



System of Hong Ding and Nikolas Bausback

1. m Openings according to YAN Notes

Bypass 4+ ♦ when less than GF AND rebid by opener prioritizes NT with balanced hand vs 1M rebid; if responder cares, can go through nmf.

1m-3NT = 13-15 4333 no M

Spiral Raises

After 1m – 1M; 2M raise (on by PH, on after 1♥ - 1♠; 2♠), next bid is artificial asking (2♠ after 1m-1♥; 2♥; 2NT after 1m-1♠; 2♠).

2NT/3♣ = 3-card raise, minimum;

3♣/3♦ = 3-card raise, maximum;

3♦/3♥ = 4-card minimum (no shortness unless very bad hand)

3♥/3♠ = 4-cd max, no shortness

3♠ ((1m-1♥; 2♥-2♠) or 4 new suit = splinter, 4-cd raise, decent hand

4 opener's suit = 4-cd raise with 6 of opener's 1st suit

Steve Weinstein article: <https://bridgewinners.com/article/view/1m-2m-now-what/>

2. 2wcb

2 way check back

2.1. Situation:

1x 1y

1N ?

2.2. Mechanism:

2♣ puppet to 2♦

Opener must bid 2♦

Responder passes when 2!D is the correct contract

Other responders bids are natural und exacty invitational

2♦ "any" game forcing Opener describes his hand economically

2.3. Example:

1♣	1♠	
1N	2♣	

2♦		
	2♥	INV 5+♠ 4+♥
	2♠	INV 5+♠
	2N	INV BAL 4-c♠
	3♣	INV 5+♣ 4-c♠
	3♦	INV 6+♦ 4-c♠
	3♥	INV 5♠ / 5♥ good suits
	3♠	INV 6+♠ good suit

1♣	1♠	
1N	2♦	
2♥		4-c♥ (3-c♠ possible)
2♠		3-c♠ no 4-c♥
2N		BAL 2-c♠
3♣		5-c♣ 2-c♠
3♦		5-c♣ 4-c♦ (exceptionell)
3♥		free 5-c♣ 4-c♥
3♠		free (suggestion 3-c♠ 5-c♣)

2.4. Other bids:

2M	NAT nonforcing not INV
2♥	NAT 5+♠ 4+♥ nonforcing not INV
2N	INV no 5-c M
3♣	to play no 5-cM
3♦	GF 4-c M 5+-c♦
3♥/1♠	GF 55 good suits
3♠/1♥	GF 5♠6♥
3M	GF 6+M good suit

2.5. Continuation

After 2♣

If R invites with 2M (5⁺-c M) O should pass with MIN

With a MAX hand and no fit O bids 2N then we can explore 3N or 5/2 M Fit

1♣	1♠	
1N	2♣	
2♦	2♠	
pass		MIN no interest in game 2-3-c in ♠
2N		MAX 2-c ♠
	3♣	NAT MIN INV 4-c ♣ not forcing
	3♦♥	values exploring 3N/4♠
	3♠	MIN INV 6-c ♠ not forcing
3♣		free reinvite 3-c ♠ kind of NAT/values <i>3LEV bids should be avoided</i>
3♦		free reinvite 3-c ♠ kind of NAT/values <i>helping often the Oppos</i>
3♥		free reinvite 3-c ♠ kind of NAT/values
3♠		reinvite 3-c ♠
3N		MAX 3-c ♠ choice of game 3N/4♠ often 4333

2.6. After 2♦

1♣	1♠	
1N	2♦	
2♥		4-c♥ 3-c♠ possible
2♠		3-c♠ no 4-c♥
2N		no M-length
3♣		5-c♣ no M-length
3♦		5-c♣ 4-c♦
3♥		4-c♥ 5-c♣
3♠		3-c♠ 5-c♣
3N		3♠334 suggestion for 3N

Responder bids natural. Principle of fast arrival (a raise not in game promise SI)

2.7. Possible issues:

- 2N INV could be bid in 2 ways: directly or via 2♣. One could use one way as showing 5-cM and BAL INV. Another possibility is to use it to separate BAL INV hands with m-Fit and without m-Fit
- With the 2wcb context one can use bids higher than 2M artificial. As an example it could be used as TXF to have more flexibility. This could be discussed.
- A modern approach is to bid always 1N as responder when having a BAL hand. This means skipping a 4-c M. This helps to reach a might be better contract of 2M (5/3 or 5/2 fit) or resting in 1N not showing all opener suits. This tactics lose a ♠-Fit after 1m - 1♥ / 1N, but only if Responder is weak. If responder is INV he could bid 2♣ followed by 2♠ showing exactly 44 MM and INV. I'm a big believer in the method (I call it full walsh). But not all players do so.

3. Inverted minors

3.1. Situation

We open 1 minor partner wants to raise. He doesn't have a 4-c major and at least 4-c in Opener's minor. We could have a BAL hand for the inverted raise if we fear that NT is better played from Opener's side.

3.2. Mechanism

The responses in opener's minor are switched. Direct raise strong 10+, jump raise weak 5-9.

