

IAN HANDRICKS (1432) BRIDGE BIDDING SYSTEM

GENERAL

- ACOL with variations
- 5 Card Majors
- Weak NT 12-14
- Best Minor
- Pottage, Texas, Leventhal discards, Intermediate 2's and for single jump overcalls
- Standard 3-way Multi 2 \heartsuit
- Unusual 2NT
- Blackwood with extended CRO

OPENING BIDS

- 1 \clubsuit Asking for major, could be as short as 3 cards
1 \heartsuit Asking for major, could be as short as 3 cards
1 \heartsuit 5 cards in \heartsuit opening points
1 \spadesuit 5 cards in \spadesuit opening points
1 NT 12-14 points
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- 2 \clubsuit 23+ points or forcing (only used for opening bid) - forcing
2 \heartsuit 3-way standard multi-2 \heartsuit (only used for opening bid) - forcing
 Could mean one of the following:
 (i) Weak major – 6 cards in either \spadesuit or \heartsuit 6 - 10 points
 (ii) Strong minor – 8 playing tricks in either \heartsuit or \clubsuit 13+ points
 (iii) 20 to 22 points not necessarily balanced
2 \heartsuit Intermediate – at least 6 cards in \heartsuit 11 – 15 points
2 \spadesuit Intermediate – at least 6 cards in \spadesuit 11 – 15 points
2 NT Unusual – 2x five card minors 6 or more points - forcing
 [over opposition major bid means 2x 5 card minors, over opposition minor bid means 2x 5 card majors]
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- 3 \spadesuit Pre-empt – 7 cards less than opening points
3 \heartsuit Pre-empt – 7 cards less than opening points
3 \heartsuit Pre-empt – 7 cards less than opening points
3 \clubsuit Pre-empt – 7 cards less than opening points
3 NT Gambling 3 NT – long strong suit and cover in others
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- 4 \clubsuit Texas – Very strong hand in \heartsuit 7+ cards, 17+ points
4 \heartsuit Texas – Very strong hand in \spadesuit 7+ cards, 17+ points

Response from partner – up one suit if strong, up two suits if weak

FIRST ROUND RESPONSES

Opening bid either 1 ♣ or 1 ♦

Respond with either
best major or
support minor if strong in that minor or
bid other minor if no 4 card major or
1 NT if very weak

Opening bid 1 ♥

Respond with either
2 ♥ if you have 3+ ♥ and relatively weak or
3 ♥ if you have 4+ ♥ or
4 ♥ if you have 4+ ♥ and strong and it is obvious that is where the contract should be
Bid other major if you have 4+ ♠ or
Bid minor if you have 5+ ♣ or 5+ ♦ or
Bid 1 NT if very weak

Opening bid 1 ♠

Respond as for 1 ♥ but spades instead of hearts

Opening bid 1 NT (if opposition X then XX by partner means very weak - opener must bid 2 ♣
if no intervening bid by opposition and partner counter responds with best suit)

Respond with either (all responses active following double by opposition)

Stayman	- 2 ♣ indicating you have at least one 4 card major or	- forcing
Transfer	- 2 ♦ indicating transfer to ♥ must have 6+ points and 5 ♥	- forcing
	- 2 ♥ indicating transfer to ♠ must have 6+ points and 5 ♠	- forcing
	- 2 ♠ transfer to minors - must have 6+ points and 5 minors	- forcing
	(response from partner must be 2 ♣)	
	- 2 NT indicating 11 points balanced	
3 NT	- Balanced 12+ points	

Opening bid 2 ♣

Respond with either
2 ♦ if less than 8 points - forcing
best suit if more 8+ points - forcing

Opening bid 2♦ (Multi 2♦)

Respond with either (n.b. if opposition pass or double after opening 2♦ bid then respond as below – otherwise natural responses)

- 2♥ if you have less than 14 points - forcing
 - 2♠ if you have less than 14 points and have support for ♥ (4+ ♥ cards) - forcing
 - 2NT if you have 14+ points (no transfers)
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Opening bid 2♥ or 2♠

Respond with either

- Pass if weak or
 - 3 of major if you have good support
 - 4 of major if you have excellent support
 - Minor if you have a long strong minor
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Opening bid 2NT

Respond with best minor (even if you have only 1 card and few points) – No transfers

DOUBLES & REDOUBLES

Up to 2NT (and including opening pre-empt from opposition) - doubles are take-out
Thereafter doubles are for penalty

Doubling opposition major indicates having 4 cards in other major (and adequate opening points or shape) and generally a shortage in opposition major suit. (n.b. if there are 5x cards in the other major, it should be bid rather than double)

Redoubling a doubled 1NT indicates a very weak hand – partner responds 2♣ (alerted) if there is no intervening bid by opposition and redoubler then bids best suit of the weak hand if there is no intervening bid by opposition

Point count re-bid from opener ... 1NT (15-17) 2NT (18 -19) 3NT (Game)

OTHER

Fourth suit forcing, Michael's Cue Bids

OVERCALLS & JUMPS

Either over opposition or response to partner:
Single jump – 11 to 15 points with 6x card suit
Double jump – pre-emptive 7+ cards weak

GADGETS

Ace Asking – Use CRO (Colour, Rank, Odd) and extended CRO

Only use 4NT for ace asking - forcing

5♣	3 or 0 aces	6♣	2 odd aces (1 king)
5♦	4 or 1 ace	6♦	2 odd aces (2 kings)
5♥	2 aces of the same colour	6♥	2 odd aces (3 kings)
5♠	2 aces of the same rank	6♠	2 odd aces (4 kings)
5 NT	2 odd aces (no kings)		

Pottage - Bidding after oppositions 1NT opening

2♣	long suit - forcing (always respond with 2♦)
2♦	asking for best major (must have at least a four card major) - forcing
2♥	5 + cards in ♥ plus 4+ card minor
2♠	5 + cards in ♠ plus 4+ card minor

Signals - First card played in match indicates the suit that should be played back

Leads

- Top of partner's first bid suit
- Top of sequence
- Singleton
- 1st's, 2nd's and 4th's

Partner should always lead back suit of first card played in game by their partner

Discard indication: High – hate Low – like

Leventhal discards (when cannot follow suit)

Low card (6 or less) indicates to play back the lower of the 2 remaining suits

High card (7 or more) indicates to play back the higher of the 2 remaining suits