DA-GJP 1.1

Dan Abecassis / Gert-Jan Paulissen

October 4, 2019

Contents

1 Introduction **2**
1.1 BML - Bridge Bidding Markup Language . . . 2
1.1.1 Output . . . 2
1.2 Abbreviations . . . 3

2 Opening bids **3**

3 The 1♣ opening **3**
3.1 Answers . . . 3
3.1.1 1♣-1♦ . . . 4
3.1.2 1♣-1M . . . 5
3.1.3 1♣-1NT . . . 8
3.1.4 1♣-2♦ . . . 8
3.1.5 1♣-2♥ . . . 8
3.1.6 1♣-2♠ . . . 8
3.1.7 1♣-2NT . . . 9
3.1.8 Intervention after 1♣ . . . 9
3.2 1C-1M-3D . . . 10

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♣ . . . 12

5 Fit after 1m-1M **12**

6 Transfers after 1m and a one level overcall **12**
6.1 Further development . . . 14

7 The 1 major opening **14**
7.1 Answers . . . 14
7.1.1 1♥-1♠ . . . 14
7.1.2 1♥-1♠-2NT . . . 16
7.1.3 1M-1NT . . . 16

8 Fit after 1M **17**
8.1 Answers . . . 17

9 The 1NT Opening **18**
9.1 Answers . . . 18
9.1.1 Continuation after Stayman . . . 18
9.1.2 Continuation after Transfers . . . 19
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 . . . 23

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 . . . 27

14 They open the bidding **27**
14.1 A one level opening . . . 27
14.2 Strong 1♣ or 2♣ opening . . . 27
14.3 1NT Opening . . . 28
14.4 2NT Opening . . . 29
14.5 Michaels . . . 29
14.5.1 Direct two-suited bids . . . 29
14.5.2 They bid after our two-suited overcall . . . 31

15 We open the bidding **31**
15.1 They intervene with a natural 1NT . . . 31
15.2 1M-(D) . . . 32
15.3 fit after 1M and intervention below 2NT . . . 32

16 Transfer Lebensohl **32**
16.1 One suit known . . . 33
16.2 Two suits known . . . 34
16.3 Multi-coloured . . . 34

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 **35**

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:

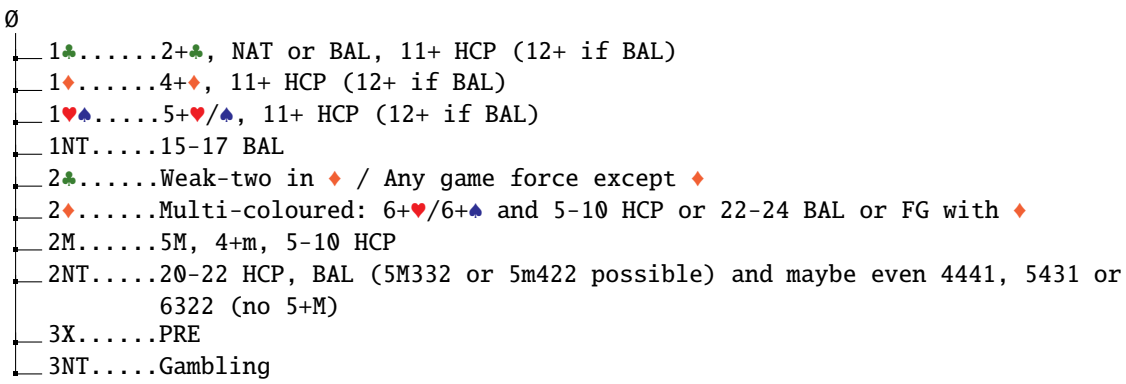
- a PDF file
- an HTML file
- a BSS file, a BBO system file, which can be uploaded using the BBO desktop Windows client.

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 (:



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

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 and a limit. 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+♣, INV, NF
│   └── 3♣.....5+♣, INV, NF
├── 2♠.....similar to the 2D opening
│   ├── Pass....weak ♠
│   ├── 2NT.....weak ♥
│   └── 3♣.....5+♣, INV, NF
├── 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-3♦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

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<♠) 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 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.

