

WL-GJP 1.1

Wilfried Libbrecht / Gert-Jan Paulissen

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Contents

1	Introduction	2
1.1	BML - Bridge Bidding Markup Language	2
1.1.1	Output	2
1.2	Abbreviations	2
2	Opening bids	2
3	The 1♣ opening	3
3.1	Answers	3
3.1.1	1♣-1♦	3
3.1.2	1♣-1M	4
3.1.3	1♣-1NT	7
3.1.4	1♣-2♦	7
3.1.5	1♣-2♥	7
3.1.6	1♣-2♠	7
3.1.7	1♣-2NT	8
3.1.8	Intervention after 1♣	8
4	The 1♦ opening	8
4.1	Answers	8
4.1.1	1♦-1M	9
4.1.2	1♦-1NT	10
4.1.3	1♦-2♣	10
4.1.4	1♦-2♦	10
5	Inverted minor	10
5.1	1♣-2♣	10
5.2	1♦-2♦	11
6	Transfers after 1m and a one level overcall	12
6.1	Further development	12
7	The 1 major opening	12
7.1	Answers	13
7.1.1	1♥-1♠	13
7.1.2	1M-1N	14
8	Fit after 1M	15
8.1	Answers	15
9	The 1NT Opening	16
9.1	Answers	16
9.1.1	Continuation after Stayman	16
9.1.2	Continuation after Transfers	17
9.1.3	Continuation after 1N-2♠	18
9.2	They bid over our 1NT opening	18

9.2.1	They bid over stayman	18
9.2.2	They bid over our transfer	19
10	The 2♣ opening	19
10.1	Answers	19
10.2	Intervention	20
11	The 2♦ opening	20
11.1	Answers	20
11.2	Intervention	21
12	The Muiderberg	22
12.1	Answers	22
12.1.1	2M-2N	22
12.2	Intervention after our Muiderberg	23
13	The 2NT opening	23
13.1	Answers	23
13.2	Intervention	24
14	They Open	24
14.1	Strong 1♣ or 2♣ opening	24
14.2	INT Opening	25
14.3	2NT Opening	25
14.4	Michaels	25
14.4.1	Direct two-suited bids	25
14.4.2	They bid after our twosuit overcall	28
15	Abbreviations	28

1 Introduction

1.1 BML - Bridge Bidding Markup Language

The notation in this document is in BML format, see github.com/Kungsgeten/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 (:

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1♣	2+♣, NAT or BAL, 11+ HCP (12+ if BAL)
1♦	4+♦, 11+ HCP (12+ if BAL)
1♥♠	5+♥/♠, 11+ HCP (12+ if BAL)
1NT	15–17 BAL
2♣	Weak-two in ♦ / Any game force except ♦
2♦	Multi-coloured: 6+♥/6+♠ and 5–10 HCP or 22–24 BAL or FG with ♦
2M	5M, 4+m, 5-10 HCP
2NT	22–24 BAL
3X	PRE
3NT	Gambling

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

1♣

Pass	impossible except when 5+♣ and 0-3 HCP
1♦	one of: 1) negative, 0-7 HCP 2) 4+♦, 8+ HCP 3) 8+ HCP, no major, no 4+♦, no other bid
1M	4+M, 8+ HCP
1NT	8-10 HCP, BAL, no 4M
2♣	inverted minor, 5+♣, FG
2♦	0-7 HCP, 6M
2♥	5♠-4+♥, 5-9 HCP
2♠	inverted minor, INV
2NT	11-12 HCP, INV
3♣	6♣, 6-9 HCP, expects to win 3NT opposite a strong balanced hand
3X	6X, good suit, INV
3NT	13-15 HCP, BAL

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+♣)
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

Changes 2017-12-22:

- Added 1C-1M-1S
- Modified 1C-1M-2M-2N-4CD
- Modified 1C-1M-2M-3X
- Modified 1C-1M-2D (4M possible)

1♣-1M

1♠	(after 1♥) shows 4♠ (but can bid 1NT too with 4333)
2♣♦	NAT or two-way Checkback Stayman (TODO)
1NT	12-14 NT. 4333 possible after 1♣-1♥.
2♣	11-16 HCP, 5+♣
2NT	onesuiter, FG
3♣	(R), opener responds naturally
3♦	(R), ♣-fit, (mild) S/T, opener responds naturally
3X	NAT
3♣	onesuiter, INV

