

DA-GJP 1.1

Dan Abecassis / Gert-Jan Paulissen

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Contents

1	Introduction	2
1.1	BML - Bridge Bidding Markup Language	2
1.1.1	Output	3
1.2	Abbreviations	3
2	Opening bids	3
3	The 1♣ opening	3
3.1	Answers	4
3.1.1	1♣-1♦	4
3.1.2	1♣-1M	5
3.1.3	1♣-1NT	7
3.1.4	1♣-2♦	8
3.1.5	1♣-2♥	8
3.1.6	1♣-2♠	8
3.1.7	1♣-2NT	8
3.1.8	Intervention after 1♣	9
3.2	1C-1M-3D	9
4	The 1♦ opening	10
4.1	Answers	10
4.1.1	1♦-1M	10
4.1.2	1♦-1NT	11
4.1.3	1♦-2♣	11
5	Fit after 1m-1M	11
6	Transfers after 1m and a one level overcall	12
6.1	Further development	13
7	The 1 major opening	13
7.1	Answers	14
7.1.1	1♥-1♠	14
7.1.2	1M-1NT	15
8	Fit after 1M	16
8.1	Answers	16
9	The 1NT Opening	17
9.1	Answers	17
9.1.1	Continuation after Stayman	17
9.1.2	Continuation after Transfers	19
9.1.3	Continuation after 1NT-2♠	20
9.2	They bid over our 1NT opening	20
9.2.1	They bid over stayman	20

9.2.2	They bid over our transfer	21
10	The 2♣ opening	21
10.1	Answers	21
10.2	Intervention	22
10.3	Second negative and the 2♣ opening	22
11	The 2♦ opening	23
11.1	Answers	23
11.2	Intervention	24
12	The Muiderberg	24
12.1	Answers	25
12.1.1	2M-2NT	25
12.2	Intervention after our Muiderberg	26
13	The 2NT opening	26
13.1	Answers	26
13.2	Intervention	28
14	They open the bidding	28
14.1	A one level opening	28
14.2	Strong 1♣ or 2♣ opening	28
14.3	1NT Opening	28
14.4	2NT Opening	29
14.5	Michaels	29
14.5.1	Direct two-suited bids	30
14.5.2	They bid after our two-suited overcall	32
15	We open the bidding	32
15.1	They intervene with a natural 1NT	32
15.2	1M-(D)	33
15.3	fit after 1M and intervention below 2NT	33
16	Transfer Lebensohl	33
16.1	One suit known	33
16.2	Two suits known	34
16.3	Multi-coloured	35
17	Defense against two-suiters	35
18	Blackwood	35
18.1	optional Kickback	35
18.2	Kickback	35
18.2.1	Asking for the trump Queen	35
19	Abbreviations	36

1 Introduction

1.1 BML - Bridge Bidding Markup Language

The notation in this document is in BML format, see github.com/gpaulissen/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	20-22 HCP, BAL (5M332 or 5m422 possible) and maybe even 4441, 5431 or 6322 (no 5+M)
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

Changes 2019-05-27:

- No inverted minor
- 1C-2D includes 5+C with at least an invite
- 1C-2S shows 5 spades plus at least 4 clubs
- Added 1C-1D-2M-2oM
- Development after 1C-1M with 4 card fit and a strong hand
- 1C-1M-3D
- fit after 1C-1M
- 1C-2D
- 1C-2S

1♣

Pass	impossible except when 5+♣ and 0-3 HCP
1♦	one of: <ul style="list-style-type: none"> 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♣	NAT, 5+♣, 6-9 HCP
2♦	one of: <ul style="list-style-type: none"> 1) 0-7 HCP, 6M 2) 5+♣, 10+ HCP
2♥	5♠-4+♥, 5-9 HCP
2♠	5♠, 4+♣, 7-9 HCP
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+♣)
2oM	4SF (!)
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

1♣-1♥
 1♠ shows 4♠ (but can bid 1NT too with 4333)
 2♣ NAT, NF
 2♦ 4SFG

1♣-1M
 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-1NT

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♠ INV, 5♥, 4♠, NF

1♣-1♠-1NT-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
 2oM see below
 2NT exactly 4M, F
 3♣ MIN
 3♦♥♠ 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, ♣-fit

1♣-1♠-2♣
 2♥ NAT, INV (1♣-2♥ shows 5♠-4♥ and a weak hand)
 3♥ 55 MM, FG

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♠-3♦, 2♥, 2♠, 2NT either balanced (needs partner to play) or 3-1-4-5

- 3♣ 5332
- 3♦ 3-1-4-5

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-2♠

1♣-1♥

- 2♠ NAT, STR, FG

1♣-1♠

- 2♥ NAT, STR, FG

3.1.3 1♣-1NT

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♦

A weak Multi-coloured (<= 6 HCP) or a hand with club fit. The weak hand may not be strong enough opposite a strong (balanced) hand.

