# AB-GJP 1.1

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### October 10, 2021

## Contents

# 1  Introduction

## 1.1  Style

Quite old fashioned, French SEF based but with a Multi-coloured 2♦ opening. After intervention system-on is the default.

## 1.2  Abbreviations

The abbreviations used are mostly from the World Bridge Federation (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♣......3+♣, 11+ HCP (11 BAL is rare)
├── 1♦......3+♦, 11+ HCP (11 BAL is rare)
├── 1♥♠.....5+♥/♠, 11+ HCP (11 BAL is rare)
├── 1NT.....15-17 BAL
├── 2♣......Albarran
├── 2♦......Multi-coloured: 6M (NV 5) and 5-10 HCP or 22-24 BAL or STR with a
│           minor (Acol two)
├── 2M......5M, 4m, vulnerable 55, 5-10 HCP
├── 2NT.....20-22 HCP, BAL (5M332 or 5m422 possible) and maybe even 4441, 5431 or
│           6322 (no 5+M)
├── 3X......PRE
└── 3NT.....Gambling
```

# 3  The 1♣ opening

You can open either 1C or 1D with 4M333. You may decide to open 1D with AKx in diamonds when you have 3 small clubs.

Responder has weak jumps at the two level, preemptive bids (like an opening) at the three level.

Two over one is just forcing for one round and after 1M-2X a 2NT rebid shows 15-17 HCP.

The fourth suit is only forcing for one round (4SF1).

We play Roudi constant after 1X-1M-1N.

## 3.1  Answers

```
1♣
├── 1♦......4+♦ if possible
├── 1M......4+M, 4+ HCP
└── 1NT.....7-10 HCP, BAL, no 4M
```

```
└─ 2♣......NAT, 5+♣, 6-9 HCP
└─ 2♦♥♠....weak, 4-7 HCP
└─ 2NT.....11-12 HCP, BAL, INV
└─ 3♣......5♣, singleton D/H/S, 9-11 HCP
└─ 3X......like a 3X opening
└─ 3NT.....13-15 HCP, BAL
```

### 3.1.1  1♣-1♦

```
1♣-1♦
└─ 1M......4M
│  └─ 1♠......4♠
│  └─ 1NT.....NF
│  └─ 2m......NF
│  └─ 2M......4M, NF
│  └─ 2oM.....4SF1
│  └─ 2NT.....INV
│  └─ 3♣♦.....NAT, NF
└─ 1NT.....12-14 HCP, BAL, no 4M
│  └─ 2♣......NAT (no Roudi)
└─ 2♣......11-16 HCP, 6+♣
│  └─ 2♦......NF
│  └─ 2M......FG, NAT (maybe 3 cards only)
│  └─ 2NT.....NF
│  └─ 3♣......INV
│  └─ 3♦......INV
│  └─ 3M......FG, SPL
└─ 2♦......4+♣, 4+♦, 11-14 HCP
└─ 2M......20+HCP, 5+♣, 4+M
│  └─ 2NT.....PUP to 3♣
└─ 2NT.....18-19 HCP, BAL
│  └─ 3♣......?
│  └─ 3♦......?
│  └─ 3M......?
└─ 3♣......15-17 HCP, 6♣, onesuiter
│  └─ 3X......FG, NAT
└─ 3♦......5+♣, 4+♦, 15-17 HCP
```

### 3.1.2  1♣-1M

```
1♣-1♥
└─ 1♠......shows 4♠ (but can bid 1NT too with 4333)
   └─ 2♣......NAT, NF
   └─ 2♦......4SF1
```

```
1♣-1M
└─ 1NT.....12-14 NT. 4333 possible after 1♣-1♥.
└─ 2♣......11-16 HCP, 5+♣
└─ 2NT.....18-19 HCP
   └─ 3♣......(R)
      └─ 3♦......?
      └─ 3♥......?
      └─ 3♠......?
```