1♣-1M-1N

1♣-1M-1NT

2♣	PUP to 2♦
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	2♦	Mandatory
	Pass	S/O
	2M	INV, 5M, NF
	2NT	INV, 4M
	3m	INV, 5M, 5m
	3NT	FG, (5M332), asks opener to bid M with 3M and a suitable hand
2♦	FG, CONV	
2NT	PUP	
	3♣	Mandatory
	Pass	S/O
	3♦	4M, 5♦, INV
3m	5M-5m, good suits (else 2♦), FG	
3M	6M, good suit (else 2♦), FG	
1♣-1♥-1NT-2♣-2♦		
	2♠	INV, 5♥, 4♠, NF
1♣-1♠-1NT-2♣-2♦		
	2♥	INV, 5♠, 4♥, NF
1♣-1♥-1NT		
	3♠	65 MM
1♣-1♠-1NT		
	3♥	55 MM
1♣-1M-2♣		
1♣-1♥-2♣		
	2♦	3rd suit forcing, FG unless opener bids NF and responder passes
	2M	NF
	2NT	NF
	3♣	NF
	3♦	NAT, FG
	3M	3M, FG
	2M	NAT, NF
	2NT	exactly 4M, F
	3♣	MIN
	3X	MAX, S/S (also 3M)
	3NT	MAX, no S/S
	3♣	INV, not suitable for 2NT
	3♦	5M-5♦, FG
	3M	FG, 6M
1♣-1♥-2♣-2♦		
	2♠	4SFG
1♣-1♠-2♣-2♦		
	2♥	4SFG
1♣-1♥-2♣		
	2♠	NAT, FG
	3♠	SPL
1♣-1♠-2♣		
	2♥	NAT, INV (1♣-2♥ shows 5♠-4♥ and a weak hand)
	3♥	55 MM

1♣-1M-2D

1♣-1M

- 2♦ one of:
1) 18-19 HCP, BAL, 4M possible
2) 17+ HCP, NAT, reverse
- 2♥ exactly 4M
- 2♠ variant 1, either 4♠ (after 1♣-1♥) or waiting (after 1♣-1♠)
- 2NT normally variant 1
3X NAT
- 3♣ variant 2, 5-4
3♦ variant 2, 6-5
3M variant 1, 4M, no 4333
3NT variant 1, 4M333
- 2♠ 5+M
2NT variant 1
3X NAT
- 3♣ variant 2, 5-4
3♦ variant 2, 6-5
3M 3M, suitable for trumps
3NT variant 1, 4M333, stops
- 2NT 11+ HCP, BAL, no 5M
3♣ 5M-4m, good suits (else 2♠), S/T
3♦ 5M-5♦, good suits (else 2♠), S/T
3M 6M, good suit (else 2♠), S/T

- 1♣-1♥-2♦
3♠ 65 MM, good suits (else 2♠), S/T

- 1♣-1♠-2♦
3♥ 55 MM, good suits (else 2♠), S/T

1♣-1M-2M

1♣-1M

- 2M MIN, usually 4M but sometimes 3M is possible
- 2NT F1, any INV+
- 3♣ MIN, 3M, 5♣, NF
3M MIN, 4M
3X MAX, 3M, NAT
3NT 4M333
4M MAX, 4M
4♦ MAX, 4M, SPL ♦ (om)
- 3M 5M, (mildly) INV
2♠/3♥ (bid in other major w/o jump), 54 MM, INV+
3X 5M, NAT, S/T

- 1♣-1♥-2♥-2NT
4♣ MAX, 4♥, SPL ♠

- 1♣-1♠-2♠-2NT
4♣ MAX, 4♠, SPL ♥

1♣-1M-2oM

- 1♣-1♥
2♠ NAT, STR, FG

- 1♣-1♠
2♥ NAT, STR, FG

strong with 4 cards fit after 1♣-1M

1♣-1M

3♦	SPL, 4M, FG
3M	4M, INV
	3M+1 (R), asks for singleton that opener should show naturally
	4♦ singleton
	3NT singleton ♠ (M=♥)
	4♥ singleton ♥ (M=♠)
3NT	5422, 4M, FG
4♣	6-4, good suits, (mild) S/T
4X	(X < M), void, 4M

1♣-1♥

3♠	SPL ♠, 4♥, FG
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1♣-1♠

3♥	SPL ♥, 4♠, FG
----	---------------

3.1.3 1♣-1NT

Changes 2017-12-22:

- Added 1C-1N

1♣-1NT

2♣	S/O
2♦♥♠	NAT, reverse, F
	2NT PUP (maybe S/O in ♣)
3♣	FG
2NT	INV, short in the other minor

3.1.4 1♣-2♦

A weak Multi-coloured (<= 6 HCP). A hand that may not be strong enough opposite a strong (balanced) hand.

1♣-2♦

2M	see the 2M opening
2NT	idem
3M	idem
3♣	NF

3.1.5 1♣-2♥

Shows at least 5♠-4♥ and 5-9 HCP. This bid exists because after 1C-1S-2C a bid of 2H is at least INV. It is not mandatory because if you prefer 2C if partner rebids it, you can bid 1D or 1S.

1♣-2♥-2NT

3♣	MIN, no 5-5
3♦	MIN, 5-5
3♥	MAX, FG, no 5-5
3♠	MAX, FG, 5-5

3.1.6 1♣-2♠

Inverted minor and just INV.