1♣-2♦	
2♥	similar to the 2D opening
Pass	weak ♥
2♠	weak ♠
2NT	5+♣, FG
3♣	5+♣, INV, NF
2♠	similar to the 2D opening
Pass	weak ♠
2NT	weak ♥
3♣	5+♣, INV, NF
3X	5+♣, FG
2NT	idem
3M	idem
3♣	NF

3.1.5 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♣	3+♣
	3M INV, NF
3♦	3+♦
	3M INV, NF
3♥	5422, MIN
3♠	5422, MAX

3.1.6 1♣-2♠

Shows 5♠ and 4+♣, 7-9 HCP.

1♣-2♠	
2NT	(R)
3♣	MIN
3♦	3+♦, MAX, FG
3♥	3+♥, MAX, FG
3♠	MAX

3.1.7 1♣-2NT

1♣-2NT	
3♣	S/O
3♦	SPL, FG
3M	idem

3.1.8 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 3+♣, nothing to bid
- Rdbl at least 10 HCP and not very unbalanced
- 1♦ 0-2♣, 0+HCP, 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 with at least 3♦. 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.

3.2 1C-1M-3D

1♣-1M-6♣, 5♦, weak

- 3♥ (R), GF, either a slam try or wanting to play 4M
- 3♠ 1-1-5-6
- 3NT S/O
- 4♣ S/T ♣ (Blackwood?)
- 4♦ S/T ♦ (Blackwood?)
- 3NT void M
- 4♣ S/T ♣ (Blackwood?)
- 4♦ S/T ♦ (Blackwood?)
- 4♣ void oM (best answer)
- 4♦ S/T ♦ (Blackwood?)
- 4M S/O, T/P

	4oM	S/T ♣ (Blackwood?)
3♠	(R), INV for a minor	
3NT	PUP	
	4♣	♣-fit, NF
	4♦	♦-fit, NF
4♣	S/O	

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 2019-06-01:

- Removed inverted minor
- Moved fit after 1D-1M to another place

1♦

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

4.1.1 1♦-1M

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
	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♦-1♥-2♥

2♠	INV, NAT
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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

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

4.1.2 1♦-1NT

1♦-1NT
 2m NF
 2M 16+ reverse, F1R
 2NT PUP, S/O in 3m
 3m GF
 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+♣

5 Fit after 1m-1M

1m-1M
 2M MIN, usually 4M but sometimes 3M is possible
 2NT F1, any INV+
 3M MIN, 4M
 3X MAX, 3+M, NAT

	3NT	4M333
	4M	MAX, 4M, SPL oM
	4m	MAX, 5422
	4om	MAX, 4M, SPL om
	3M	5M, (mildly) INV
	2♠/3♥	(bid in other major w/o jump), 54 MM, INV+
	3X	5M, NAT, INV+
3M	4M, INV	
	1step	(R)
	3NT	(M = ♥) SPL oM
	4oM	(M = ♠) SPL oM
	4om	SPL om
	4m	5422
3oM	4M, FG	
	1step	(R), GF
	3NT	(M = ♠) SPL oM
	4M	(M = ♥) SPL oM
	4om	SPL om
	4m	5422
3NT	4M, FG, void oM	
4om	4M, FG, void om	
4m	64, STR	
4M	64, weaker	

6 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 ($X < \spadesuit$) or the other major ($X = \spadesuit$).
- 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 4: 6♥, INV
- 3♥ variant 4: 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 4: 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

6.1 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.

7 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.