With a BAL hand responder prefers to bid No Trump if his strength fits a NT-Bid. The raise to 3m is always an unbalanced hand and at least 5-c support.

1m 2m 10+ HCP no 4-c M INV+
 1m 3m 5-9 HCP no 4-c M wk raise

1♣	2♣	
2♦		Extras 14+, FG, naturalish 5♣4♦
2♥♠		Extras 14+, FG, values (could be BAL)
2N		MIN 11-13, nf, BAL hand does not promise stoppers
	3♣	MIN 10-11(12), nf
	3♦♥♠	FG, values searching 3N
	3N	to play about 14-16
3♣		MIN 11-13, nf, UNBAL
	3♦♥♠	FG, values searching 3N
	3N	to play (at least some slam interest (SI))
3♦♥♠		Extras, shortage, suit oriented hand "slamish"
1♦	2♦	same as above
3♣		extras 14+, FG, naturalish 5♦4♣

4. M Openings according to YAN Notes

4.1. 1NT forcing

→ jump rebids by responder at 3 level, invitational

After 1M – 1NT; JS, 4M is weak

After 1M – 1NT; 2m, 3sameM is balanced 3-card limit raise

After 1M – 1NT; 2m, 3NT is to play

3NT = a flat (3-3-3-4 with 3 trumps) 13-15, offer COG

4.2. Jacoby 2NT and responses

3 level new suit = shortness,

4 level new suit = at least HHxxx

3N = 14~15 or 18+

3M = 16-17

4M = worst hand

4.3. Splinters

Normal splinters only: 12-14, singleton or void.

4.4. Drury

(reversed, 2-way) 2C 3-c; 2D 4-c

Bergen (4 trumps, 3♣=7-9; 3♦=10-12), on in competition as long as it's a jump

4.5. Kokish 2-way game tries

***Next bid is artificial game try (2♠ after 1♥-2♥; 2NT after 1♠-2♠).

Partner bids cheapest suit where he would accept game try

(1♥-2♥; 2♠-2NT = would accept spade try).

Subsequent bids by opener below 3M ask about that suit.

***Any other nonjump bid shows shortness by opener as a game try (1♥-2♥; 2NT = game try with short spades).

***After 1M – 2M; 3 of same major (w/o interference over 2M) = balanced game try (usually 17-19; could be 6-3-2-2 looking for NT)

5. N openings (according to YAN-NOTES)

5.1. 4-suit transfers

- 2♠ Range ask or ♣ or strong ♣+♦
- 2NT Minimum HCP
- 3♣ weak ♣
- 3♦ strong ♣+♦, keep asking,
- → 3♥/3♠ ♣/♦ fit, 3nt no fit
- 3♥/3♠ strong ♣, shortness

3nt strong ♣, no short

3♣ Avg+ HCP (could have weak ♣)

→ Pass weak ♣

- 3♦ strong ♣+♦, asking,

→ 3♥/3♠ = ♣/♦ fit, 3nt no fit

3♥/3♠ = shortness, strong ♣

3nt = to play

2NT \heartsuit or weak $\clubsuit+\heartsuit$

3 \clubsuit better \clubsuit

pass weak $\clubsuit+\heartsuit$

3 \heartsuit = weak \heartsuit

- 3 \heartsuit/\spadesuit = strong \heartsuit , shortness

- 3nt = strong \heartsuit , no shortness SI

3 \heartsuit = better \heartsuit

pass = weak \heartsuit

- 3 \heartsuit/\spadesuit = shortness, strong \heartsuit

- 3nt = no shortness, strong \heartsuit

Jumps after transferring to a major = shortness

● Opener now has 2 options:

4M with no slam interest

4NT RKC

Super-accepts after Jacoby are jump in suit with good hand and 4 trumps.

5.2. 3 \clubsuit = Puppet

(bid 5-cd M if you have one; else bid 3 \heartsuit)

over 3 \heartsuit , bid the M you don't have

Puppet when you have GF with one Major; with both Majors, use regular Stayman

5.3. 3 \heartsuit = 5-5 majors GF

(with 5-5 invitational values, transfer to 2 \spadesuit and then bid 3 \heartsuit)

3M sets trump

3NT to play (opener probably has 2254 or 2344 with concentrated values in the minors)

5.4. 3 \heartsuit = 3-1-(5-4) GF

5.5. 3 \spadesuit = 1-3-(5-4) GF

5.6. Smolen

5.7. Texas

(also in competition through 3 \clubsuit [that is, if a jump]; after 1NT – (3 \heartsuit), 4 \heartsuit is majors & 4M is natural); new suit after Texas is cuebid

5.8. Garbage Stayman

(1N - 2 \clubsuit ; 2 \heartsuit - 2 \heartsuit) 2 \heartsuit means both majors (4-4 or 5-4 either way)

after 1N-2 \clubsuit ; 2 \heartsuit -2 \spadesuit is 5 \spadesuit +4 \heartsuit , invitational

after 1N-2 \clubsuit ; 2 \heartsuit -2 \spadesuit is a raise to 2NT with 4 \spadesuit

6. 2 suiter in competition

6.1. Michaels

When opponents open the bidding we want to be able to show any 55 hand precisely.