1♣-2♠

2NT	NF
3♣	S/O
3♦	SPL, FG
3M	idem

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	nothing to bid, maybe even 5=5=3=0
Rdbl	at least 10 HCP and not very unbalanced
1♦	5+♦, 0+HCP, opener responds like after 1♣-1♦ without further intervention

1♣-(1X) We play transfers now.

1♣-(1X)-P-(2X) Any bid by opener is strong. 2NT is natural after which partner acts as if 2NT has been opened.

1♣-(2X)-P Like 1♣-(1X)-P-(2X) except that a double may not be so strong.

1♣-(P)-1♦-(D) A pass shows a minimal balanced hand. Redouble shows a strong hand and at least 3♦. Other bid are as usual but 1M suggests an unbalanced hand.

1♣-(P)-1♦-(nX) Double is for take-out and strong and a NT bid shows a maximal balanced hand.

1♣-(P)-1M-(...) (Re)double shows 3M support but only when we can return to 2M.

1♣-(P)-2♣-(...) A double is for penalties by opener as long as they do not jump. If they jump it is for take-out (avoid doubles when short).

1♣-(P)-2♦-(...) See the Multi-coloured opening.

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 2017-12-22:

- Modified 1D-2C
- Modified 1D-2D
- Modified 1D-2H

1♦

1M	4+M 5+HCP
1NT	6-10 no 4M
2♣	FG, 4+♣ (usually 5)
2♦	inverted minor, 4+♦, FG
2♥	5♠-4+♥, 5-9 HCP, see continuation after 1♣
2♠	INV, 4+♦
3♣	spl, rest see 1♣

2NT INV
 3m NF
 3M SPL, FG
 3♣ INV 6+♣
 3♦ 5-9 4+♦
 3M INV 6+M
 3NT 12-15 all suits stopped, normally 3343 or 3334.

4.1.1 1♦-1M

Changes 2017-12-23:

- 1D-1M-2S

1♦-1M

1♠ 4+♠ NF
 1NT 12-14 HCP, BAL, see 1♣ opening
 2♣ 5+♦ 4+♣ 11-17(18)
 2♦ 6+♦ 11-14(15)
 2M (3)4+M 12-14
 2NT (R), F1R
 2♠/3♥ INV, nAT
 3m FG, S/T
 2♥ 16+ HCP, 5+♦-4+♥
 2♠ 19+ HCP, 5+♦-4+♠, FG
 3♣ 19+, 5+♦-4+♣, FG
 3♦ 15-17, 6+♦

1♦-1M-2NT

1♦-1♥

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

1♦-1♠

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

strong with 4 cards fit after 1♦-1M

1♦-1M

3M 15-17, (4)5+♦-4M
 1step asking shortness
 4♦ 6m-4M, 16+ HCP, (mild) S/T
 4M 6m-4M, 11-15 HCP

1♦-1♥

3♠ 4♥, FG, UNB
 3NT (R)
 3NT 4♥, SPL ♠, stronger than 3S
 4♣ 4♥, SPL ♣, stronger than 3S

1♦-1♠

3♥ 4♠, FG, UNB
 3♠ (R)
 3NT 4♠, SPL ♥, stronger than 3H
 4♣ 4♠, SPL ♣, stronger than 3H

4.1.2 1♦-1NT

Changes 2017-12-23:

- Modified 1D-1N-2N
- Added 1D-1N-3M

1♦-1NT

2m NF
 2M 16+ reverse, F1R
 2NT NF
 3m NF
 2NT INV, short in other minor
 3♣ 4+♣, FG
 3♦ 6+♦, INV
 3M 6+♦, FG, autosplinter

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+♣

4.1.4 1♦-2♦

All Nat, except 3♣ = Spl

5 Inverted minor

1m-2m is inverted minor and FG. Promises 5 cards after 1♣ and 4 cards after 1♦.

5.1 1♣-2♣

1♣-2♣

2♦ Texas SA avec 2 ou 3♣ (mini maxi 12-14 ou 18-19)
 2♥ Une main irrégulière, 11-14 HCP
 2♠ Texas SA avec 4♣ et plus (mini maxi 12-14 ou 18-19)
 2NT Texas ♣, 6 cartes, 15+ HCP (ou 5 cartes avec courte à ♦)
 3♣ Texas ♦, minimum 5/4, 15+ HCP
 3♦ Texas ♥, 4 cartes à ♥ impérativement avec la courte à ♠, 15+ HCP
 3♥ Texas ♠, 4 cartes à ♠ impérativement avec la courte à ♥, 15+ HCP
 3♠ Courte à ♦ (4414) dans une main de 15+ HCP
 3NT ?