7.1 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

7.1.1 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

7.1.2 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 ♦

8 Fit after 1M

8.1 Answers

1M

2M	fit, 7-9 (10) HCP
3M	(mild) INV, normally 6M
2♠/3♥	NAT, F1R
2NT	limit
3m	NAT, slam try
4M	S/O
4m	SPL, S/T
2NT	at least 3M and either a limit or a (limited) gameforcing hand
3♣	slam try
3♦	relay, positive

	3M	BAL
	3X	NAT (X = oM)
	3NT	SPL in the other major
	4m	SPL m
	3M	minimum, sorry
	3NT	NAT (since slam is not possible)
	3X	NAT (X = oM)
	3NT	SPL in the other major
	4m	SPL
3♦		game try
	3NT	NAT (since slam is not possible)
3M		S/O
3X		FG, NAT (X = oM)
3NT		SPL in the other major, stronger than via 3♣
4m		SPL, stronger than via 3♣
4M		to play, no interest in slam
3NT	4M, SPL in the other major, 13-15 HCP	
4m	4M, SPL m, 13-15 HCP	

9 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.

9.1 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

9.1.1 Continuation after Stayman

Changes 2018-01-09:

- 1NT-2♣-2♦-2M = 5M, INV
- 1NT-2♣-2♦-3M = Smolen with 6-4

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♥ 5+♥, INV
 2♠ 5+♠, INV
 2NT INV
 3m 5+m 4M FG
 3♥ Smolen with 6♠-4♥, FG
 3♠ Smolen with 6♥-4♠, FG
 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♦

9.1.2 Continuation after Transfers

Changes 2018-01-09:

- 1NT-2♦-2♥-2NT and 1NT-2!-2♠-2NT FG with 5431
- 1NT-2♦-2♥-3m FG with 55 or S/T

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	FG, 5M4m(31), no S/T
3♣	(R)
	3♦ 4♣, 3♦
	3♥ 4♣, 1♦
	3♦ 4♦, 3♣
	3♥ 4♦, 1♣
3m	5+m, FG or 4m, S/T
	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 ♣

9.1.3 Continuation after 1NT-2♠

1NT-2♠	
2NT	Forced
3X	Shortness, bidding continues natural

9.2 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

9.2.1 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	4+♥
2♥	4+♠
2NT	MM, MIN
3♣	MM, MAX

1NT-(P)-2♣-(2M)	
Dbl	take out (4+oM)
2♠	5+♠

1NT-(P)-2♣-(3m)	
Dbl	at least one major
3M	5+M

9.2.2 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.

10 The 2♣ opening

10.1 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
2M	3NT	FG in ♣, 1-suiter, a solid suit plus stoppers and 9 tricks	
	5+M, FIR		
	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		

10.2 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♦

10.3 Second negative and the 2♣ opening

Changes 2018-01-09:

- Added second negative after first relay by responder after 2♣-2♦-2M

After 2♣-2♦-2♥-2♠ or 2♣-2♦-2♠-2NT and a rebid by opener just up to 3♥, responder shows a second negative with the next step (thus the second negative is never 3NT). It shows a really negative hand (0-4 HCP). The rest is natural and thus 5+ HCP.

2♣-2♦-2♠-2NT-3♥
 3♠ second negative
 4♣ S/T ♥
 4♦ S/T ♠

11 The 2♦ opening

11.1 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:

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 4♦ with a MAX else 3♥

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	

11.2 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

12 The Muiderberg

Changes 2018-01-09:

- Points added (5-10 HCP)
- No 3 cards in the other major if you have a maximum
- 2NT is not game forcing and answers after 2NT simple: mini/maxi
- 2M-3D is not a slam try (bid 2NT)

Both 2♥ and 2♠ show 5M and 4+ minor (VULN 5) and less than a one level opening bid (usually 5-10 HCP). If your major suit is good you can open light. A minor of just four cards without a top honor is not allowed. A maximum and three cards in the other major is not allowed either.

12.1 Answers

2♥

2♠ 5+♠, NF

2♠

3♥ 6+♥, INV

2M

2♠ (after 2♥) 5+♠, NF
 2NT INV+, (R)
 3♣ P/C
 3♦ INV for 4M (not for 6M)
 3M SUPP, PRE
 3♥ (after 2♠) 6+♥, INV
 4♣ 5+♣-4+M
 4♦ 5+♦-4+M
 4M T/P
 4NT mm

12.1.1 2M-2NT

2M-2NT

3♣ 4+♣, MIN
 3♦ NAT, 5+♦, FG, looking for best game/slam
 3M FG with fit, S/T
 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+♦, MIN
 3M FG with fit, S/T
 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♥ 4+♣, MAX
 3♠ CoG
 3NT T/P
 4♣ NAT, S/T

