

Bidding system – Akademisk Bridgeklubb  
5 card major opening

Name:

Valid until:

Signature board member:

Opening	Answers
<p>1♣♦: 12-21p, 3+ cards in the suit 1♥♠: 12-21p, 5+ cards in the suit</p> <p>Note:</p> <ul style="list-style-type: none"> <li>• Open 1NT/2NT if you can. Opening 1♣♦♥♠ denies opening 1NT/2NT.</li> <li>• With at least 5 cards in one suit, open with your longest suit.</li> <li>• With 2 suits with 5/6 cards as the longest suit, open with the highest ranked suit.</li> <li>• With no 5 card major suit, open with the longest minor suit. With 3/4 in both, open 1♣.</li> <li>• With a 7 card suit, consider open 1 in the suit with at least 10 p.</li> <li>• If partner has passed in the opening, you can consider open with 10-11 p if you have a five card suit.</li> </ul>	<ul style="list-style-type: none"> <li>• Pass: 0-5 p (but see also jump in new suit).</li> <li>• 2 in the openers suit: <ul style="list-style-type: none"> <li>◦ 10(12)+ p, at least 5(4) cards in the suit after 1♣♦. See also 2NT.</li> <li>◦ 6-9 p, at least 3 cards in the suit after 1♥♠.</li> </ul> </li> <li>• 3 in openers suit: <ul style="list-style-type: none"> <li>◦ 6-9 p, at least 5 cards in the suit after 1♣♦.</li> <li>◦ 10-11 p, at least 3 cards in the suit after 1♥♠.</li> </ul> </li> <li>• 1 in new suit: 6+ p, at least 4 cards in the suit.</li> <li>• 1NT: 6-9 p. Not strong enough to bid new suit.</li> <li>• 2NT: 10-11 p, NT-distribution (after 1♣♦), <u>Stenberg</u> (after 1♥♠)</li> <li>• 2 in new suit (not jump): 10+ p, at least 4 cards in the suit. <ul style="list-style-type: none"> <li>◦ Use this if 1 in the suit is not accessible.</li> </ul> </li> <li>• Single jump in new suit: 0-5p, at least 6 cards in the suit, max 2 (♣♦)/1(♥♠) cards in openers suit (escape).</li> <li>• Double jump in new suit: <u>Splinter</u> (void).</li> </ul>
<p>1NT: 15-17 p, NT distribution.</p> <ul style="list-style-type: none"> <li>• NT distribution: no voids or singletons, maximum one suit with only two cards.</li> </ul>	<ul style="list-style-type: none"> <li>• Pass: 0-7 p (but also see transfer bids).</li> <li>• 2♣: <u>Stayman</u>, 8+ p.</li> <li>• 2♦♥♠: Transfer.</li> <li>• 2NT: 8-9 p, no 4 card major suit.</li> <li>• 3NT: 10-14 p, no 4 card major suit.</li> </ul>
<p>2♣: 22+ p, or at least 8.5 tricks.</p>	<ul style="list-style-type: none"> <li>• 2♦: maximum 6 p (refusal) .</li> <li>• 2♥♠, 3♣♦: 7+ p, at least 5 cards in the suit</li> <li>• 2NT: 7+ p, no 5 card suit. <ul style="list-style-type: none"> <li>◦ With (4441) and 7+ p, you might have to lie a little bit.</li> </ul> </li> </ul>
<p>2♦♥♠: 6-11p, 6 cards in the suit, good suit.</p> <ul style="list-style-type: none"> <li>• Good suit: at least 4p in the suit itself, at least two honors in the suit.</li> </ul>	<ul style="list-style-type: none"> <li>• Pass: 0-15 p (but see also bid in openers suit).</li> <li>• 3 in openers suit: 6+p, at least two cards in openers suit.</li> <li>• New suit: 16+ p, forcing. Opener supports the suit with at least 3 cards, or 2 with an honor.</li> <li>• 2NT: 16+ p, forcing. Opener bids 3NT with maximum, repeats the opening suit with minimum.</li> <li>• Jump to game or slam are to play.</li> </ul>
<p>2NT: 20-21p, NT distribution</p>	<ul style="list-style-type: none"> <li>• Pass: 0-2 p</li> <li>• 3♣: <u>Stayman</u>, 3+ p</li> <li>• 3♦♥♠: Transfer</li> <li>• 3NT: 3-10 p, no 4 card major suit.</li> </ul>
<p>3(4, 5)♣♦♥♠: 4-9 p, 7(8, 9) cards in the suit, at least two honors and 4 p in the suit. Maximum one ace.</p>	<p>All bids are to play, except conventions (4NT) and obvious invites (like 4♣♦ after same opening suit, 5♥♠).</p>
<p>3 NT: Solid minor suit (8 cards with AKQ on top, no other values).</p>	<ul style="list-style-type: none"> <li>• 4/5/6/7♣♦: pass or correct.</li> <li>• Other bids are to play.</li> </ul>