Over 1 level openings

Situation

(1♣) 2♣ 2N	(1♦) 2♦ 2N	(1♥) 2♥ 2N
---------------	---------------	---------------

Principle

We always have good hands (10+ HCP, a hand we at least consider to open on the one level) when we show 2 suiters. If pd is a passed hand we are free in our judgement.

2cue MM (over 1m) or oM+m over 1m
2N lower unbids

Example

(1♣) 2♣	♠+♥	(1♦) 2♦	♠+♥	(1♥) 2♥	♠+m	(1♠) 2♠	♥+m
2N	♥+♦	2N	♥+♣	2N	♦+♣	2N	♦+♣

Over 2 level openings

Situation

They opened a weak 2

Mechanism

To show a 2 suiter we jump to the 4 level. This frees the Cuebid to ask for a stopper in the opening suit. This method is called leaping michaels.

The bids on the 4 LEV are FG ;-) so we need a certain strength. 5 loser or less is a good rule of thumb. Expl.: AQJxx xx x AQJxx.

(2♦) 4♣ 4♦ 3♦	(2♥) 4♣ 4♦ 3♥	(2♠) 4♣ 4♦ 3♠
---------------------	---------------------	---------------------

Example

(2♦) 4♣	(2♥) 4♣	(2♠) 4♣
♣+M *	♣+♠	♣+♥
4♦	4♦	4♦
♠+♥	♦+♠	♦+♥
3♦ ask stop	3♥ ask stop	3♠ ask stop

4♥	♦+♣ SI control ♥	4♠	♦+♣ SI control ♠
4N	♦+♣ no SI	4N	♦+♣ no SI

* If the M is not known R can asked with 4♦ (see (2♦) 4♣)

6.2. Over 3 level openings

Situation

They opened a weak 3 bid

Mechanism

To show a 2 suiter we bid at the 4 level. This sacrifice the natural 4 minor bid, but theory says 2 suiter are more important. This method is called nonleaping Michaels.

The bids on the 4 LEV are FG ;-) so we need a certain strength. 5 loser or less is a good rule of thumb.

Expl.: AQJxx xx x AQJxx.

(3♣) 4♣	(3♦) 4♣	(3♥) 4♣	(3♠) 4♣
4♦	4♦	4♦	4♦
		4♥	4♠
		4N	4N

Example

(3♣) 4♣	♦+M	(3♦) 4♣	♣+M *	(3♥) 4♣	♣+♠	(3♠) 4♣	♣+♥
4♦	♠+♥	4♦	♠+♥	4♦	♦+♠	4♦	♦+♥
				4♥	♦+♣	4♠	♦+♣
				SI control ♥			SI control ♠
				4N	♦+♣ no SI	4N	♦+♣ no SI

* If the M is not known (4♣)R can asked with 4♦ (see (3♣/3♦) 4♣)

To have the ability to ask for a unknown M we use 4♦ always a both majors and 4♣ as om+M

7. competition over our 1NT

(includes balancing and sandwich NT)

system on after non-penalty X or 2♣ (X is Stayman) (except 2♣ for majors, then unusual vs unusual)

7.1. 2C MM

If 2C was showing majors, double shows interest in penalizing at least one suit.

7.2. penalty X of our 1NT:

XX: SOS, promising a 5+ suit and asking partner to bid 2♣

Suit: lowest ranking 4 card, weak. Partner may bid his lowest ranking 4+ card suit if he/she have only doubleton or less

Pass: 6+ HCP

7.3. After overcall:

Lebensohl: fast denies

X is negative at all levels and positions

7.4. double of our transfer to a major

Superaccepts still on

Accept transfer = at least 3 trumps

Pass = fewer than 3 trumps

Responder's bid of his suit = to play

XX by responder = retransfer; new suit after XX is GF

XX = 3 trumps, maximum

8. 2N

Puppet Stayman, Minor Suit Stayman, Jacoby, Texas

9. 2C

9.1. Kokish

2♣ - 2♦ / 2♥ forces 2♠, and shows either hearts or big balanced hand,

2C 2D

2H 2S

2N 24-26

3C H one suiter

3D H+D

3H H+C

3S H+S

3N H BAL and stoppers

2C 2D

2H 2S

3C 3D double negativ

You may break Kokish (not bid 2♠) with a broken 7+-card suit in a bad hand

2♣ - 2♦; 3NT = good 26+ → 2N sys on

10. Summary of NT ranges:

10.1. 2NT = 20-21

10.2. 2♣ then 2NT = 22-23

10.3. Kokish then 2NT = 24 – poor26

10.4. 2♣ - 2♦; 3NT = good 26+

11. W2

2♦/2♥/2♠-2NT: OGUST

12. Defensive Bidding according to YAN Notes

Against 1♣ (artificial and strong) or 1♣-1♦ (artificial and weak)

DBL = Majors

NT = Minors

Otherwise - Natural

Unusual vs Unusual

<http://web2.acbl.org/documentLibrary/play/Commonly Used Conventions/unusual.pdf>