

## Bridge Bulletin Standard — effective January 2017

Bridge Bulletin Standard is the bidding system used by the panelists for *It's Your Call*. It is loosely based on popular Standard American and 2/1 treatments commonly used by duplicate players in North America. It is more than SAYC, but less than a full-blown 2/1 system.

Although there may be superior bidding approaches, BBS is designed to allow the majority of ACBL players the ability to make an informed decision on each of the monthly bidding problems. It doesn't cover every situation, but is intended to be a general systemic framework.

1NT = 15–17 HCP

*Responses:*

Non-forcing Stayman.

Jacoby and Texas transfers.

3♣/3♦ = natural, invitational to 3NT.

3♥ = 5–5 in the majors, invitational; 3♠ = 5–5 in the majors, forcing.

Four-suit transfers (accept in minor by bidding the suit).

Smolen (game forcing).

Lebensohl (fast arrival denies stopper).

Gerber in notrump sequences; Roman Key Card Gerber after Stayman.

2NT = 20-21 HCP

*Responses:*

Stayman, transfers (Jacoby and Texas).

3NT = gambling; solid minor suit, no outside ace or king.

Opening bids of 1♥ or 1♠ are usually at least five cards in length.

*Responses:*

1NT = one round force by a non-passed hand.

Jump raise = invitational.

2NT = forcing raise (three-level rebids = shortness, four-level rebids = second five-card suit).

3NT = good preemptive raise to 4♥ or 4♠

Splinters.

Reverse Drury.

Jump responses in non-competitive auctions = strong by an unpassed hand.

Jump responses in competition = weak by an unpassed hand.

Jump responses in competition = fit-showing by a passed hand.

Opening bids in first and second seat are sound if balanced.

Opening bids of 1♣ or 1♦ are at least three cards in length.

*Responses:*

Single raise = natural, game-forcing.

Jump raise = invitational.

Jump response in competition = weak.

Cuebid = invitational or better raise.

1NT response = 6–10 HCP.

2NT = 11–12 HCP; 3NT = 13–15 HCP.

Jump response in a new suit = strong by an unpassed hand.

2♣ is strong and artificial.

2♦ response is waiting.

2♦, 2♥, 2♠ = weak two bids (disciplined in first two seats).

*Responses:*

2NT asks for a feature.

Raise Only Non Force by unpassed hand.

Other:

New minor forcing (invitational or better).

Fourth-suit forcing (to game).

Unusual/unusual (defense to unusual 2NT or Michaels when both suits are known).

Negative doubles through 3♠.

Responsive doubles through 3♠.

Doubles at low levels are for takeout. Example: 1♠–(Pass)–1NT–(2♦); Dbl.

Support doubles through 2♥.

Snapdragon double: A double in fourth seat, after three suits have been bid, promises a good five-card or longer holding in the fourth suit and tolerance for partner's suit.

Rosenkranz redoubles.

Standard overcalls.

Jump shifts are fit-showing.

Jump raises are preemptive.

Non-jump new suits are non-forcing.

Cuebids guarantee fit.

Mixed raises: After an overcall, a jump cuebid by the overcaller's partner shows 6–10 points and 4 plus trumps.

Jump overcalls weak.

Opening three-level preempts tend to be light.

Michaels cuebid over minor and major opening.

1NT overcall = 15–18 (strong NT system on).

2NT overcall = two lower unbid suits.

Defense against 1NT opener: DONT (double = one-suiter; 2♣ = clubs and another suit; 2♦ = diamonds and a major; 2♥ = majors; 2♠ = spades.) Doubling, then bidding spades, shows a stronger hand with spades.

vs. opp's takeout double, 2NT response shows at least limit raise values.

vs. opening preempts, double is takeout through 4♠.

Lebensohl versus weak two-bids or after reverses or jump shifts.

Two-suited jump overcalls over preempts. Example: 2♠-4♦ = diamonds and hearts, at least 5-5 and is forcing.

Slam bidding:

Roman key card Blackwood.

4♣ over 3♦/3♥/3♠ (4♦ over 3♣) is preemptive key card Blackwood.

Bidding 5NT is pick-a-slam in auctions when no major suit has been agreed. When certain of the trump suit, 5NT is a grand slam force.