

EM-GJP 1.1

Erick Mauberquez / Gert-Jan Paulissen

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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♦♥♠.....To be defined
| 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:
│   │   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
├ 2♠.....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. 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

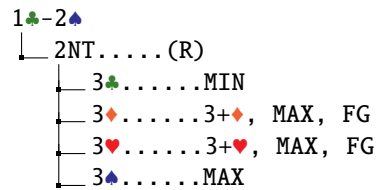
3.1.5 1♣-2♥

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♠.

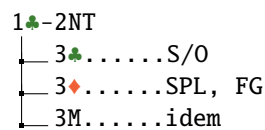
1♣-2♥-2NT
└─ 3♣.....3+♣
 └─ 3M.....INV, NF
└─ 3♦.....3+♦
 └─ 3M.....INV, NF
└─ 3♥.....5422, MIN
└─ 3♠.....5422, MAX

3.1.6 1♣-2♠

Shows 5♠ and 4+♣, 7-9 HCP.

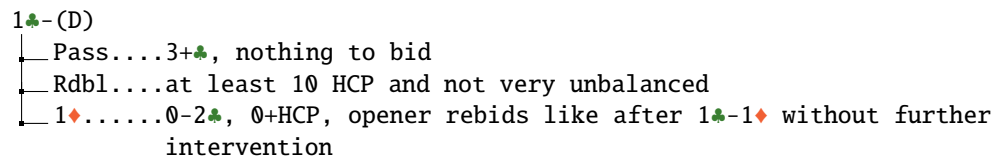


3.1.7 1♣-2NT



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♣-(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
```

1m-(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 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