```
              │
              └── 3NT.....?
         └─ 3♦......?
         └─ 3♥......?
         └─ 3♠......?
    └── 3♣......15-17 HCP, 6♣, onesuiter
```

## 1♣-1M-1NT

```
  1♣-1M-1NT
  └─ 2♣......Roudi constant
     └─ 2♦......min, no fit
     └─ 2♥......min, fit
     └─ 2♠......max, fit, FG
     └─ 2NT.....max, no fit, FG
  └── 2♦......NAT, NF
  └── 3m......5M-5m, good suits, FG
  └── 3M......6M, INV
```

```
  1♣-1♥-1NT
  └── 3♠......65 MM, FG
```

```
  1♣-1♠-1NT
  └── 3♥......55 MM, FG
```

## 1♣-1M-2♣

```
  1♣-1M-2♣
  └─ 2♦......3rd suit forcing, FG unless opener bids NF and responder passes
     └─ 2M......NF
     └─ 2oM.....4SFG
     └─ 2NT.....NF
     └─ 3♣......NF
     └─ 3♦......NAT, FG
     └─ 3M......3M, FG
  └── 2M......NAT, NF
  └── 2oM.....see below
  └── 2NT.....exactly 4M, NF
  └── 3♣......INV, not suitable for 2NT
  └── 3♦......5M-5♦, FG
  └── 3M......6M, INV
```

```
  1♣-1♥-2♣
  └── 2♠......NAT, FG
  └── 3♠......SPL, ♣-fit
```

```
  1♣-1♠-2♣
  └── 2♥......NAT, NF
  └── 3♥......55 MM, FG
```

**1♣-1M-2♦**

```
1♣-1M
└─2♦......17+ HCP, NAT, reverse
    ├─2M......5M, F1
    ├─2NT.....PUP (maybe S/O in ♣)
    │  └─3♣......NF
    └─3♦......4D, FG
```

**1♣-1M-2oM**

```
1♣-1♥
└─2♠......NAT, STR, FG
```

```
1♣-1♠
└─2♥......NAT, STR, F1
```

### 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
```
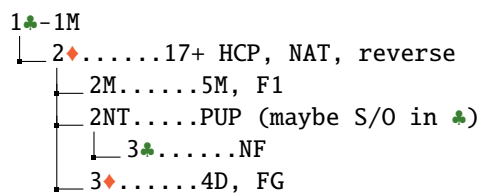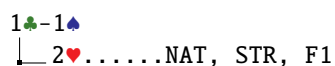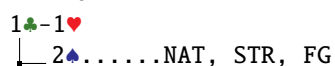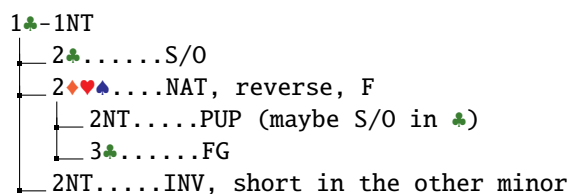
### 3.1.4  1♣-2X

This shows a weak hand. Opener may pass, bid a new suit or repeat his opening colour as non forcing but generally constructive. And he may bid 2NT the only strong bid. Reponders now bids a side honour (A, K or Q), signs off in 3X or bids 3NT (maximum, no singleton and nothing else to bid).

### 3.1.5  1♣-2NT

```
1♣-2NT
├─3♣......S/O
├─3♦......?
└─3M......?
```

### 3.1.6  1♣-3♣

```
1♣-3♣
└─3♦......(R)
    ├─3M......singleton M
    └─3NT.....singleton ♦
```
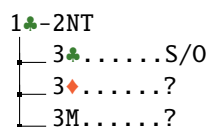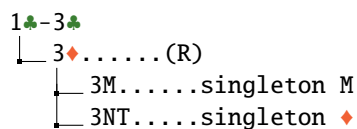
### 3.1.7  Intervention after 1♣

We play 1 level transfers now after X and a one level suit overcall.

