

GH-GJP 1.0

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1 Introduction

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	20-22 HCP, BAL (5M332 or 5m422 possible) and maybe even 4441, 5431 or 6322 (no 5+M)
3X	PRE
3NT	Gambling

2 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.

2.1 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

2.1.1 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
 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

2.1.2 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)

Changes 2018-01-16:

- 1C-1H-1S-2C is NF and 1C-1H-1S-2C 4SFG

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
2NT	exactly 4M, F
3♣	MIN
3M	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-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♦

- 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

Strong with 4 cards fit after 1♣-1M After 1♣-1M there is room to show an unbalanced and game forcing hand with 4 cards fit by bidding 3♦. After a 1♦ opening this is not possible hence the development after 1♦-1M is different.

1♣-1M

- 3♦ SPL, 4M, FG
3M 4M, INV
- 1step (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

1♣-1♠
 3♥ SPL ♥, 4♠, FG

2.1.3 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

2.1.4 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

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

2.1.6 1♣-2♠

Inverted minor and just INV.

1♣-2♠
 2NT NF
 3♣ S/O
 3♦ SPL, FG
 3M idem

2.1.7 1♣-2NT

1♣-2NT

3♣	S/O
3♦	SPL, FG
3M	idem

2.1.8 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 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. 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.

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+
 3M 5M, NAT, S/T

1♣-1♥-2♥-2NT

4♣ MAX, 4♥, SPL ♠

1♣-1♠-2♠-2NT

4♣ MAX, 4♠, SPL ♥

3 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.

3.1 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+♦
 2NT NAT, F1 (we play 3♦ or 3NT, not 2NT)
 3♣ SPL, FG
 3♦ S/O
 3M SPL, FG
 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.

3.1.1 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
	3m FG, S/T
2♥	16+ HCP, 5+♦-4+♥
2♠	19+ HCP, 5+♦-4+♠, FG
3♣	19+, 5+♦-4+♣, FG
3♦	15-17, 6+♦

1♦-1♥-2♥

2♠	INV, NAT
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1♦-1♠-2♠

3♥	INV, NAT
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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

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 3♠
4♣	4♥, SPL ♣, stronger than 3♠

1♦-1♠

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

3.1.2 1♦-1NT

Changes 2017-12-23:

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

Changes 2018-01-16:

- 1D-1N-2M-2N is a Puppet

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

3.1.3 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+♣

3.1.4 1♦-2♦

See inverted minor.

4 Inverted minor

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

1♣-2♣

2♦	at most 3 cards in ♣
2M	at least 4♣, NAT
2NT	at least 4♣, NAT
3♣	at least 4♣, NAT
3NT	18-19 BAL, 4♣, NAT
3X	SPL, STR

1♦-2♦

2M	NAT
2NT	NAT
3♣	SPL, STR
3♦	NAT
3NT	18-19 BAL, 5332, NAT
3M	SPL, STR

5 Transfers after 1m and a one level overcall

Changes 2018-01-10:

- totally rewritten

Changes 2018-01-16:

- Added bids at the three level.

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

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

1. 2Y (m =< Y < X-1) shows a transfer to the next suit showing at least 5 cards. An example is 1♦-(1♠)-2♦.
2. 2Y (Y = X-1) is a transfer to their suit hence it shows fit and it is at least INV. An example is 1♦-(1♠)-2♥.
3. 2Y (X <= Y < ♠) is a transfer to the next suit showing at least 6 cards, either weak (6-9 HCP) or FG. An example is 1♦-(1♥)-2♥.
4. 3m is natural (at least 5 cards after 1♣ and 4 otherwise) and weak.
5. 3Y (Y < X) shows at least 6 cards and is weak.
6. 3Y (X <= Y < ♠) is a transfer to the next suit showing at least 6 cards and is invitational.
7. 3S is a transfer to 3NT showing at least Axx in their suit.