1♣-2♣-2NT

3♣ (R)
 3♦ 3415 ou 3316
 3♥ 3136

3♠ 1336
 3NT (6322)

1♣-2♣-3♣
 3♦ (R)
 3♥ 3145
 3♠ 1345
 3NT 2245

1♣-2♣-3♦
 3♥ ça me plait, je suis intéressé par le chelem, petite proposition
 3NT je m'occupe des Piques
 4♣ juste pour dire que je ne m'occupe pas des Piques
 4X contrôle chelem sûr

1♣-2♣-3♥
 3♠ ça me plait, je suis intéressé par le chelem, petite proposition
 3NT je m'occupe des Coeurs
 4♣ juste pour dire que je ne m'occupe pas des Coeurs
 4X contrôle chelem sûr

1♣-2♣-2♥
 2♠ (R)
 2NT voir 1C-2C-2N
 3X voir 1C-2C-3X

5.2 1♦-2♦

1♦-2♦
 2♥ Une main irrégulière, 11-14 HCP
 2♠ Texas SA (mini maxi 12-14 ou 18-19)
 2NT Texas ♣, minimum 5/4, 15+ HCP
 3♣ Texas ♦, 6 cartes, 15+ HCP (ou 5 cartes avec courte à ♣)
 3♦ Texas ♥, 4 cartes à ♥ impérativement avec la courte à ♠, 15+ HCP
 3♥ Texas ♠, 4 cartes à ♠ impérativement avec la courte à ♥, 15+ HCP
 3♠ Courte à ♣ (4414) dans une main de 15+ HCP

1♦-2♦-2NT
 3♣ (R)
 3♦ 3361 ou 3451 seul piège
 3♥ 3154
 3♠ 1354
 3NT 2254

1♦-2♦-3♣
 3♦ (R)
 3♥ 3163
 3♠ 1363
 3NT (6322)

1♦-2♦-3♦
 3♥ ça me plait, je suis intéressé par le chelem, petite proposition
 3♠ ?
 3NT je m'occupe des Piques
 4♦ juste pour dire que je ne m'occupe pas des Piques
 4X contrôle chelem sûr

1♦-2♦-3♥
 3♠ ça me plait, je suis intéressé par le chelem, petite proposition
 3NT je m'occupe des Coeurs
 4♦ juste pour dire que je ne m'occupe pas des Coeurs
 4X contrôle chelem sûr

1♦-2♦-2♥
 2♠ (R)
 2NT voir 1D-2D-2N
 3X voir 1D-2D-3X

6 Transfers after 1m and a one level overcall

All bids up to 2♠ (excluding 1NT and 2♣ after a 1♦ opening) are transfers. All bids are FG opposite a strong opener (17+ HCP).

When X is their suit bid and Y is a new suit bid there are three variants:

1. 2Y (m =< Y < X-1) shows a transfer to the next suit showing at least 5 cards. An example is 1♦-(1♠)-2♦.
2. 2Y (Y = X-1) is a transfer to their suit hence it shows fit and it is at least INV. An example is 1♦-(1♠)-2♥.
3. 2Y (X <= Y < ♠) is a transfer to the next suit showing at least 6 cards. An example is 1♦-(1♥)-2♥.

It is more difficult to play 2m but not impossible. You may be able to bid 1♠, a transfer to 1NT, after which you can correct to 2m.

All direct bids by responder at the three level are natural and preemptive.

1m-(1X)

Dbl Negative double with at least 4 (and at most 5) cards in the next suit (X<♠) or the other major (X=♠).
 1♠ Transfer to 1NT. Normally a hand without a good stopper.
 1NT NAT
 2♣ (after 1♦) NAT and INV+
 2m A transfer to the next suit showing at least 5 cards.
 2♠ A transfer to 2NT. At least INV. Opener should play (positional).
 2NT 5-5 in the suits not bid, INV

1♣-(1♦)

2♣ variant 2: transfer to their suit, hence fit and at least INV
 2♦ variant 3: transfer to the next suit, showing at least 6 cards and 6+HCP

1♣-(1M)

2♣ variant 1: transfer to the next suit (♦) showing at least a reasonable 5 card suit and 9+HCP (trying for 3NT)

1m-(1♥)

2♦ variant 2: transfer to their suit, hence fit and at least INV
 2♥ variant 3: transfer to the next suit (♠), showing at least 6 cards and 6+HCP

1m-(1♠)

2♦ variant 1: transfer to the next suit, showing a reasonable 5 card suit and 9+HCP or 6 cards and 6+HCP
 2♥ variant 2: transfer to their suit, hence fit and at least INV

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-1N

1M-1NT

2♣ a kind of Gazilli with one of:
 1) 4+♣
 2) 18-19 NT
 3) 17-19 HCP, 5M-4m
 4) FG, exactly 5M and another suit
 5) 15-17 HCP, 5♠-4♥ (after 1♠)
 2♦ (R)
 2M variant 1
 2NT INV, no 4♣
 3♣ T/P
 2♥ variant 5
 2NT FG
 3♥ NF
 2♠ variant 4
 2NT variant 2 or 3
 3♣ (R), FG, 5♣ possible
 3♦ no 4m
 3♥ shows 5♣
 3♥ shows 4♣
 3♠ 4♦, 3♠M (changed 1-11-2017)
 3NT 4♦, no 3♠M (changed 1-11-2017)
 3♦ 5♦, FG
 3m variant 4