**1♣-(D)**   Redouble and all suit bids at the one level are transfers.

```
1♣-(D)
├─ Pass....nothing to bid
└─ Rdbl....would normally bid 1D
```

**1♣-(1X)**   We play 1 level 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.

**1♣-(P)-1♦-(nX)**   Double is for take-out and strong.

**1♣-(P)-1M-(...)**   (Re)double shows 3M support but only when we can return to 2M. With a minimum opening we pass.

**1♣-(P)-2♣-(...)**   A double is for take-out by opener (avoid doubles when short).

# 4   The 1♦ opening

The 1♦ opening shows at least 3♦. We may open 1♦ with 4M333 for the lead.

## 4.1   Answers

```
1♦
├─ 1M......4+M 4+HCP
├─ 1NT.....6-10 no 4M
├─ 2♣......F1, 4+♣ (usually 5)
├─ 2♦......NAT, 6-9 HCP, NF
├─ 2M......6M, 4-7 HCP
├─ 2NT.....11-12 HCP, BAL, INV
│    ├─ 3m......NF
│    └─ 3M......NAT, FG
├─ 3♣......like a 3♣ opening
├─ 3♦......9-11 HCP, INV
├─ 3M......like a 3M opening
└─ 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)4M 12-14
│   ├── 2NT.....(R), F1R
│   └── 3m......FG, S/T
├── 2♥......(after 1♠) 16+ HCP, 5+♦-4+♥
├── 2♠......(after 1♥) 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**  See 1♣-1M-2NT.

### 4.1.2  1♦-1NT

```
1♦-1NT
├── 2m......NF
├── 2M......16+ reverse, F1R
│   ├── 2NT.....PUP, S/O in 3m
│   └── 3m......FG
├── 2NT.....INV, probably 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, NF
├── 3♣......4+♣ not complete min
├── 3♦......6+♦ 14+
└── 3M......Splinter 4+♣
```

## 5  Transfers after 1m and a one level overcall or take-out double

All bids up to 1♠ are transfers for the next except 1♣-(1♦)-1♠ which shows at least 4-4 in the majors and a limited hand.

## 5.1 One level transfers

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.

```
1♣-(1♦)
└─ 1♠......At least 4-4 in the majors and a limited hand (<= 10 HCP).


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


1m-(D)
└─ Rdbl....transfer to the next bid
└─ 1X......transfer to the next bid, see above


1♦-(1X)
└─ 2♣......NAT and INV+ (may bid 1S as well)
```

## 5.2 Further development

Opener responds to a 1 level transfer as if the bid has been bid naturally but accepting the transfer shows 3 cards (or 4 cards with a bad hand). Accepting the transfer by jumping to the two level just shows a non-minimal opening and 4 cards.

# 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 at the two level.

## 6.1 Answers

```
1♥
└─ 1♠......4♠ and normally 6+ HCP
└─ 1NT.....no 4♠, 5-10 HCP, with fit you have a minimum
└─ 2♣......F1
└─ 2♦......5+♦, F1
└─ 2♥......3♥, 7-9 HCP
└─ 2♠......6♠, 4-7 HCP
└─ 2NT.....fit, INV
└─ 3♣......at least 4 cards fit, 12-15 HCP, no SPL
└─ 3♦......3 cards fit, 12-15 HCP, no SPL
└─ 3♥......at least 4 cards fit and a SPL, 7-9 HCP
└─ 3♠......SPL, 4 cards fit, 11-12 HCP
└─ 3NT.....fit but very weak (?)
└─ 4m......SPL, 4 cards fit, 11-12 HCP
└─ 4♥......T/P, expect to win
```