	4♦	S/A for M
	4M	T/P
3♠	4+♦, MAX	
	3NT	T/P
	4♣	S/A for M
	4♦	NAT, S/T
	4M	T/P

12.2 Intervention after our Muiderberg

2M-(D)

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

2M-(2X)

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

2M-(2NT)

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

2M-(3X)

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

13 The 2NT opening

13.1 Answers

Changes 2014-01-09:

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

Changes 2014-01-16:

- Development after 2NT and transfer changed

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♥ 3+♥
 3♠ PUP
 3NT (R)
 4♣ SPL ♣
 4♦ SPL ♦
 4♥ SPL ♠
 3NT S/T, no SPL, no 4m
 4m NAT, S/T
 4♥ S/O
 3♠ good fit, second suit
 3NT no 3+♥
 4♦ TRF, S/T (else 2NT-4♣ immediately)
 4m good fit, second suit
 3♥ 5+♠, TRF
 3♠ 3+♠
 3NT PUP
 4♣ (R)
 4♦ SPL ♦
 4♥ SPL ♥
 4♠ SPL ♣
 4m NAT, S/T
 4♥ S/T, no SPL, no 4m
 4♠ S/O
 3NT no 3+♠
 4♥ TRF, S/T (else 2NT-4♦ immediately)
 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

13.2 Intervention

14 They open the bidding

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

14.1 A one level opening

A cue bid promises a rebid.

14.2 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.

(1♣)

Pass	might be strong
Dbl	4+4+ MM (depending on the 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

14.3 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

14.4 2NT Opening

(2NT)

Dbl	MM (from both hands)
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14.5 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.

14.5.1 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 ♣+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

14.5.2 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.

15 We open the bidding

15.1 They intervene with a natural 1NT

1m-(1NT)

2♣	both MM
2♦	transfer to ♥
2♥	transfer to ♠
2♠	transfer to ♣
2NT	minors
3♣	transfer to ♦

1♥-(1NT)

2♣	transfer to ♦
2♦	transfer to ♠
2♥	NAT, no ♠ fit
2♥	NAT
2♠	transfer to ♣
2NT	fit, INV+

1♠-(1NT)

2♣	transfer to ♦
2♦	transfer to ♥
2♥	transfer to ♣
2♠	NAT, no ♣ fit

2♠ NAT
 2NT fit, INV+

15.2 1M-(D)

We will play transfers starting from 1NT till the bid below two of our suit. All those transfers show the next suit and they do not promise a rebid. A direct raise is weaker than the transfer to 2M. A jump is that suit plus support.

1M-(D)

1NT TRF ♣
 2♣ TRF ♦
 3m support plus that suit

1♥-(D)

2♦ TRF ♥ (fit), stronger than 2♥ immediately
 2♥ 3♥, weaker than 2♦ immediately

1♠-(D)

2♥ TRF ♠ (fit), stronger than 2♠ immediately
 2♠ 3♠, weaker than 2♥ immediately

15.3 fit after 1M and intervention below 2NT

The bid of 2NT shows at least four cards fit and at least an invitational hand, for example 1♥-(2♥)-2NT. There is one exception: when the cue bid is above 3M, 2NT just shows at least three cards fit like 1♥-(2♠)-2NT.

16 Transfer Lebensohl

We play this after our 1 NT opening and their intervention of 2♣ till 2♠. And also after their weak two level opening bids, whether it be some kind or multi or not.

16.1 One suit known

Transfer Lebensohl starts at 2NT. There are 4 types of special bids:

1. A transfer to their suit which is FG and shows at 4 cards in at least one of the unbid majors.
2. 2NT, a Puppet to 3♣. It can be either a sign-off below their suit or FG with at least 5 clubs.
3. A transfer to a suit. This is at least invitational and shows 5 cards in the transfer suit unless it is a transfer in a major which has been implied by partner's take-out double. It does not matter whether the transfer is above or below their suit.
4. 3♠. This is FG and denies a stop and it denies a 4 card major in an unbid suit.