Note the following when answering to opening 1♣♦♥♠:

- Support opener's major suit if possible, rather than bidding your own suit. See also Stenberg and the Splinter conventions. When partner opens 1♣♦, you should bid your own 4-card major rather than supporting opener's minor suit.
- Answering 1NT does not need NT distribution, it only denies strength to bid a new suit on the 2 level. Answering 2NT after opening 1♣♦ always shows NT distribution and no 4-card major suit.
- New suit: bid the longest suit if your strength allows it. With suits of equal length, bid on the lowest accessible level. With still equally long suits, bid 4 cards suit from below and 5/6 cards suit from above, as in the opening.
- Single support in opener's minor suit (1♣♦) denies 4 card major, and is forcing.
  - Bid in new suit (not jump) from opener shows a short suit.
  - With no short suit, bid NT or repeat the opening suit as described below. Jump bids are forcing.
  - Jump bids are cue bids, and shows 15+ p. These deny short suits and NT-distribution.
  - Further actions: bid in NT or opener's suits are to play, the rest are forcing to game.

Opener's bid in the second round after opening 1♣♦♥♠ and answer in new suit, in prioritized order:

- Single/double support/game (major only?) in partner's suit with 12-14/15-17/18-21 p and at least 4 cards in partner's suit. Adjust if already at the 2 level.
  - With support in the minor suit, bid NT as described below if your distribution allows it.
- With 12-14 p and NT distribution, bid NT as cheap as possible.
- With 18-19 p and NT distribution, jump in NT.
- New suit at the 1 level with 12+ p and at least 4-4 in the two bid suits.
- New **lower ranked** suit on the 2 level with 12+ p and at least 5-4 in the two bid suits.
- New **higher ranked** suit on the two level with 15+ p and at least 4-4 in the two bid suits (reverse bid).
- Jump in new suit with 18+ points and at least 5-5 in the two bid suits.
- Repeating the opening suit: at least one additional card in the suit. No support in partner's suit, not NT distribution and no new suit to bid. Jump with 18+ p, if necessary.
- With some (4441) distribution, or 5-4 i ♥♠, no bids on this list might fit. Try to find the most suitable bid in the given situation.

When not in a forcing position, new suit is forcing and bid in NT normally shows 18-19 p and NT distribution.

Four general reasons to take action (at least one must be fulfilled):

- Additional strength that you must show. Find the bid that best describes your hand.
- A forcing position. Find the bid that best describes your hand.
- You see a (potential) better contract. Bid it, or bid towards it.
- If you have a suitable hand in a suitable position for a preemptive bid, place it.

If none of the conditions are fulfilled, you should pass.

Transfers: transfer means to tell about a/some suit(s) by bidding another suit.

- After opening 1NT:
  - 2♦♥: at least five cards in i ♥/♠, all strengths. Opener bids 2♥♠ (or 3♥♠ with 4/5 cards).
  - 2♠: 0-7p with at least 6 cards or 5-5 i ♣♦, or 13+ p with 5-5 i ♣♦. Opener bids 2NT with more ♦ than ♣, else 3♣. The answering hand bids 3♣♦ or pass with a weak hand, cuebid with a strong hand.
- After opening 2NT/2♣-2NT: same as after opening 1NT, but with adjusted points and all bids 1 level up.
- Transfers (and Stayman) are also used after a real NT overcall, but not if the right hand opponent takes action.
- Bid in new suit after transfer is natural and forcing. The NT-bidder bids the transferred suit with support in that suit, and cue bid with support in the last suit when possible. With no support in any of the suits, the opener bids NT.
- Jump in new suit after a transfer is cue bid with the transferred suit as trump.