```
1♠
├── 1NT.....5-10 HCP, with fit you have a minimum
├── 2♣......F1
├── 2♦......5+♦, F1
├── 2♥......5+♥, F1
├── 2♠......3♠, 7-9 HCP
├── 2NT.....fit, INV
├── 3♣......at least 4 cards fit, 12-15 HCP, no SPL
├── 3♦......3 cards fit, 12-15 HCP, no SPL
├── 3♥......6♥, barrage
├── 3♠......at least 4 cards fit and a SPL, 7-9 HCP
├── 3NT.....fit but very weak (?)
├── 4m......SPL, 4 cards fit, 11-12 HCP
├── 4♥......SPL, 4 cards fit, 11-12 HCP (NO please!!!)
└── 4♠......T/P, expect to win
```

### 6.1.1 1M-1NT

```
1M-1NT
├── 2m......4+m, NF
├── 2M......6M, NF
├── 2oM.....5M-4oM, 16+ HCP and F1 after 1H
├── 2NT.....BAL, 18-19 HCP, NF
│   ├── 3m......NF
│   ├── 3oM.....FG, natural after 1S and minors after 1H
│   └── 3M......S/O
├── 3m......3+m, FG
├── 3M......6M, NF
├── 3oM.....54 (65 after 1H), FG
└── 3NT.....solid 6 cards major
```

### 6.1.2 Two over one

Two over one is not forcing to game.

```
1M-2Y...(X < Y < Z)
├── 2M......usually a weak hand but forcing
│   ├── 2NT.....NF
│   ├── 3Y......NF
│   ├── 2Z......(reverse) NAT, FG
│   ├── 3X......(new suit below the first suit) NAT, FG
│   └── 3Z......(reverse) NAT, FG
├── 2NT.....NAT, 15-17 HCP
└── 2♠......(after 1♥) NAT, 15+ HCP
```

# 7 Fit after 1M

## 7.1 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.....INV, at least 3 cards fit
    ├── 3♣♦.....NAT
    └── 3oM.....NAT
├── 3♣......at least 4 cards fit, 12-15 HCP, no SPL
├── 3♦......3 cards fit, 12-15 HCP, no SPL
├── 3NT.....fit but very weak (?)
├── 4m......SPL, 4 cards fit, 11-12 HCP
└── 4M......T/P, expect to win


1♥
├── 3♥......at least 4 cards fit and a SPL, 7-9 HCP
    └── 3♠......(R)
        ├── 3NT.....singleton ♠
        └── 4m......singleton m
└── 3♠......SPL, 4 cards fit, 11-12 HCP


1♠
├── 3♠......at least 4 cards fit and a SPL, 7-9 HCP
    └── 3NT.....(R)
        ├── 4m......singleton m
        └── 4♥......singleton ♥
└── 4♥......SPL, 4 cards fit, 11-12 HCP (NO please!!!)
```

## 7.2 Remarks by GJP

Too much space is used by all fit bids. Two over one and invitational hands like Ax, xxx, xx, KQJ10xx will be too difficult to bid. I propose 2-over-1 game forcing, 2NT as any limited fit bid with 10-15 HCP and 3 level jumps as natural and game invitational. It will take time to convince Albert...

## 7.3 Passed hand bidding

We play 2♣ Drury after an opening in third or fourth hand. Opener returns to his major when weak (or bids 2♥ mildly positive after 1♠). 2♦ is waiting and positive. Bids above 2M by opener are forcing to game.

A single jump in a new suit after 1M is not a fit bid (so no "annonce de rencontre"). We never play single jumps as fit bids.

## 7.4 2NT after intervention

Always natural, not showing a fit like when there is no intervention.

# 8 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.

## 8.1 Answers

```
1NT
|__2♣......Stayman, four responses
|__2♦......5+♥, TRF
|__2♥......5+♠, TRF
|__2♠......5+♣, TRF
|__2NT.....8-9 HCP, BAL
|__3♣......6+♦, TRF
|__3♦......55 MM, FG (or INV?)
|__3♥......31(54), FG
|__3♠......13(54), FG
|__3NT.....T/P
|__4♣......6♥, 5♠
|__4♦......55 MM
|__4♣......5♥, 6♠
|__4M......T/P
|__4NT.....QUANT
|__5m......T/P
```