2M	T/P, NAT, normally 3M (otherwise 2♦)
2♥	(after 1♠), 5+♥, no interest in playing 3♣ opposite variant 1
2NT	4♣, INV
	3♣ T/P
3♣	5♣, INV
3♦	6♦, T/P
2♦	5+M-4+♦, limited to about 16 HCP
2M	6M, NF
2X	(after 1♠) 5♠-4♥, 11-14 HCP (X = oM)
2NT	6M, FG
	3X see 1M-1NT-2♣-2♦-2NT
3m	15-17 HCP, 5M-5m
3M	6M, INV
1♥-1NT-3m	
3♠	15-17 HCP, 5-5
1♠-1NT-3m	
3♥	15-17 HCP, 5-5
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 ♦
1♥-1NT-3m	
3♥	NAT, FG

8 Fit after 1M

8.1 Answers

1M	
2M	fit, 7-9 (10) HCP
3M	(mild) INV, normally 6M
2♠/3♥	NAT, FIR
2NT	limit
3m	NAT, slam try
4M	S/O
4m	SPL, S/T
2NT	at least 3M and either a limit or a (limited) gameforcing hand
3♣	slam try
3♦	relay, positive
3M	BAL
3X	NAT (X = oM)
3NT	SPL in the other major
4m	SPL m
3M	minimum, sorry
3NT	NAT (since slam is not possible)
3X	NAT (X = oM)
3NT	SPL in the other major
4m	SPL
3♦	game try
3NT	NAT (since slam is not possible)

	3M	S/O
	3X	FG, NAT (X = oM)
	3NT	SPL in the other major, stronger than via 3♣
	4m	SPL, stronger than via 3♣
	4M	to play, no interest in slam
3NT	4M, SPL in the other major, 13-15 HCP	
4m	4M, SPL m, 13-15 HCP	

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

1NT-2♣

2♦	no 4M
2♥	4+♥, no 4♠
2♠	4+♠, no 4♥
2NT	44MM min
	3♦ TRF ♥
	3♥ TRF ♠
3♣	44MM max
	3♦ TRF ♥
	3♥ TRF ♠

1NT-2♣-2♦

2♥	4+♥ 4+♠ NF
2♠	5+♠ 4+♥ NF
2NT	INV
3m	5+m 4M FG
3♥	5♥-4♠ INV
3♠	5♠-4♥ INV
3NT	T/P
4♣	4♣ S/T, balanced
	4♦ nat
	4NT Sign off
	4M CUE
	4NT sign off
4♦	4♦ S/T, balanced

4♥ K/B
 4♠ CTRL
 4NT sign off
 5♣ CTRL
 1NT-2♣-2♥
 2♠ (R)
 2NT 3433 or 34(42)
 3♥ S/A ♥
 3m 5m
 3♥ S/A ♥
 3♥ 5♥
 3♠ S/A ♥, CUE
 4m S/A ♥, CUE
 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♠ CUE
 3♠ INV
 4m see 1N-2♣-2♦

9.1.2 Continuation after Transfers

1NT-2♦
 2♥ NF
 2♠ 5+4+MM FG
 2NT (R)
 3m "NAT"
 3M 3M
 3M 5M4OM22
 3NT 55MM
 3m 5+m (good suit) not 4M
 3M S/A M
 2NT INV
 3m NF
 3♠ 5+♠ FG
 3m 4+m FG
 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♦ Xfer
 3♠ SPL
 4m SPL
 3♥ 4+♥ MIN

After 1N-2H we use the same structure as over 1NT-2D, 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 1N-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	For penalties
2M	nat, 4+M
2NT	MM, MIN
3♣	MM, MAX

1NT-(P)-2♣-(2M)

Dbl	take out (4+oM)
2♠	5+♠

1NT-(P)-2♣-(3m)

Dbl	pen
3M	5+M

9.2.2 They bid over our transfer

1NT-(P)-2♦/H-(D)

- Pass no 3 cards fit
- Rdbl retransfer
- 2♥/S to play
- 3m 5-5, NF
- Rdbl 3+ cards fit, wants partner to play (usually no stopper or something like Ax(x))
- 2M 3+ cards fit, wants to play (usually a stopper)

When they bid over our transfer a double is just for penalties. Support shows a good hand with fit, after 2D at least 4 cards (partner may have 4♥5♠ in the majors). If they bid over cuebid dbl shows fit and willingness to compete.

