DA-GJP 1.1

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Contents

1 Introduction

1.1 BML - Bridge Bidding Markup Language

The notation in this document is in BML format, see github.com/gpaulissen/bml/blob/master/README.org.

This notation allows for text documents with simple bidding tables.

1.1.1 Output

Using a simple BML document one can generate:

- a PDF file

- an HTML file

- a BSS file, a BBO system file, which can be uploaded using the BBO desktop Windows client.

1.2 Abbreviations

The abbreviations used are mostly from the WBF with some changes, see also the Abbreviations chapter at the end.

2 Opening bids

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

```
Ø
├── 1♣......2+♣, NAT or BAL, 11+ HCP (12+ if BAL)
├── 1♦......4+♦, 11+ HCP (12+ if BAL)
├── 1♥♠.....5+♥/♠, 11+ HCP (12+ if BAL)
├── 1NT.....15-17 BAL
├── 2NT.....20-22 HCP, BAL (5M332 or 5m422 possible) and maybe even 4441, 5431 or
│           6322 (no 5+M)
├── 3X......PRE
└── 3NT.....Gambling
```

3 Fit after 1M

3.1 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♣♦.....?
│   └── 3oM.....?
├── 3M......at least 4 cards fit and a SPL, 8-9 HCP
├── 3NT.....fit but very weak (?)
├── 3♣......at least 4 cards fit, 12-15 HCP, no SPL
├── 3♦......3 cards fit, 12-15 HCP, no SPL
├── 4m......SPL, 4 cards fit, 11-12 HCP
└── 4M......T/P, expect to win


1♥
└── 3♠......SPL, 4 cards fit, 11-12 HCP


1♠
└── 4♥......SPL, 4 cards fit, 11-12 HCP (NON!!!????)
```
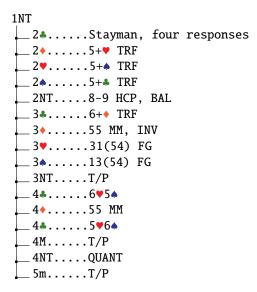
3.2 Remarks by GJP

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.

4 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.
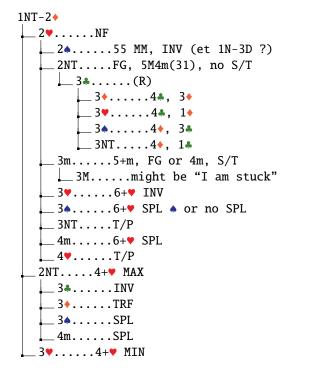
4.1 Answers

```
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, 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
```

4.1.1 Continuation after Stayman

```
1NT-2♣
├── 2♦......no 4M
├── 2♥......4+♥, no 4♠
├── 2♠......4+♠, no 4♥
└── 2NT.....44MM
    ├── 3♣......4+♥, INV or S/T
    ├── 3♦......4+♠, INV or S/T
    ├── 4♣......4+♥, GF
    └── 4♦......4+♠, GF
```

```
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♥, GF, 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
```

4.1.2   Continuation after Transfers

```
1NT-2♦
  ├─ 2♥......NF
  │    ├─ 2♠......55 MM, INV (et 1N-3D ?)
  │    ├─ 2NT.....FG, 5M4m(31), no S/T
  │    │    └─ 3♣......(R)
  │    │         ├─ 3♦......4♣, 3♦
  │    │         ├─ 3♥......4♣, 1♦
  │    │         ├─ 3♠......4♦, 3♣
  │    │         └─ 3NT.....4♦, 1♣
  │    ├─ 3m......5+m, FG or 4m, S/T
  │    │    └─ 3M......might be "I am stuck"
  │    ├─ 3♥......6+♥ INV
  │    ├─ 3♠......6+♥ SPL ♠ or no SPL
  │    ├─ 3NT.....T/P
  │    ├─ 4m......6+♥ SPL
  │    └─ 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
   └──4♣......6♠, S/T, SPL ♣ or no SPL


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

4.2   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.....transfer lebensohl
└──3X......transfer lebensohl
```

4.2.1   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......4+M
└─ 2NT.....MM, MIN
└─ 3♣......MM, MAX
```

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

```
1NT-(P)-2♣-(3m)
└─ Dbl.....at least one major
└─ 3M......5+M
```

4.2.2 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.

5 The 2NT opening

5.1 Answers

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

```
  │
  │
  │
  │
  ├──3♠......4+♠, no 4♥
  │  └──4♥......♠ fit, S/T
  ├──3NT.....44 MM
  │  ├──4♣......TRF
  │  ├──4♦......TRF
  │  └──4M......4M, S/T, NF
  ├──3♦......5+♥, TRF
  │  ├──3♥......NF
  │  │  ├──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
  │     ├──4♣......5♠-4♣
  │     └──4♦......5♠-4♦
  ├──3♠......6♣
  │  └──3NT.....T/P
  ├──4♣......6♦
  ├──4♦......55 MM
  ├──4♥......55 mm, SPL ♥
  │  └──4NT.....T/P
  └──4♠......55 mm, SPL ♠
```

5.2 Intervention

6 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