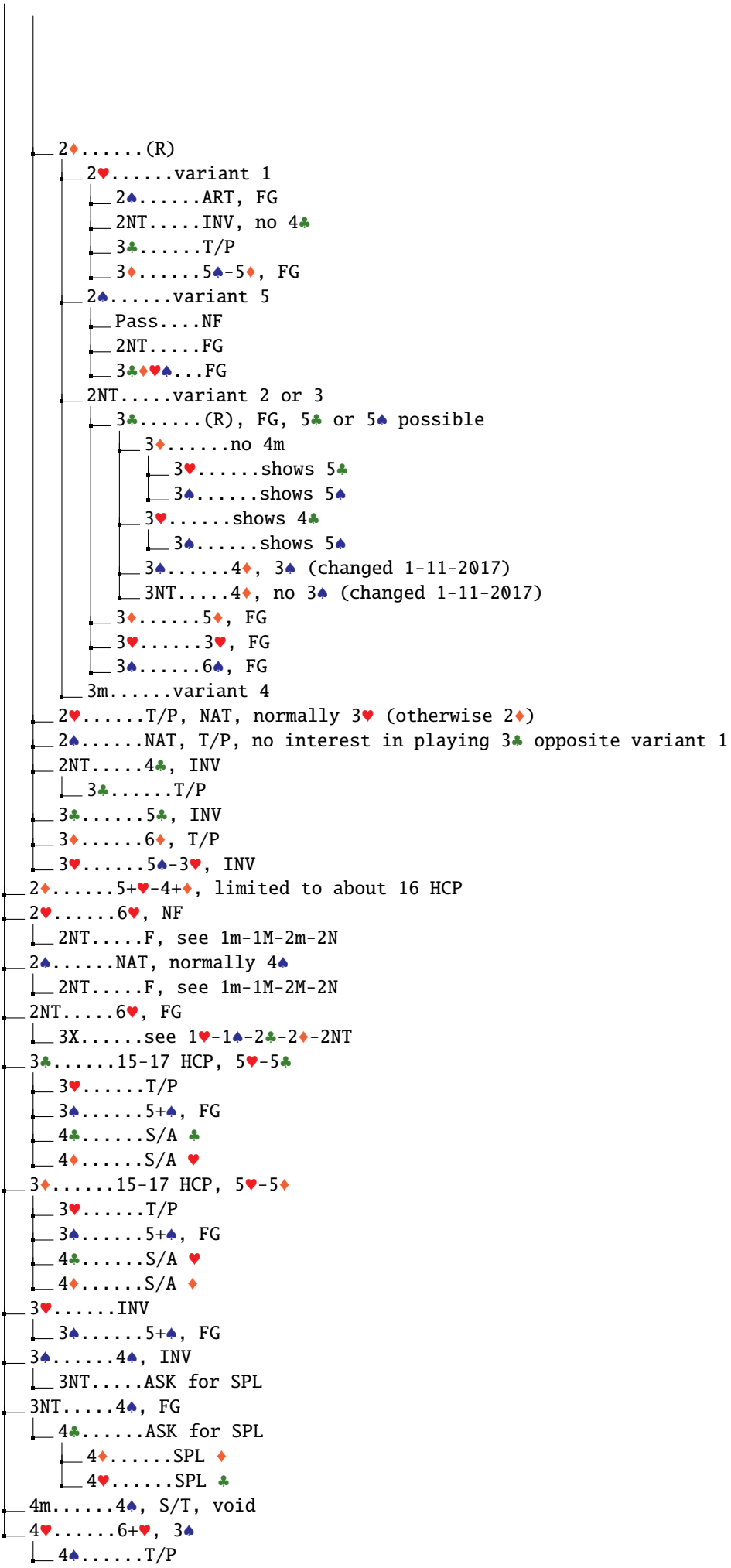
7.1 Answers

```
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 1♥-1♠-2NT

- 1♥-1♠
  - 2NT.....one of:
    - 1) 18-19 HCP, BAL
    - 2) 6+♥, 18+ HCP, GF
  - 3♣.....(R)
    - 3♦.....5332
      - 3♥.....NF (the only way to end in a partial after 2NT)
      - 3♠.....5S, GF
    - 3♥.....6+♥, no 3♠, GF
    - 3♠.....6+♥, 3♠, GF
    - 3NT.....6+♥, no 3♠, NF
  - 3♦.....4+♠, 5+♦, GF
    - 3♠.....3♠
      - 3NT.....no 5♠
  - 3♥.....♥-fit, GF
  - 3♠.....6♠, GF

7.1.3 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, F
  - 2NT.....limit
  - 3m.....NAT, F
  - 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 a singleton K or Q. 14 or 17 with a 5crd suit are upgraded regularly.

9.1 Answers

1NT

- 2♣.....Stayman
- 2♦.....5+♥ TRF
- 2♥.....5+♠ TRF
- 2♠.....5+♣ TRF
- 2NT.....8-9 HCP, BAL
- 3♣.....6+♦ TRF
- 3♦.....Optional Stayman, normally 4333
  - 3M.....4M, not 4333
- 3♥.....31(54) FG
- 3♠.....13(54) FG
- 3NT.....T/P
- 4♣.....55 MM
  - 4♦.....♣-fit
  - 4♥.....♠-fit
- 4♦.....55 MM
- 4M.....T/P
- 4NT.....QUANT
- 5m.....T/P

9.1.1 Continuation after Stayman

1NT-2♣

- 2♦.....no 4M
- 2♥.....4+♥, no 4♠
- 2♠.....4+♠, no 4♥
- 2NT.....44MM
  - 3♣.....4+♥, INV or S/T
  - 3♦.....4+♠, INV or S/T
  - 4♣.....4+♥, GF
  - 4♦.....4+♠, GF

1NT-2♣-2♦

- 2♥.....5+♥, INV (misère dorée)
- 2♠.....5+♠, INV (misère dorée)
- 2NT.....INV
- 3m.....5+m 4M FG

- 3♥.....Smolen (chassé croisé) with 5♠-4♥, FG
- 3♠.....Smolen (chassé croisé) with 5♥-4♠, FG
- 3NT.....T/P
- 4♣.....Smolen (chassé croisé) with 6♥-4♠, FG
- 4♦.....Smolen (chassé croisé) with 6♠-4♥, FG
- 4NT.....QUANT

1NT-2♣-2♥
- 2♠.....5+♠, INV (misère dorée)
- 2NT.....INV
- 3m.....5+m-4♠ FG
- 3♥.....INV
- 3♠.....4+♥, S/T
  - 3NT.....CTRL ♠
- 4m.....4+♥, S/T, SPL m
- 4NT.....QUANT
- 4♠.....4+♥, BW exclusion
- 5m.....4+♥, BW exclusion

1NT-2♣-2♠
- 2NT.....INV
  - 3♥.....3♥, GF, to play game opposite 5♥ (misère dorée)
- 3m.....5+m-4♥ FG
- 3♥.....4+♠, S/T
- 3♠.....INV
- 4♣♦♥....SPL, 4+♠, S/T
- 5♣♦♥....4+♠, BW exclusion

9.1.2 Continuation after Transfers

1NT-2♦
- 2♥.....NF
  - 2♠.....55 MM, INV
  - 2NT.....FG, 5M4m(31), no S/T
    - 3♣.....(R)
      - 3♦.....4♣, 3♦
      - 3♥.....4♣, 1♦
      - 3♠.....4♦, 3♣
      - 3NT.....4♦, 1♣
  - 3m.....5+m, FG or 4m, S/T
    - 3M.....might be “I am stuck”
  - 3♥.....6+♥ INV
  - 3♠.....6+♥ SPL ♠ or no SPL
  - 3NT.....T/P
  - 4m.....6+♥ SPL
  - 4♥.....T/P
- 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. Some exceptions:

1NT-2♥
- 2♠.....NF
  - 3♥.....55 MM, S/T
  - 4♣.....6♠, S/T, SPL ♣ or no SPL

1NT-2♠..5+♣
- 2NT.....fit ♣, INV
  - 3♣.....T/P
  - 3♦.....55 mm, FG
  - 3M.....6♣, SPL
  - 3NT.....accept INV
  - 4♣.....S/T, no SPL M
  - 4♦♥♠....BW exclusion
- 3♣.....else
  - 3NT.....suggests SPL ♦

1NT-3♣
- 3♦.....Forced
  - 3M.....SPL
  - 3NT.....suggest SPL ♣
  - 4♣.....SPL ♣, S/T
  - 4♦.....S/T, no SPL
  - 4♥♠.....BW exclusion
  - 4♣.....BW exclusion

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♣)
- Pass....weak or a trap pass (for penalties)
- 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.....for penalties
- 2M......4+M
- 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

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

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♦
```