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, FIR
2NT	One of:
	1) weak-two in ♦
	2) 25+ HCP, BAL
3♦	Only NF bid
3X	FG, NAT (no system-on!)
3♦	weak-two in ♦, no fit, good suit, NF
3M	FG
3M	weak-two in ♦, fit, MIN
4M	weak-two in ♦, fit, MAX
2X	FG, system-on if possible
3X	FG, system-on if possible
3NT	FG, system-on if possible
2NT	(R), STR
3♣	weak-two, not MAX or no good suit
3♦	NF
3♦	weak-two, MAX, good suit, SPL ♣
3♥	weak-two, MAX, good suit, SPL ♥
3♠	weak-two, MAX, good suit, SPL ♠
3NT	weak-two, MAX, good suit, no SPL
4X	same meaning and development as after 2♣-2♦-3X
3♣	6+♣, INV
3♦	PRE
3M	6M, INV

10.2 Intervention

We just keep it simple: a pass promises clubs, redouble is strong. The rest is system-on.

2♣-(D)

Pass	5+♣, NF
Rdbl	STR

11 The 2♦ opening

11.1 Answers

2♦	Multi-coloured, one of:
	1) weak-two in a major
	2) 22-24 NT
	3) FG in ♦
2♥	(R)
2♠	weak-two in ♠
2NT	(R)
3m	T/P, no short ♥ (else 3m response)
3♥	6+♥, INV
3♠	PRE
2NT	22-24 NT, see 2NT opening
3♣	FG in ♦, one of:
	1) 4M

	2) 1-suiter, not a solid suit plus stoppers and 9 tricks
3♦	(R)
	3M variant 1
	4♣ S/A for M
	4♦ S/A for ♦
	3NT variant 2
	4m variant 2
	3M 5+M
3♦	FG, 5+♦-4+♣
	3M stopper
	4♣ S/A for ♣
	4♦ S/A for ♦
3M	FG, 5+♦-5M
	4♣ S/A for M
	4♦ S/A for ♦
3NT	FG in ♦, 1-suiter, a solid suit plus stoppers and 9 tricks
2♠	NF opposite a weak-two in ♠
2NT	weak-two in ♥
	3♣ 5♠-5m, FG
	3♦ (R)
	3♥ shows 5♣
	3♠ shows 5♦
	3♦ (R), opener bids 4D with a MAX else 3H
	3♥ NF
	3♠ 6♠, INV
3X	see 2♦-2♥-3♣
2NT	(R), STR
	3♣ weak-two in ♥, not MAX or no good suit
	3♦ weak-two in ♠, not MAX or no good suit
	3♥ weak-two in ♠, MAX, good suit
	3♠ weak-two in ♥, MAX, good suit
	3NT solid weak-two
	4X same meaning and development as after 2D-2H-3X
3m	T/P, short ♥ (else 2♥ response)
3M	P/C
3NT	T/P, short ♥
	4♣ TRF for ♥ (e.g. KQJ109x)
	4♦ TRF for ♠
4♣	ART, asks for transfer
4♦	ART, asks for major
4M	NAT, T/P

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

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

12.1 Answers

2M- 5M with 4+m (VULN 5+m)
 2♠ 5+♠, NF
 2NT FG, ASK
 3♣ P/C
 3♦ INV for 4M
 3M PRE
 3♥ 6+♥, INV
 4♣ 5+♣-4+M
 4♦ 5+♦-4+M
 4M T/P
 4NT mm

12.1.1 2M-2N

2M-2NT

3♣ 4+♣ (VULN 5+), MIN/MED
 3♦ NAT, 5+♦, FG, looking for best game/slam
 3M FG with fit
 3X NAT, 5+ cards, FG, looking for best game/slam (X = oM)
 3NT T/P
 4♣ NAT, S/T
 4♦ K/B for ♣
 4M T/P
 3♦ 4+♦ (VULN 5+), MIN/MED
 3M FG with fit
 3X NAT, 5+ cards, FG, looking for best game/slam (X = oM)
 3NT T/P
 4♣ CTRL for ♦
 4♦ NAT, S/T, no ♣ CTRL
 4M T/P
 4X K/B for ♦ (X = oM)
 3♥ 5+♣, MAX
 3♠ CoG
 3NT T/P
 4♣ NAT, S/T
 4♦ S/A for M
 4M T/P
 3♠ 5+♦, max
 3NT T/P
 4♣ S/A for M
 4♦ NAT, S/T
 4M T/P

12.2 Intervention after our Muiderberg

2M-(D)-

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

2M-(2X)-

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

2M-(2NT)-

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

2M-(3X)-

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

13 The 2NT opening

13.1 Answers

After 2NT we try to reach 5-3 major fits even with 5♠-4♥. This means that standard Puppet Stayman is not good enough. So after the 3♣ response, opener must evaluate his hand opposite 5♠-4♥.