### 8.1.1  Continuation after Stayman

```
1NT-2♣
|__2♦......no 4M
|__2♥......4+♥, no 4♠
|__2♠......4+♠, no 4♥
|__2NT.....44MM
    |__3♣......4+♥, INV
    |__3♦......4+♠, INV
    |__3♥......4+♥, S/T
    |__3♠......4+♠, S/T
    |__4♣......4+♥, FG
    |__4♦......4+♠, FG
```

```
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♥, FG, 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
```

## 8.1.2 Continuation after Transfers

```
1NT-2♦
    ├── 2♥......NF
    │   ├── 2♠......5-4, INV
    │   ├── 2NT.....NAT, INV
    │   ├── 3m......NAT, FG
    │   │   └── 3M......might be "I am stuck"
    │   ├── 3♥......6+♥, INV
    │   ├── 3♠......6+♥, SPL ♠
    │   ├── 3NT.....T/P
    │   ├── 4m......6+♥, SPL m
    │   └── 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


1NT-2♠..5+♣
    ├── 2NT.....fit ♣, INV
    │   ├── 3♣......T/P
    │   ├── 3♦......55 mm, FG
    │   ├── 3M......6♣, SPL
    │   ├── 3NT.....accept INV or SPL ♦
    │   ├── 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
  └─5♣......BW exclusion
```

## 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♣)
├─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.....?
└─3X......?
```

### 8.2.1 They bid over stayman

```
1NT-(P)-2♣-(D)
├─Pass....no ♣ stopper (or wants partner to play)
│ └─Rdbl....Stayman again, INV+
│   ├─2♥......4+♠ (bid major reversed)
│   ├─2♠......4+♥ (bid major reversed)
│   ├─2♦......no 4+M
│   └─2NT.....MM
├─Rdbl....Proposal to play (4)5+♣
├─2♦♥♠....♣ stopper, system on
└─2NT.....♣ stopper, system on
```

```
1NT-(P)-2♣-(2♦)
├─Pass....no M
├─Dbl.....for penalties
├─2M......4+M
└─2NT.....MM
```

```
1NT-(P)-2♣-(2M)
├─Dbl.....take out (4+oM)
└─2♠......5+♠
```

```
1NT-(P)-2♣-(3m)
├─Dbl.....at least one major
└─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. If they bid our cuebid dbl shows fit and willingness to compete.

# 9 The 2♣ opening

This is the old-fashioned 2♣ Albarran.

## 9.1 Answers

```
2♣......Albarran
 ┌─2♦......(R), no Ace or at most one King
 │ ┌─2♥......FG in ♥
 │ │ ┌─2♠......5+♠, 6+ HCP
 │ │ ├─2NT.....(R), any hand not suitable for other bids hence 0+ HCP
 │ │ │ ┌─3m......4+m
 │ │ │ ├─3♥......6♥
 │ │ │ └─3♠......4♠
 │ │ ├─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 ♣
 │ └─3♦......FG in ♦
 ├─2♥......Ace in ♥
 ├─2♠......Ace in ♠
 ├─2NT.....no Ace, at least two kings
 ├─3♣......Ace in ♣
 ├─3♦......Ace in ♦
 └─3♥......Any two Aces
```

## 9.2 Intervention

We just keep it simple: a pass promises at least 4 clubs and redouble at least 5 and a good suit. The rest is system-on.

```
2♣-(D)
├─Pass....4+♣
│ ├─Rdbl....T/P
│ └─2♦......(R) asks for Aces
│   ├─2NT.....none
│   └─2M/3m...that Ace
└─Rdbl....5+♣, good suit
```
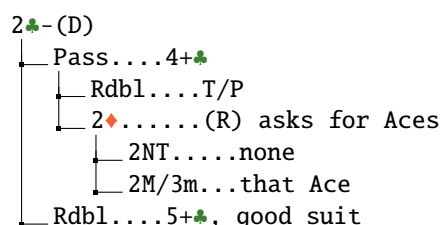
# 10   The 2♦ opening

Multi-coloured with either a wek-two in a major, 22-24 NT or STR with a minor (onesuiter). Vulnerable it is a good weak-two, non-vulnerable it may contain a weak-two with just 5 cards but the hand and colour is then of good quality (in first and second position of course).

