WG-GJP 1.0

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Contents

1 Introduction

Let's start with the basic opening structure of the system:

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1♣	2+♣, NAT or BAL, 11+ HCP (11+ if BAL)
1♦	4+♦, 11+ HCP (11+ if BAL)
1♥♠	5+♥/♠, 11+ HCP (11+ if BAL)
1NT	11-13 HCP 1st and 2nd NV else 14-16 HCP
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

2 The 2♣ opening

2.1 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	

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                        3♥   6♥
              2NT   5+♠, 6+ HCP
              3m   5+m, 6+ HCP
              3♥   fit, at least Hxx or xxxx, 6+ HCP
                        3♠   no SPL
                        3NT   SPL ♠
                        4m   SPL m
              3♠   fit, at least Hxx or xxxx, 6+ HCP, SPL ♠
              3NT   fit, at least Hxx or xxxx, 6+ HCP, SPL ♦
              4♣   fit, at least Hxx or xxxx, 6+ HCP, SPL ♣
      2♠   FG in ♠
              2NT   (R), any hand not suitable for other bids hence 0+ HCP
              3m   5+m, 6+ HCP
              3♥   5+♥, 6+ HCP
              3♠   fit, at least Hxx or xxxx, 6+ HCP
                        3NT   no SPL
                        4m   SPL m
                        4♥   SPL ♥
              3NT   fit, at least Hxx or xxxx, 6+ HCP, SPL ♥
              4m   fit, at least Hxx or xxxx, 6+ HCP, SPL m
      2NT   25+HCP, BAL
      3♣   FG in ♣, one of:
              1) 4M
              2) 1-suiter, not a solid suit plus stoppers and 9 tricks
              3♦   (R)
                        3M   variant 1
                                 4♣   S/A for ♣
                                 4♦   S/A for M
                        3NT   variant 2
                        4m   variant 2
              3M   5+M
      3♦   FG, 5+♣-4+♦
              3M   stopper
              4♣   S/A for ♣
              4♦   S/A for ♦
      3M   FG, 5+♣-5M, clubs better or longer
              4♣   S/A for ♣
              4♦   S/A for M
      3NT   FG in ♣, 1-suiter, a solid suit plus stoppers and 9 tricks
2M   5+M, F1R
      2NT   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 ♠
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          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

2.2 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

3 The 2♦ opening

3.1 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			

3.2 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

4 Fit after 1M

4.1 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		

5 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