1NT

(2X) 5+X

1NT-(2♣)

- 2X NAT, S/O
- 2NT A transfer to their suit, hence FG and at least one 4 card major
 - 3♣ I do **not** have a stopper
 - 3M I do have a stopper as well as 4 cards in this major
- 3♣ A transfer to ♦, INV+, 5+♦
- 3♦ A transfer to ♥, INV+, 5+♥
- 3♥ A transfer to ♠, INV+, 5+♠
- 3♠ FG, no stopper, no 4 card major

1NT-(2♦)

- 2X NAT, S/O
- 2NT PUP
 - 3♣ Forced
 - Pass 5+♣, S/O
 - 3♦ FG, 5+♣, no 4M, asks primarily for stopper but different from 3♠ immediately
 - 3M FG, 5+♣, 4M
- 3♣ A transfer to their suit, hence FG and at least one 4 card major
 - 3♦ I do **not** have a stopper
 - 3M I do have a stopper as well as 4 cards in this major
- 3♦ A transfer to ♥, INV+, 5+♥
- 3♥ A transfer to ♠, INV+, 5+♠
- 3♠ FG, no stopper, no 4 card major

1NT-(2♥)

- 2X NAT, S/O
- 2NT PUP
 - 3♣ Forced
 - Pass 5+♣, S/O
 - 3♦ 5+♦, S/O
 - 3♥ FG, 5+♣, no 4♠, asks primarily for stopper but different from 3♠ immediately
 - 3♠ FG, 5+♣, 4♠
- 3♣ A transfer to ♦, INV+, 5+♦
- 3♦ A transfer to their suit, hence FG and 4♠
 - 3♥ I do **not** have a stopper and probably not 4♠ as well
 - 3♠ 4♠, with or without stopper
- 3♥ A transfer to ♠, INV+, 5+♠
- 3♠ FG, no stopper, no 4♠

1NT-(2♠)

- 2NT PUP
 - 3♣ Forced
 - Pass 5+♣, S/O
 - 3♦ 5+♦, S/O
 - 3♥ 5+♥, S/O
 - 3♠ FG, 5+♣, no 4♥, asks primarily for stopper but different from 3♠ immediately
- 3♣ A transfer to ♦, INV+, 5+♦
- 3♦ A transfer to ♠, INV+, 5+♥
- 3♥ A transfer to their suit, hence FG and 4♥
 - 3♠ I do **not** have a stopper and not 4♥ as well
- 3♠ FG, no stopper, no 4♥

16.2 Two suits known

1NT-(2♣) both MM

Dbl	take-out (with balanced hands)
Pass	maybe a trap pass (a later double is for penalties, the usual method for dealing with twosuiters)
2X	NAT, S/O (also 2♥ and 2♠ unless this is a known 5 card)
2NT	A transfer to ♣, either S/O or FG
3♣	A transfer to ♦, INV+ (with a weak hand you bid 2♦)
3♦	A transfer to ♥, hence SPL and FG
3♥	A transfer to ♠, hence SPL and FG
3♠	FG, no stopper in ♥ nor ♣

16.3 Multi-coloured

After Multi we play that double shows short spades and at least 3 cards in hearts. This is a Polish convention and it allows us to know better what is going on. We will assume that after a double their suit is spades.

(2♦)-D take-out on ♠, hence short ♠ (pass first with short ♥)

(P)

Pass	long diamonds if pass promises ♦ (always ask explanation)
2♥	NAT, NF
2♠	6♠, NAT, NF (try to pass though)
2NT	PUP, either S/O in ♣ (you can pass with long ♦)
3♣	A transfer to ♦, INV+. If their pass shows long diamonds this is a cuebid, see 1NT-2♦ natural
3♦	A transfer to ♥. If FG it shows 5+♥ else 4+♥ (partner promises 3+♥)
3♥	A transfer to ♠, a kind of cue bid hence FG and it shows 4♥

(2M)

2NT	PUP, either S/O in a minor else FG with 5+♣
3♣	A transfer to ♦, INV+
3♦♥♠	see (2♦)-D-(P)

17 Defense against two-suiters

The cheapest bid in of their suits shows the fourth suit and is forcing to game. Thus not the lowest in the sense of clubs, diamonds but the most economical bid. The most expensive bid in one of their suits shows fit and is at least invitational. The reason for this scheme is that you need more space if you do not have a fit. A 2NT bid shows fit with at least 4 cards and is at least invitational.

18 Blackwood

Blackwood is the term for all Ace asking conventions.

18.1 optional Kickback

18.2 Kickback

18.2.1 Asking for the trump Queen

The lowest of 5NT and the trump suit without jump denies the Queen. Any other bid in a suit promises the Queen plus only the King in that suit OR the two other Kings (the King of trumps is ignored of course).

19 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