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

1m-(1X)

- Dbl Negative double with at least 4 (and at most 5) cards in the next suit ($X < \spadesuit$) or the other major ($X = \spadesuit$).
- 1♥ Transfer to 1♠. At least 4♠.
- 1♠ Transfer to 1NT. Normally a hand without a good stopper.
- 1NT NAT
- 2m A transfer to the next suit showing at least 5 cards.
- 2♠ A transfer to 2NT. At least INV. Opener should play (positional).
- 2NT Natural, INV
- 3♠ FG, BAL, Axx in their suit and wants to play 3NT

1♦-(1X)

- 2♣ NAT and INV+

1♣-(1♦)

- 2♣ variant 2: transfer to their suit, hence fit and at least INV
- 2♦♥ variant 3: transfer to the next suit, showing at least 6 cards
- 3♣ barrage
- 3♦ variant 4: 6♥, INV
- 3♥ variant 4: 6♠, INV

1♣-(1M)

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

1m-(1♥)

- 2♦ variant 2: transfer to their suit, hence fit and at least INV
- 2♥ variant 3: transfer to the next suit (♠), showing at least 6 cards
- 3♥ variant 4: 6♠, INV

1m-(1♠)

- 2♦ variant 1: transfer to the next suit, showing a reasonable 5 card suit and 9+HCP or 6 cards and 6+HCP
- 2♥ variant 2: transfer to their suit, hence fit and at least INV
- 3♥ 6♥, INV

5.1 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.

6 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.

6.1 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

6.1.1 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

6.1.2 1M-1NT

1M-1NT

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

	3♠	4♦, 3oM (changed 1-11-2017)
	3NT	4♦, no 3oM (changed 1-11-2017)
	3♦	5♦, FG
	3m	variant 4
2M	T/P, NAT, normally 3M (otherwise 2♦)	
2NT	4♣, INV	
	3♣	T/P
3♣	5♣, INV	
3♦	6♦, T/P	
2♦	5+M-4+♦, limited to about 16 HCP	
2M	6M, NF	
2NT	6M, FG	
	3X	see 1M-1NT-2♣-2♦-2NT
3m	15-17 HCP, 5M-5m	
3M	6M, INV	

1♠-1NT
 2♥ 5♠-4♥, 11-14 HCP

1♠-1NT-2♣
 2♥ 5+♥, no interest in playing 3♣ opposite variant 1

1♥-1NT-3m
 3♠ NAT, stopper, FG

1♠-1NT-3m
 3♥ NAT, stopper, FG

1M-1NT-3♣
 3M T/P
 4♣ S/A ♣
 4♦ S/A M

1M-1NT-3♦
 3M T/P
 4♣ S/A M
 4♦ S/A ♦

7 Fit after 1M

7.1 Answers

1M

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

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

8 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.

8.1 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

8.1.1 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 CTRL
 4NT sign off
 4♦ 4♦ S/T, balanced
 4♥ K/B
 4♠ CTRL
 4NT sign off
 5♣ CTRL

1NT-2♣-2♥
 2♠ (R)
 2NT 3433 or 34(42)
 3♥ S/A ♥
 3m 5m
 3♥ S/A ♥
 3♥ 5♥
 3♠ S/A ♥, CTRL
 4m S/A ♥, CTRL
 2NT INV
 3m 5+m-4♠ FG
 3♥ INV
 3♠ 3433 CoG
 4m see 1N-2♣-2♦

1NT-2♣-2♠
 2NT INV
 3m 5+m-4♥ FG
 3♥ (R)
 3♠ exactly 4♠ not 4333
 3NT 4333
 4X 5♠ CTRL
 3♠ INV
 4m see 1N-2♣-2♦

8.1.2 Continuation after Transfers

1NT-2♦
 2♥ NF
 2♠ 5+4+MM FG
 2NT (R)
 3m 3m
 3M 3M

		3M	5M4oM22
		3NT	55MM, MIN
		4m	55MM, MAX, SPL m
	3m		5+m (good suit) not 4M
	3M		S/A M
2NT	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♦		TRF
	3♠		SPL
	4m		SPL
3♥	4+♥ MIN		

After 1NT-2♥ we use the same structure as over 1NT-2♦, so very natural.

1NT-2NT

3♣	Forced
3♦	5-5 ♦+♣ FG
3M	SPL 6+♣
3NT	suggests SPL ♦

1NT-3♣

3♦	Forced
3M	SPL
3NT	suggest SPL ♣

8.1.3 Continuation after 1NT-2♠

1NT-2♠

2NT	Forced
3X	Shortness, bidding continues natural

8.2 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

8.2.1 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

8.2.2 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.

9 The 2♣ opening

9.1 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 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

9.2 Intervention

We just keep it simple: a pass promises clubs, redouble is a Puppet to 2♦ with an own suit and a weak hand. The rest is system-on.