## 10.1   Answers

```
2♦......Multi-coloured, one of:
│       1) weak-two in a major
│       2) 22-24 NT
│       3) STR in ♣ or ♦ (Acol two onesuiter)
├─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
│ └─3m......STR in m
├─2♠......NF, opposite a weak-two in ♠, positive (normally 10+ HCP)
│ ├─2NT.....weak-two in ♥
│ │ ├─3m......5♠-5m, FG
│ │ ├─3♥......NF
│ │ └─3♠......6♠, INV
│ ├─3m......see 2♦-2♥-3m
│ └─3NT.....22-24 HCP, BAL
└─2NT.....(R), STR
  ├─3♣......weak-two in ♥, not MAX or no good 6 cards suit
  │ └─3♦......(R)
  │   ├─3♥......sorry, minimum (and so 6 cards)
  │   └─3NT.....sorry, just 5 cards (but maximum)
  ├─3♦......weak-two in ♠, not MAX or no good 6 cards suit
  │ └─3♥......(R)
  │   ├─3♠......sorry, minimum (and so 6 cards)
  │   └─3NT.....sorry, just 5 cards (but maximum)
  ├─3♥......weak-two in ♠ (reverse the majors), MAX, good 6 cards suit
  └─3♠......weak-two in ♥ (reverse the majors), MAX, good 6 cards suit
```

```
      │
      │  ┌─ 3NT.....solid weak-two (6 cards)
      │  ├─ 4m......same meaning and development as after 2♦-2♥-3m
      │  └─ 4NT.....22-24 HCP, BAL
      ├─ 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 of our own. The rest is system-on.

```
2♦-(D)
├─ Pass....promises ♦
└─ Rdbl....PUP to 2♥, T/P in our own suit
```

```
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

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.

## 11.1   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
```

### 11.1.1   2M-2NT

```
2M-2NT
├── 3♣......4+♣, MIN
│   ├── 3♦......NAT, 5+♦, FG, looking for best game/slam
│   ├── 3M......FG with fit, S/T
│   ├── 3oM.....NAT, 5+ cards, FG, looking for best game/slam
│   ├── 3NT.....T/P
│   ├── 4♣......NAT, S/T
│   └── 4M......T/P
├── 3♦......4+♦, MIN
│   ├── 3M......FG with fit, S/T
│   ├── 3oM.....NAT, 5+ cards, FG, looking for best game/slam
│   ├── 3NT.....T/P
│   ├── 4♣......CTRL for ♦
│   ├── 4♦......NAT, S/T, no ♣ CTRL
│   └── 4M......T/P
├── 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
```

## 11.2   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
```

## 11.3   Opening in third / fourth position

```
2M
└─2NT.....P/C, asks for the minot but maybe a limit for the major
└─3♣......T/P, 6+♣
└─3♦......T/P, 6+♦
└─3M......SUPP, PRE
```