2NT- 20-22 HCP, BAL (5M332 or 5m422 possible) and maybe even 4441, 5431 or 6322 (no 5+M)

3♣ (R)
 3♦ one of:
 1) 4♠, maybe 4♥
 2) no 4M, suitable for 4♠ opposite 5♠-4♥
 3♥ 4♠
 3♠ variant 1
 3NT variant 2
 3♠ 4♥, maybe a S/T with 5♠-4♥
 3NT no 4♥
 4m NAT, S/T, see 1NT-2C-2D-4C
 4♥ 5♠-4♥, TRF to 4♠
 3♥ 4+♥, no 4♠
 3♠ (R)
 3NT exact 4♥
 4m 5m
 3♠ 5♠
 4m 5m
 4♥ S/T for ♥
 3NT no 4M, no interest in playing 4♠ opposite 5♠-4♥
 3♦ 5+♥, TRF
 3♥ NF
 3♠ 5♥-4♠, FG
 4♣ S/A for ♥
 4♦ S/A for ♠
 4♣ 5♥-4♣
 4♦ K/B (only great fit for ♣ possible)

4♥ NAT
 4♦ 5♥-4♦
 4♥ NAT
 4♠ K/B (only great fit for ♦ possible)
 4♥ S/T
 3♠ good fit, second suit
 3NT 5♠2♥33
 4♣ S/A for ♠
 4♦/4♥ TRF
 4m good fit, second suit
 3♥ 5+♠, TRF
 3♠ NF
 4♣ 5♠-4♣
 4♦ K/B (only great fit for ♣ possible)
 4♠ NAT
 4♦ 5♠-4♦
 4♥ K/B (only great fit for ♦ possible)
 4♠ NAT
 4♠ S/T
 3NT 5♥2♠33
 4♣ S/A for ♥
 4♦/4♥ TRF
 4m good fit, second suit
 4♥ good fit, second suit
 3♠ mm
 4m S/A
 4♣ 6♥, TRF to 4♥
 4♥ forced
 4♦ 6♠, TRF to 4♠
 4♠ forced
 4♥ 6♣, S/T
 4♠ fit, MAX
 4NT K/B
 4NT no fit, T/P
 5♣ T/P
 5NT K/B
 5♣ fit, MIN
 5NT K/B
 4♠ 6♦, S/T
 4NT no fit, T/P
 5♦ T/P
 5NT K/B
 5♣ fit, MAX
 5NT K/B
 5♦ fit, MIN
 5NT K/B

13.2 Intervention

14 They Open

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

14.1 Strong 1♣ or 2♣ opening

We play pretty standard over their strong opening bids, the 1♣ opening is explained below and after the 2♣ opening we play something similar.

(1♣)

Pass might be strong
Dbl 4+4+ MM (dependent on vulnerability)
1X natural can be (very) light
1NT cuebid
2NT (very) good raise
1NT 5+4+ mm
2♣ wide ranged
2♦ Weak
2M Weak
2NT 5+5+ red suits
3X PRE

14.2 1NT Opening

The meaning of our dbl depends on the strength of their 1NT opening. For us a weak NT is: it can contain 13 or less HCP, so 13-15=weak 14-16=strong. If it is a strong 1NT we play it as 5+m-4M if it's a weak 1NT we play it as penalty/points. We play same methods in 2nd and 4th seat, if we passed previously and dbl a weak 1NT it is the 5+m-4M hand.

(1NT)

Dbl 5+m-4M
2♣ p/c
2♦ asks major
2M to play
2NT INV+ minor??
3m to play
2♣ Landy, 5(4)+4+MM
2♦ no pref, meaning <2 difference in majors, can have a (light) inv hand
2M Pref NF
2NT INV+ answers like Multi
3m NF
3M (light) inv
2♦ Multi, see 2♦ opening
2M Muiderberg (can have 6M occasionally), see 2M opening
2NT 5+5+ minors wide range
3m wide ranged, NAT
3M PRE

14.3 2NT Opening

(2NT)

Dbl MM (from both hands)

14.4 Michaels

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

14.4.1 Direct two-suited bids

(1♣)

2♣ NAT
2♦ MM
2NT ♦+♥
3♣ Weak, 6+♣

(1♦)

2♦ MM

2NT ♣+♥
 3♦ ♣+♠ (normally 6♣)

(1♥)

2♥ ♠+m
 2NT ♣+♦
 3♥ Asks stop for 3NT

(1♠)

2♠ ♥+m
 2NT ♣+m
 3♠ Ask stop for 3NT

Continuations after our two-suited overcall

(1♣)-2♦-(P)

Pass at own risk
 2♥ NF, preference
 2♠ NF, preference
 2NT INV+, ASK
 3♣ min/med
 3♦ asks shortness
 3M NF INV
 3♦ MAX, short ♦ (changed 1-11-2017)
 3♥ MAX, short ♣ (changed 1-11-2017)
 3♠ MAX, 1-1 minors
 3♣ NF, (6)7+♣
 3♦ NF, (6)7+♦
 3♥ NF, (3)4+♥, light INV
 3♠ NF, (3)4+♠, light INV
 3NT T/P
 4♣ S/T ♥
 4♦ S/T ♠
 4M T/P

(1♣)-2NT-(P)