Conventions: remember to agree with your partner which conventions you play with!

- **Stayman:** 2♣ after opening or overcall 1 NT (may be following a double), asks for 4 card major. Shows at least strength to invite, and exactly 4 cards in the longest major suit.
  - Answer 2♦ with no 4 card major, 2♥♠ with four cards in the suit, and 2♥ with four cards in both major suits.
    - 3♣♦ from the answer hand is natural and at least strength for a slam invite.
    - Other answers clarifies strength and major distribution.
  - 3♣ works in the same way after opening 2NT/2♣-2♦-2NT and overcall 2NT (not jump bid, but may be after a double), with adjusted points and corresponding answers.
  - Stayman is not in use if right handed opponent takes action.
- **4. suit forcing:** bidding the fourth suit after opening 1♣♦♥♠ shows 8+ p. This convention is used to seek more detailed distribution or stopper in fourth suit, when no other bids seems to work.

Answers to 4. suit forcing:

- Answering NT shows stopper in fourth suit.
  - Repeating own bid suit shows additional length in the suit.
  - Supporting partners suit shows fit to potential additional length.
  - Raise in fourth suit or jump in other suits shows additional strength. Be careful with such bids.
- **Blackwood:** 4NT ask for the number of aces.
    - In a trump contract: the king in the trump suit counts as an ace. Answer 5♣ for 0 or 3 aces, 5♦ for 1 or 4 aces, 5♥♠ for 2 or 5 aces without/with the queen of trump. Answers on the 6-level shows two aces and a void in the bidden suit. (Never bid 6 above the agreed trump suit in this case.)
      - After the answer, bid the trump suit to stop.
      - Alternatively, bid 5♠ (if ♠ is not trump), which asks partner to bid 5NT, which can be passed.
      - The cheapest bid not in the trump suit (after answer 5♣♦) asks for the queen of trump. Without the queen of trump, bid the trump suit. With the queen of trump, bid your lowest ranked king.
      - 5 NT asks for kings, answer with your lowest ranked king. With no kings, bid the trump suit.
      - Other bids below 6 in the trump suit asks for third round control (Q or doubleton) in the suit bid. Bid 7 in the trump suit with third round control in the suit asked for.
    - Alternative in NT contract (four aces): answer 5♣ for 0 or 4 aces, 5♦♥♠ for 1, 2 or 3 aces. Following up with 5NT asks for the number of kings, answer in the same way.
    - Opening 4NT: asks for a given ace. Answer 5♣ with no aces, and 5NT with two or more aces. With one ace, answer 5♦♥♠/5♣ with the ace in the bid suit.
  - **Splinter:** double jump in new suit after opening 1♣♦♥♠ (and also other places where it fits) shows support in partner suit and void (or singleton) in the suit bid. Game forcing.
    - Further bids: bids to play, invites, cue bids and other conventions.
  - **Michael's cuebid:** Overcalling the opponents opening of 1♣♦♥♠/2♦♥♠ shows two five card suits.
    - Over 1♣♦/2♦: shows 5-5 i major. Partner bids best suit for to play/invite/game. Other bids are to play.
    - Over 1/2♥♠: shows 5 in the other major suit and 5 in a minor suit. Partner can bid 2NT (if possible) to ask for the minor suit. Other answers are as above.
    - Jump overcall in NT after opening 1♣♦/2♦ shows 5 cards in the opposite minor and a 5 card major. Partner can take out in major for pass or correct. Jump overcall in NT after opening 1/2♥♠ shows 5-5 in the minor suits.
  - **Stenberg:** Answering 2NT after opening 1♥♠. Shows support in the opening suit (and denies Splinter, if used). Game forcing. Opener answers from the list below, in prioritized order:
    - With a void: bid this on the 4 level (3♠ with void in ♠ if opening was 1♥).
    - With 12-14p, bid 4 in the opening suit.
    - With 18-19 and NT distribution, bid 3NT.
    - With additional values (15+ p) and a singleton, bid the singleton on the 3 level (3♠ can be void).
    - With additional values (15+ p), but no short suit, bid 3 in the opening suit (also denies 18-19 NT).
    - Further bids are cue bids and conventions.

