

# GH-GJP 1.0

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# 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	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
<b>1♣-1M-2D</b>		
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
<b>1♣-1M-2M</b>		

### 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♣

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

### 2.1.5 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

### 2.1.6 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

### 2.1.7 1♣-2♠

Inverted minor and just INV.

1♣-2♠

2NT	NF
3♣	S/O
3♦	SPL, FG
3M	idem

### 2.1.8 1♣-2NT

1♣-2NT

3♣	S/O
3♦	SPL, FG
3M	idem

### 2.1.9 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.

### 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 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)
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#### 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

## 4.1 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.

## 5 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.

### 5.1 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

#### 5.1.1 1♥-1♠

1♥-1♠

1NT	12-14 SA																		
2♣	a kind of Gazilli with one of: <ol style="list-style-type: none"> <li>1) 4+♣</li> <li>2) 18-19 NT</li> <li>3) 17-19 HCP, 5♥-4m</li> <li>4) FG, exactly 5♥ and one minor</li> <li>5) 3♠, 15-17 HCP, no 5332</li> </ol>																		
2♦	(R)																		
2♥	variant 1 <table> <tr> <td>2♠</td><td>ART, FG</td></tr> <tr> <td>2NT</td><td>INV, no 4♣</td></tr> <tr> <td>3♣</td><td>T/P</td></tr> <tr> <td>3♦</td><td>5♠-5♦, FG</td></tr> </table>	2♠	ART, FG	2NT	INV, no 4♣	3♣	T/P	3♦	5♠-5♦, FG										
2♠	ART, FG																		
2NT	INV, no 4♣																		
3♣	T/P																		
3♦	5♠-5♦, FG																		
2♠	variant 5 <table> <tr> <td>Pass</td><td>NF</td></tr> <tr> <td>2NT</td><td>FG</td></tr> <tr> <td>3♣♦♥♠</td><td>FG</td></tr> </table>	Pass	NF	2NT	FG	3♣♦♥♠	FG												
Pass	NF																		
2NT	FG																		
3♣♦♥♠	FG																		
2NT	variant 2 or 3 <table> <tr> <td>3♣</td><td>(R), FG, 5♣ or 5♠ possible</td></tr> <tr> <td>3♦</td><td>no 4m               <table> <tr> <td>3♥</td><td>shows 5♣</td></tr> <tr> <td>3♠</td><td>shows 5♠</td></tr> </table> </td></tr> <tr> <td>3♥</td><td>shows 4♣               <table> <tr> <td>3♠</td><td>shows 5♠</td></tr> </table> </td></tr> <tr> <td>3♠</td><td>4♦, 3♠ (changed 1-11-2017)</td></tr> <tr> <td>3NT</td><td>4♦, no 3♠ (changed 1-11-2017)</td></tr> <tr> <td>3♦</td><td>5♦, FG</td></tr> </table>	3♣	(R), FG, 5♣ or 5♠ possible	3♦	no 4m <table> <tr> <td>3♥</td><td>shows 5♣</td></tr> <tr> <td>3♠</td><td>shows 5♠</td></tr> </table>	3♥	shows 5♣	3♠	shows 5♠	3♥	shows 4♣ <table> <tr> <td>3♠</td><td>shows 5♠</td></tr> </table>	3♠	shows 5♠	3♠	4♦, 3♠ (changed 1-11-2017)	3NT	4♦, no 3♠ (changed 1-11-2017)	3♦	5♦, FG
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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

### 5.1.2 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

## 6 Fit after 1M

### 6.1 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

## 7 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.

### 7.1 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

#### 7.1.1 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 $\clubsuit$ -2 $\heartsuit$   
 2 $\spadesuit$  (R)  
 2NT 3433 or 34(42)  
 3 $\heartsuit$  S/A  $\heartsuit$   
 3m 5m  
 3 $\heartsuit$  S/A  $\heartsuit$   
 3 $\heartsuit$  5 $\heartsuit$   
 3 $\spadesuit$  S/A  $\heartsuit$ , CUE  
 4m S/A  $\heartsuit$ , CUE  
 2NT INV  
 3m 5+m-4 $\spadesuit$  FG  
 3 $\heartsuit$  INV  
 3 $\spadesuit$  3433 CoG  
 4m see 1N-2 $\clubsuit$ -2 $\diamond$

1NT-2 $\clubsuit$ -2 $\spadesuit$   
 2NT INV  
 3m 5+m-4 $\heartsuit$  FG  
 3 $\heartsuit$  (R)  
 3 $\spadesuit$  exactly 4 $\spadesuit$  not 4333  
 3NT 4333  
 4X 5 $\spadesuit$  CUE  
 3 $\spadesuit$  INV  
 4m see 1N-2 $\clubsuit$ -2 $\diamond$

### 7.1.2 Continuation after Transfers

1NT-2 $\diamond$   
 2 $\heartsuit$  NF  
 2 $\spadesuit$  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 $\spadesuit$  5+ $\spadesuit$  FG  
 3m 4+m FG  
 3M might be "I am stuck"  
 3 $\heartsuit$  6+ $\heartsuit$  INV  
 3 $\spadesuit$  6+ $\heartsuit$  SPL  
 3NT T/P  
 4m 6+ $\heartsuit$  SPL  
 4 $\heartsuit$  6+ $\heartsuit$  S/T  
 2NT 4+ $\heartsuit$  MAX  
 3 $\clubsuit$  INV  
 3 $\diamond$  Xfer  
 3 $\spadesuit$  SPL  
 4m SPL  
 3 $\heartsuit$  4+ $\heartsuit$  MIN

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

1NT-2NT  
 3 $\clubsuit$  Forced  
 3 $\diamond$  5-5  $\diamond$ + $\clubsuit$  FG

3M SPL 6+♣  
 3NT suggests SPL ♦

1NT-3♣

3♦ Forced  
 3M SPL  
 3NT suggest SPL ♣

### 7.1.3 Continuation after 1N-2♠

1NT-2♠

2NT Forced  
 3X Shortness, bidding continues natural

## 7.2 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

### 7.2.1 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



### 7.2.2 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.

## 8 The 2♣ opening

### 8.1 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

## 8.2 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

## 9 The 2♦ opening

### 9.1 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

## 9.2 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

## 10 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.

### 10.1 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

#### 10.1.1 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

## 10.2 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

## 11 The 2NT opening

### 11.1 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

## 11.2 Intervention

## 12 They Open

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

### 12.1 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

## 12.2 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

## 12.3 2NT Opening

(2NT)

Dbl MM (from both hands)

## 12.4 Michaels

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

### 12.4.1 Direct two-suited bids

(1♣)

2♣ NAT  
2♦ MM  
2NT ♦+♥  
3♣ Weak, 6+♣

(1♦)

2♦ MM

2NT ♣+♥  
 3♦ ♣+♠ (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

### 12.4.2 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.

## 13 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