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:
│  │        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

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....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

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

2NT
- 3♣.....Stayman
  - 3♦.....no 4M
    - 3♥.....Smolen (chassé croisé) with 5♠-4♥, FG
    - 3♠.....Smolen (chassé croisé) with 5♥-4♠, FG
  - 3♥.....4+♥, no 4♠
    - 3♠.....♥ fit, S/T
  - 3♠.....4+♠, no 4♥
    - 4♥.....♠ fit, S/T

- 3NT.....44 MM
  - 4♣.....TRF
  - 4♦.....TRF
  - 4M.....4M, S/T, NF
- 3♦.....5+♥, TRF
  - 3♥.....NF
    - 3♠.....55 MM, S/T
      - 3NT.....T/P
      - 4♣.....♥ fit
      - 4♦.....♠ fit
    - 4♣.....5♥-4♣
      - 4♦.....CTRL for ♣ (only great fit for ♣ possible)
      - 4♥.....NAT
    - 4♦.....5♥-4♦
      - 4♥.....NAT
      - 4♠.....CTRL for ♦ (only great fit for ♦ possible)
  - 3♠.....good fit, second suit
  - 3NT.....3crd fit
  - 4m.....good fit, second suit
- 3♥.....5+♠, TRF
  - 3♠.....NF
    - 4♣.....5♠-4♣
    - 4♦.....5♠-4♦
- 3♠.....6♣
  - 3NT.....T/P
- 4♣.....6♦
- 4♦.....55 MM
- 4♥.....55 mm, SPL ♥
  - 4NT.....T/P
- 4♠.....55 mm, SPL ♠

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)

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.....♣+♦
- 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