### Artificial doubles, redoubles and pass.

- Takeout double: in use in first (in some cases second) round after opponents opens naturally in a suit. Shows the unbid suits and 12+ p. Asks partner to place a bid.
  - With 18+ p, one can use a takeout double and bid own suit in second round, without coverage in other unbid suits.
  - In fourth position after two passes, a takeout double can be used with only 8+ p.
  - With 12-17 p, but no suitable overcall or takeout double: pass
    - A takeout double may be used in the next round, if distribution and situation allows it.
  - A takeout double can be repeated in round two with 18+ points.
- Answering on a takeout double, when right hand opponent passes or redoubles:
  - New suit: bid as cheap as possible with 0-7 p, jump with 8+ p. A jump shows at least 4 cards in the suit and is forcing.
  - NT/jump in NT: 8-10/11+ p and even distribution, stopper in the openers suit.
  - Overcalling the openers suit: 8+ p, forcing. Asks for stopper in the openers suit or longest suit. Use this bid only if no other bids seems suitable.
- Answering on a takeout double when right hand opponent places a bid:
  - Pass with 0-7 p, new suit as cheap as possible with 8+ p, as above.
  - Jump in new suit shows at least five cards in the suit and is game forcing (12+ p).
- Negative double : after partner opens 1♣♦♥♠ and right hand opponent overcalls naturally in a new suit on the 1 or 2 level. Shows 6+ points and unbid suits.
- After own opening, overcall from left handed opponent and then two passes, the opener may double for takeout with additional values and unbid suits.
- Support (re)double (only on agreement): after opening 1♣♦♥♠, new natural suit from partner and an action from fourth hand, a (re)doubling from opener shows 3 card support in partners suit. Supporting bid shows at least 4 cards, other bids (including pass) shows max 2 cards.
- Redoubling after partner opens and right hand opponent doubles (for takeout) shows 10+ point and max 2 cards in openers suit. May be combined with strong support in openers suit by agreement.
- Forcing pass: in a position where a double would be negative, pass is forcing for a double, and can be used to get a penalty double. The answering hand must take out that double if the pass was meant naturally (a weak hand).

### Overcalls (bidding after the opponents have opened the auction – see also takeout doubles):

- Simple overcall (new suit): 8-17p, at least five cards in the suit bid.  
Answering a simple overcall:
  - Simple/double-support/game with 6-9/10-15/16+ p and at least 3 cards in partners suit.
  - New suit/jump in new suit: 6-11/12+ p and at least 5 cards in the suit. Jump is forcing.
  - NT: 10-12/13-15p, stopper in openers suit.
  - Overcalling opponents suit: 8+ p, forcing. No support in partners suit.
- Overcall in NT (without jump): same as opening 1 NT, stopper in openers suit.  
Answer on NT overcall: same as after opening 1NT/2NT (with potential adjusted strength).
- Hands that are too strong for a simple overcall in suit or NT can double, and then bid the suit or NT in the next round. Answers are in the same way, with adjusted strength.
- Jump in new suit: 6-11 p, at least 6 cards in the suit (same as corresponding opening bid).
- Overcalling opponents suit or jump overcall in NT after opening 1♣♦♥♠/2♦♥♠: Michael's cuebid.

Cue bids: a cue bid is a bid in a side suit after trump suit is agreed. Such bid shows 1. or 2. round control in the bid suit (A, K, void or singleton). Cue bids are for investigating possibilities for a slam contract.

- Bid the cheapest, true cue bid when you can't conclude on what the end contract should be.
- A cue bid may set the trump suit, if the trump suit has not been specifically agreed earlier.