

WG-GJP 1.0

Gert-Jan Paulissen

January 9, 2018

Contents

1	Introduction	1
2	The 2♣ opening	1
2.1	Answers	1
2.2	Intervention	3
3	The 2♦ opening	3
3.1	Answers	3
3.2	Intervention	4
4	Fit after 1M	4
4.1	Answers	4
5	Abbreviations	5

1 Introduction

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

Ø

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

2 The 2♣ opening

2.1 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	

2.2 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

3 The 2♦ opening

3.1 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)
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 ♠, positive (normally 10+ HCP)

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♣
	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 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	

3.2 Intervention

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

2♦-(D)

Pass	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

4 Fit after 1M

4.1 Answers

1M

2M	fit, 7-9 (10) HCP
3M	(mild) INV, normally 6M
2♠/3♥	NAT, FIR
2NT	limit
3m	NAT, slam try
4M	S/O
4m	SPL, S/T

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

5 Abbreviations

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

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

- (5431) = Any hand with that distribution (suits unknown)
- 5431 = Five spades, four hearts, three diamonds, one club
- 54(31) = A hand with five spades, four hearts, and 3♦1♣ or 3♣1♦
- 54(xx) = A hand with five spades and four hearts
- AGG = Aggressor. The first player to double or overcall for the defending side
- ADV = Advancer, aggressors partner
- ASK = Asking bid
- ART = Artificial
- ATT = Attitude
- B = Black suit(s)
- BAL = Balanced
- BW = Blackwood
- CB = Checkback
- COMP = Competitive
- CONC = Concentrated (e.g. all values in the bid suits)
- CONST = Constructive
- CTRL = Control
- CUE = Cue-bid
- DISC = Discourage (ing)

- E = Even
- ENC = Encourage (ing)
- FRAG = Fragment
- F = Forcing
- F1 = Forcing 1 round
- F2NT = Forcing to 2NT
- FG = Forcing to game
- 4SF = 4th suit forcing (4SFG, 4SF1)
- FREQ = Frequent
- G/T = Game try
- H = Honour (Ace, King, or Queen)
- HCP = High Card Points
- INV = Invitational
- INQ = Inquiry
- KCB = Keycard Blackwood
- L/D = Lead-directing
- LEB = lebensohl
- LHO = The opponent on your left
- LIM = Limit raise
- L/S = Long suit
- L/T = Less than (length or strength)
- M = Major
- MM = majors
- m = Minor
- mm = minors
- MAX = Maximum, Maximal, Maximal Overcall Double
- MIN = Minimum
- NAT = Natural
- NEG = Negative
- NEU = Neutral
- NF = Nonforcing
- NT = No Trump
- NV = Nonvulnerable
- oM = The other major
- om = The other minor
- OPPT = Opponent(s)

- OPT = Optional
- O/S = Outside
- O/C = Overcall
- P/C = Pass or correct
- PEN = Penalty
- PH = Passed hand
- PRE = Pre-emptive
- PUP = Puppet to (e.g. 2♣ demands 2♦)
- QUANT = Quantitative
- (R) = Relay (e.g. 2♣ asks for shape description etc)
- RESP = Responder; Response; Responsive
- REV = Reverse
- RHO = The opponent on your right
- RKCB = Roman Keycard Blackwood
- R/O = Reopening
- S/P = Suit preference
- S/A = Suit agreement
- S/O = Signoff, shutout
- SOL = Solid (suit)
- S-SOL = Semi-solid (suit)
- SPL = Splinter, or short suit
- S/S = Short suit
- S/T = Slam try
- STAY = Stayman
- STR = Strong
- SUPP = Support
- T/O = Takeout
- TRF = Transfer
- UNT = Unusual No Trump
- VUL or V = Vulnerable
- w/ = With
- w/o = Without
- WJO = Weak jump overcall
- WJS = Weak jump shift
- WK = Weak

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

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

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

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

The following abbreviations are **not** used:

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