3♣ INV+, ♥
 3♦ NF, preference
 3♥ NF, preference
 3♠ NF, 6+♠
 4♣ INV, ♣
 4♦ K/B, ♣
 4♥ T/P
 4♠ T/P

(1♦)-2♦-(P)

2M NF preference
 2NT INV+ ASK
 3♣ min/med
 3♦ asks shortness
 3M NF INV
 3♦ MAX, short ♣
 3♥ MAX, short ♦
 3♠ MAX, 1-1 minors
 3♣ NF, (6)7+♣
 3♦ INV, MM
 3♥ NF, (3)4+♥, light INV
 3♠ NF, (3)4+♠, light INV
 3NT T/P

4♣ S/T, ♥
 4♦ S/T, ♠
 4M T/P

(1♦)-2NT-(P)

3♣ NF, preference
 3♦ INV(+), ♥
 3♥ NF, preference
 3♠ NF, 6+♠
 4♣ INV, ♣
 4♦ K/B, ♣
 4♥ T/P
 4♠ T/P

(1♥)-2♥-(P)

2♠ NF, preference
 2NT INV+, see continuation after Muiderberg
 3♣ P/C
 3♦ INV, ♠
 3♥ S/T, ♠
 3♠ light INV, ♠
 3NT T/P
 4♣ ♣+♠
 4♦ ♦+♠
 4♥ SPL for ♠
 4♠ T/P
 4NT bid your m

(1♥)-2NT-(P)

3m NF, preference
 3♥ FG
 3♠ NF, 6+♠
 3NT T/P
 4♣ INV, ♣
 4♦ INV, ♦
 4♥ K/B, ♦
 4♠ T/P
 4NT Pick best m

(1♠)-2♠-(P)

2NT INV+, see continuation after Muiderberg
 3♣ P/C
 3♦ INV, ♥
 3♥ NF, pref
 3♠ S/T, ♥
 3NT T/P
 4♣ ♣+♥
 4♦ ♦+♥
 4♥ T/P
 4♠ K/B ♥
 4NT bid your m

(1♠)-2NT-(P)

3m NF, preference
 3♥ NF, 6+♥
 3♠ FG
 3NT T/P
 4♣ INV, ♣
 4♦ INV, ♦

4♥ T/P
 4♠ ?
 4NT Pick best m

14.4.2 They bid after our twosuit overcall

If they bid a new suit intending as natural, dbl is penalty. If they support each other, dbl is take out, might be INV for M if you don't have another INV. If they cue bid, dbl means that you would have liked to bid that.

15 Abbreviations

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

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

- (5431) = Any hand with that distribution (suits unknown)
- 5431 = Five spades, four hearts, three diamonds, one club
- 54(31) = A hand with five spades, four hearts, and 3♦1♣ or 3♣1♦
- 54(xx) = A hand with five spades and four hearts
- AGG = Aggressor. The first player to double or overcall for the defending side
- ADV = Advancer, aggressors partner
- ASK = Asking bid
- ART = Artificial
- ATT = Attitude
- B = Black suit(s)
- BAL = Balanced
- BW = Blackwood
- CB = Checkback
- COMP = Competitive
- CONC = Concentrated (e.g. all values in the bid suits)
- CONST = Constructive
- CTRL = Control
- CUE = Cue-bid
- DISC = Discourage (ing)
- E = Even
- ENC = Encourage (ing)
- FRAG = Fragment
- F = Forcing
- F1 = Forcing 1 round
- F2NT = Forcing to 2NT
- FG = Forcing to game
- 4SF = 4th suit forcing (4SFG, 4SF1)

- **FREQ** = Frequent
- **G/T** = Game try
- **H** = Honour (Ace, King, or Queen)
- **HCP** = High Card Points
- **INV** = Invitational
- **INQ** = Inquiry
- **KCB** = Keycard Blackwood
- **L/D** = Lead-directing
- **LEB** = lebensohl
- **LHO** = The opponent on your left
- **LIM** = Limit raise
- **L/S** = Long suit
- **L/T** = Less than (length or strength)
- **M** = Major
- **MM** = majors
- **m** = Minor
- **mm** = minors
- **MAX** = Maximum, Maximal, Maximal Overcall Double
- **MIN** = Minimum
- **NAT** = Natural
- **NEG** = Negative
- **NEU** = Neutral
- **NF** = Nonforcing
- **NT** = No Trump
- **NV** = Nonvulnerable
- **oM** = The other major
- **om** = The other minor
- **OPPT** = Opponent(s)
- **OPT** = Optional
- **O/S** = Outside
- **O/C** = Overcall
- **P/C** = Pass or correct
- **PEN** = Penalty
- **PH** = Passed hand
- **PRE** = Pre-emptive
- **PUP** = Puppet to (e.g. 2♣ demands 2♦)

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

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

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

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

- D = Double
- R = Redouble (hence not the reds)
- CoG = Choice of Games

The following abbreviations are **not** used:

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