# 12   The 2NT opening

## 12.1   Answers

```
2NT.....20-22 HCP, BAL (or semi-BAL)
└─3♣......Stayman, four responses
  └─3♦......no 4M
    └─3♥......Smolen (chassé croisé) with 5♠-4♥, FG
    └─3♠......Smolen (chassé croisé) with 5♥-4♠, FG
    └─4m......5m, S/T
  └─3♥......4+♥, no 4♠
    └─3♠......♥ fit, S/T
    └─4m......5m, S/T
  └─3♠......4+♠, no 4♥
```

```
        │
        ├─ 4m......5m, S/T
        ├─ 4♥......♠ fit, S/T
        └─3NT.....44 MM
           ├─ 4♣......TRF ♥
           ├─ 4♦......TRF ♠
           └─ 4M......4M, S/T, NF
   3♦......5+♥, TRF
      └─3♥......NF (rectification non fittée)
         └─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 (rectification non fittée)
         ├─4♣......5♠-4♣
         └─4♦......5♠-4♦
   3♠......6♣
      └─3NT.....T/P
   4♣......6♦
   4♦......55 MM
   4♥......54 mm, SPL ♥
      └─4NT.....T/P
   4♠......54 mm, SPL ♠
```
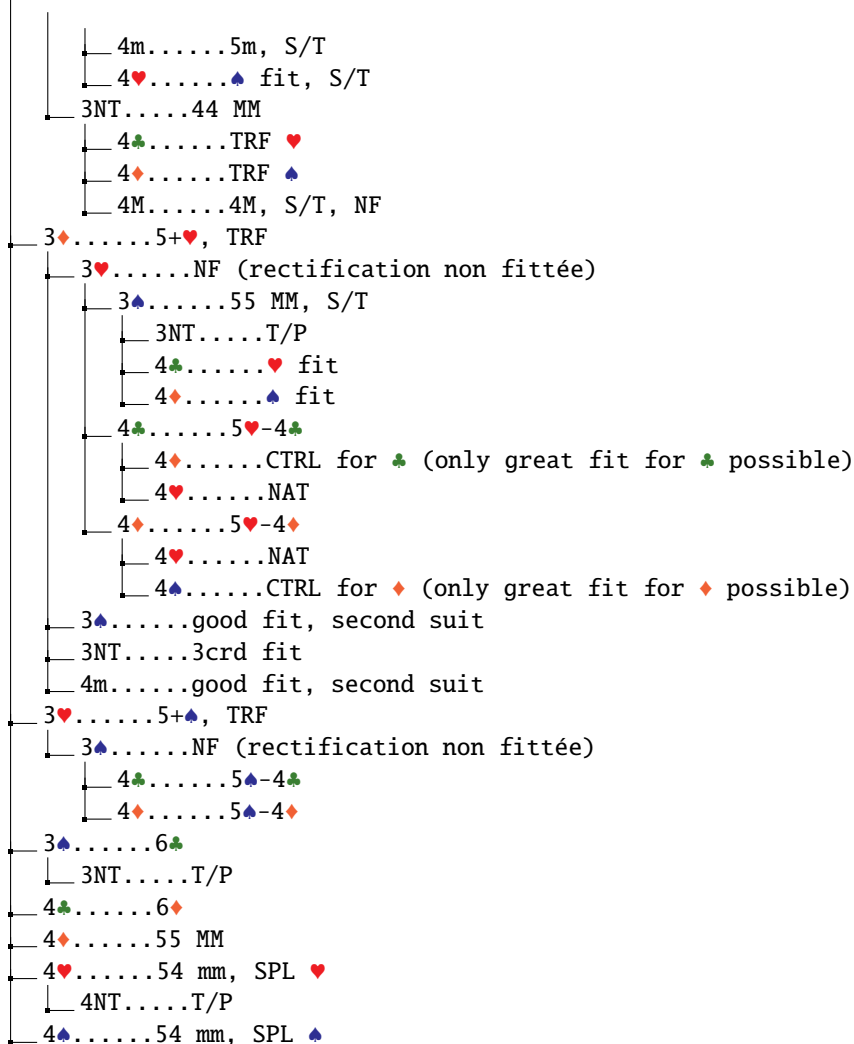
## 12.2   Intervention

We ignore their double (system-on) but redouble is for business. When they intervene with a bid other than double, a double is for take-out.

Should we play transfers?

# 13   Bidding with intervention

This chapter is about bidding with intervention in general, when we open or they open.

## 13.1   Doubles

As a rule of thumb you can say, the more your partner knows about your hand, the more for penalties it is. Quite logical, but still.

That being said, doubles when we are not yet in a forcing situation is for take-out. Unless you have told everything of course.

