL = Balanced
- BW = Blackwood
- CB = Checkback
- COMP = Competitive
- CONC = Concentrated (e.g. all values in the bid suits)
- CONST = Constructive
- CTRL = Control
- CUE = Cue-bid
- DISC = Discourage (ing)
- E = Even
- ENC = Encourage (ing)
- FRAG = Fragment
- F = Forcing
- F1 = Forcing 1 round
- F2NT = Forcing to 2NT
- FG = Forcing to game
- 4SF = 4th suit forcing (4SFG, 4SF1)
- FREQ = Frequent
- G/T = Game try
- H = Honour (Ace, King, or Queen)
- HCP = High Card Points
- INV = Invitational
- INQ = Inquiry
- KCB = Keycard Blackwood
- L/D = Lead-directing

- LEB = lebensohl
- LHO = The opponent on your left
- LIM = Limit raise
- L/S = Long suit
- L/T = Less than (length or strength)
- M = Major
- MM = majors
- m = Minor
- mm = minors
- MAX = Maximum, Maximal, Maximal Overcall Double
- MIN = Minimum
- NAT = Natural
- NEG = Negative
- NEU = Neutral
- NF = Nonforcing
- NT = No Trump
- NV = Nonvulnerable
- oM = The other major
- om = The other minor
- OPPT = Opponent(s)
- OPT = Optional
- O/S = Outside
- O/C = Overcall
- P/C = Pass or correct
- PEN = Penalty
- PH = Passed hand
- PRE = Pre-emptive
- PUP = Puppet to (e.g. 2♣ demands 2♦)
- QUANT = Quantitative
- (R) = Relay (e.g. 2♣ asks for shape description etc)
- RESP = Responder; Response; Responsive
- REV = Reverse
- RHO = The opponent on your right
- RKCB = Roman Keycard Blackwood
- R/O = Reopening
- S/P = Suit preference
- S/A = Suit agreement
- S/O = Signoff, shutout
- SOL = Solid (suit)

- S-SOL = Semi-solid (suit)
- SPL = Splinter, or short suit
- S/S = Short suit
- S/T = Slam try
- STAY = Stayman
- STR = Strong
- SUPP = Support
- T/O = Takeout
- TRF = Transfer
- UNT = Unusual No Trump
- VUL or V = Vulnerable
- w/ = With
- w/o = Without
- WJO = Weak jump overcall
- WJS = Weak jump shift
- WK = Weak

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

- K/B = (Optional) KickBack
- MED = medium
- T/P = To Play
- UNB = Unbalanced
- CoG = Choice of Games

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

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

The following abbreviations are **not** used:

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