2♣-(D)

Pass	5+♣, NF
Rdbl	Puppet to 2♦

10 The 2♦ opening

10.1 Answers

Changes 2018-01-09:

- 2♦-2♠ is positive
- 2♦-2♠-3NT is 22-24 HCP, BAL

2♦ Multi-coloured, one of:

- 1) weak-two in a major
- 2) 22-24 NT
- 3) FG in ♦

2♥ (R)

2♠ weak-two in ♠

2NT (R) asking for shortness

3♣♥♦ Splinter, MIN/MAX

3♠ MIN

3NT MAX

3m T/P, no short ♥ (else 3m response)

3♥ 6+♥, INV

3♠ PRE

2NT 22-24 NT, see 2NT opening

3♣ FG in ♦, one of:

1) 4M

2) 1-suiter, not a solid suit plus stoppers and 9 tricks

3♦ (R)

3M variant 1

4♣ S/A for M

4♦ S/A for ♦

3NT variant 2

4m variant 2

3M 5+M

3♦ FG, 5+♦-4+♣

3M stopper

4♣ S/A for ♣

	4♦	S/A for ♦
3M	FG, 5+♦-5M	
	4♣	S/A for M
	4♦	S/A for ♦
3NT	FG in ♦, 1-suiter, a solid suit plus stoppers and 9 tricks	
2♠	NF, opposite a weak-two in ♠, positive (normally 10+ HCP)	
2NT	weak-two in ♥	
	3♣	5♠-5m, FG
	3♦	(R)
	3♥	shows 5♣
	3♠	shows 5♦
	3♦	(R), opener bids 4♦ with a MAX else 3♥
	3♥	NF
	3♠	6♠, INV
3X	see 2♦-2♥-3♣	
3NT	22-24 HCP, BAL	
2NT	(R), STR	
	3♣	weak-two in ♥, not MAX or no good suit
	3♦	weak-two in ♠, not MAX or no good suit
	3♥	weak-two in ♠, MAX, good suit
	3♠	weak-two in ♥, MAX, good suit
3NT	solid weak-two	
4X	same meaning and development as after 2♦-2♥-3X	
3m	T/P, short ♥ (else 2♥ response)	
3M	P/C	
3NT	T/P, short ♥	
	4♣	TRF for ♥ (e.g. KQJ109x)
	4♦	TRF for ♠
4♣	ART, asks for transfer	
4♦	ART, asks for major	
4M	NAT, T/P	

10.2 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

11 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.

11.1 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

11.1.1 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

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

2M-(2NT)-

Dbl PEN
 3NT asks partner to bid just his minor
 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

12 The 2NT opening

12.1 Answers

Changes 2014-01-09:

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

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

2NT

3♣ (R)
 3♦ one of:
 1) 4♠, maybe 4♥
 2) no 4M, suitable for 4♠ opposite 5♠-4♥
 3♥ 4♠
 3♠ variant 1
 3NT variant 2
 3♠ 4♥, maybe a S/T with 5♠-4♥
 3NT no 4♥
 4m NAT, S/T, see 1NT-2C-2D-4C
 4♥ 5♠-4♥, TRF to 4♠
 3♥ 4+♥, no 4♠
 3♠ (R)

3NT exact 4♥
 4m 5m
 3♠ 5♠
 4m 5m
 4♥ S/T for ♠
 3NT no 4M, no interest in playing 4♠ opposite 5♠-4♥
 3♦ 5+♥, TRF
 3♥ 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

12.2 Intervention

13 They open the bidding

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

13.1 A one level opening

A cue bid promises a rebid.

13.2 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

13.3 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

13.4 2NT Opening

(2NT)

Dbl MM (from both hands)

13.5 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.

13.5.1 Direct two-suited bids

(1♣)

2♣	NAT
2♦	MM
2NT	♦+♥
3♣	Weak, 6+♣

(1♦)

2♦	MM
2NT	♣+♥
3♦	Asks stop for 3NT

(1♥)

2♥ ♠+m
2NT ♣+♦
3♥ Asks stop for 3NT

(1♠)

2♠ ♥+m
2NT ♣+m
3♠ Ask stop for 3NT

Continuations after our two-suited overcall

(1♣)-2♦-(P)

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

(1♣)-2NT-(P)

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

(1♦)-2♦-(P)

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

4♣ S/T, ♥
 4♦ S/T, ♠
 4M T/P

(1♦)-2NT-(P)

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

(1♥)-2♥-(P)

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

(1♥)-2NT-(P)

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

(1♠)-2♠-(P)

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

(1♠)-2NT-(P)

3m NF, preference
 3♥ NF, 6+♥
 3♠ FG

3NT	T/P
4♣	INV, ♣
4♦	INV, ♦
4♥	T/P
4♠	?
4NT	Pick best m

13.5.2 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.

14 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