### 13.1.1 Below game in competitive bidding

Doubles are for take-out. I consider preempts also competive bidding.

Examples: 1♥-(3♠)-D is a take-out double.

### 13.1.2 Game or higher

A double is a proposition to defend.

### 13.1.3 Five level

Double is for penalties and may be a Lightner double.

## 13.2 New suit after partners opening and an intervention

As a general rule your new suit is forcing but not forcing for one round, so you may pass after partners rebid.

## 13.3 Take care when partner is non vulnerable and has preempted

Refrain from bidding when partner may already have applied maximum pressure non-vulnerable. You may only bid if you think you may make it.

## 13.4 Reverses into a suit not promised by partner are strong as usual

For example after 1♣-(1♠)-D-(2♠) you can bid 3♥ with a normal opening (although not too bad). But 3♦ is a reverse since partner did not promise 4 cards in diamonds.

# 14 They open the bidding

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

Please note that our defense after their 1NT has changed: Multi-coloured mixed with Muiderberg (2M opening).

The same is true for the defense after their 2D Multi-coloured.

## 14.1 1X

### 14.1.1 Simple overcalls

No taboos, preferably a good suit and maybe 4 cards on the 1 level.

**Fit responses**    A simple fit bid shows about 8-11 HCP, stronger than usual thus.

A jump in their suit suit shows 4 cards fit and an opening.

A jump fit bid in a major shows 4 trumps, a singleton and about 10-11 HCP.

**Non-fit responses**   A change of suit is non forcing at the one level. 1NT and 2NT are natural, something like 8-11 or 12-15 HCP respectively.

### 14.1.2   1NT intervention

This shows the same kind of hand as a 1NT opening albeit a little bit stronger and usually with a stopper in their suit.

The responses hereafter are just like after a 1NT opening: we ignore their bid(s).

## 14.2   1NT Opening

The meaning of the bids remains unchanged when you are in second or fourth position.

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.

```
(1NT)
|__Dbl.....bicolor Mm (at least 4 cards) or strong (how many M, how many m, ?)
|  |__2M......NAT, NF
|  |__2♦......at least 3 cards in both majors
|  |__2♣......else
|__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♦/2M...NAT
|__2NT.....5+5+ minors wide range
|__3m......wide ranged, NAT
|__3M......PRE
```

## 14.3   2♦ Multi-coloured

Double is Italien (?).

I personnaly prefer a Polish double (maybe the same). A double on 2♦ shows a take-out on spades (short spades). A pass followed by double is a take-out on hearts (shows shortness in hearts).

## 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♥......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♥......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♠......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
└─ 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)
└─ Dbl.....bicolor 5m + 4M (see our intervention after 1NT)
└─ 2m......both MM
└─ 2om.....NAT
└─ 2M......NAT
└─ 2NT.....fit, INV+


1M-(1NT)
└─ Dbl.....bicolor 5m + 4oM (see our intervention after 1NT)
└─ 2m......NAT
└─ 2oM.....NAT
└─ 2M......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   Slem bidding

## 18.1   Game forcing fit situations

### 18.1.1   Major at the three level

For example 1♠-2♥-3♥.

When a fit has been agreed upon, one may sign-off in four of the major as a sign-off. 3NT is not a minimum but not very strong neither ("la première zone") and a control bid is stronger ("la seconde zone").

## 18.2   Blackwood

Actually Roman Key Card Blackwood with old fashioned responses (30-41).

```
4NT
 __5♣......0-3 key cards
 __5♦......1-4 key cards
 __5♥......2-5 key cards, no trump Queen
 __5♠......2-5 key cards, trump Queen
```

### 18.2.1 Asking for the trump Queen

The trump Queen can be demanded after 5♣/5♦ with the first free bid. 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).

### 18.2.2 Intervention after 4NT

Double (or redouble) is for penalties. Pass shows an even number : 0/2/4 key cards. The first free bid shows 1/3/5 key cards.

# 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