

GIB 2/1 SYSTEM (based on BBO GIB)

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Notes

H = HCP (High Card Points); **L** (length): 1/5c, 2/6c, 3/7c (only add when the suit is good); **D** (distrib. - only after a fit is found: 1/dblt, 2/singl, 3/void(chicane)). **HLD** = H+L+D - reduction (short suits containing an honor are reduced by 1 point!). In NT: L=0, D=0!

NOTE: If omitted, points are HLD. GIB normally only uses HD.

C = Controls (A=2, K=1)

• ! = alert; F=forcing; #=number of cards;

X=double; Y, Z=some suite;

M=major; m=minor; NV = not vulnerable;

rebid = rebid own suit; raise = raise partner suit

shift = change suit; j. = jump; 2j. = double jump

overcall = opponent bid

Resp Guideline: limited: 6-11H, GF: 12+H | 13HLD.

• Jump rebid (eg. 1♣-1any-3♣): 6+, 17-20 HCP

• Rebids after 2/1 resp doesn't promise 6#

• Raising partner suit usually promises 4#,

• Strong Jump Shift (only 1Y-2Z, jumps to a lower suit on the 3 level are nat and inv.): GF, max values (17+ and 4+C), raw playing strength or an implied fit.

• After setting the suit, bid splinter or stopper cue-bids to GF

Openings

1♥/♦ 5+, 11H + 5C and very good suite | 12+H

+ Rule of 20: open if $20 \leq H + \#$ in the two longest suits.
In 3rd or 4th seat you can open with 10+H & Rule of 15:
15≤HCP + #opening suit.

1♦/♦ points as above, best minor. 1♦ must be 4# unless 4432
1NT 15-17H, bal

May have 5m if points are evenly distributed (2335) - it will preempt opponent. Also it's easier to find better match if partner has 5M without good support for our 5M. Example:
♠QT765 ♥KQ3 ♦J2 ♣AKJ.

2♣ ! 22+HL GF

Or 8 tricks in major, or 9 in minor

2♦/♥/♦ 6-11H, 6+. Disciplined (good suit quality)

2NT 20-21H, may have 5M

3Y preemptive, good 7#, 7+ tricks (6+ when NV)

1NT

2♣ F good 8+H, Stayman - asks for 4#M, inv

2♦/2♥/!2NT/!3♣ Jacoby transfer to ♥/♦/♦/♦

F 5+ (6#+ for minor transfer)

→ accept (2♥/2♣/3♦/3♦)

→ pass 8-

→ 2NT 5# inv

→ raise 6+ inv

→ shift GF, 13+, show 4# suite with a stopper

→ j.shift GF, 13+, splinter

→ 3NT 5# ask to sign off in 3NT or 4M

→ j.accept: 15+HCP, 4# support

2♣ !GF Minor Suit Stayman, 54m

→ 3♣/♦ 4#

→ 3M !GF 1-# (13+ splinter)

→ 2NT otherwise (also when 4m is not solid)

3♦/♥/♦ !GF splinter, 13+, no 5M

3NT sign off

4♣ gerber → ask for aces (0314 rkc style)

4♦/♥ texas transfer to ♥/♦, 0-9H, 6+ (7+ if weak)

→ accept & sign-off (in 99% of the cases)

→ 4NT - super accept (strong 4#, 17+)

2NT

3♣/.../3♣ like 2♣/.../2♣ after 1NT

3NT sign-off

4♣/♦/♥ gerber / texas transfers

1♦/♦

Note: No Jacoby 2NT/Splinters over minor.

Inverted Minors: single raise is strong and the j.raise is weak.

raise F 8+ 4# (can be 3# with more points)

→ 2NT min 3#

→ raise min 4#
→ j.raise 5+ 15+
→ shift F 4# inv
j.raise 6-9 4#, preemptive
1(♦)/♥/1♦ 6+H 4#, (1♦-1♦ is F)
Note: after 1♣, prefer bidding M over ♦ if possible
→ 1♦ (shift) 13-H 4#
→ shift F 4#
→ rebid 5+ min hand
→ raise 4# min hand + extras
→ 1/2NT bal, stopper in unbid
j.shift Strong Jump Shift
GF, fit for diamonds or solid suit
2♣ (to 1♦) 2/1 GF
2♦ (min, long ♦), 2♦/2♣ (4M inv), 2NT (balanced min, no ♦ support), 3♣ (fit 13-HLD), 3♦ (extras, 5♦ strong or 6+♦), 3NT (15+H, no fit, stoppers)
1NT 6+H bal no 4M#
2NT 12+H bal inv to 3NT
→ pass/3NT accept/decline.
→ shift 4# inv

1♥/♦ opening

Jacoby 2NT, splinters, and two-way game tries after simple raises. No Bergen raises. Single raise (1♥-2♥) shows 7-10 HLD (conservative). 2-level new suits are game-forcing (12+H). Raises usually promise 4+ trumps but occasionally 3+ fitting well. Opener's major rebid does not promise 6#.

Decision Flow for Responder:

You have 4+ card support

→ 13+: Bid Jacoby 2NT.

→ 11-12: Bid 3♥/3♣ (Limit Raise).

You have 13+ points but NO 4-card support

→ Bid your longest suit at the 2-level (2/1 GF).

You have 6-12 points

→ If 3-card support and 6-10 pts: Bid 2♥/2♣.

→ Otherwise: Bid 1NT (Forcing).

----- for 1♥ only

1♣ !F 6+H 4+♦

→ 1NT 14-H no 4♣

→ 2NT 18-19H (but not strong enough to 2NT opening)
inv to 3NT or 4M

other bids standard: raise: 4# min hand, j.raise: 4# inv, rebid: min hand more or better ♥, j.rebid: 6♥ 16+. shift (2♣/♦): 4# min hand, j.shift (3♣/♦) 4# GF 16+)

2♣ Strong jump Shift

→ 2NT 14-H, no ♦ fit

→ raise 3+♦, slam interest

→ 4♣ (j.raise) sign-off

→ rebid min hand more or better ♥

→ shift nat 4#

1NT !F 6-12H, no fit

→ rebid: 16- (no promise for 6#).

→ j.rebid 16+ 6+, inv

→ shift F 4#

→ 2NT 14+, good, semi-bal (5332), inv
→ 3NT 11+ no singleton, signoff

→ shift 10-12, 5# (good)

2♣/2♦/(2♥) 2-over1 GF: 13+ (12+H) 4+ GF unless rebid

NOTE_1: 2/1 resp is not GF if opener is in 3rd or 4th (is such case opener could be weak).

NOTE_2: see Reverse Drury for 2♣

→ raise 4# or 14+ 3#

→ j.shift 16+ 4+, splinter

→ 2NT 14+ 5322, stoppers in both unbid suits

→ rebid 5+, min hand

→ j.rebid 16+, good 6#

→ shift 2Y 4#

→ shift 3Y 14+ 4# or 12+ 5#

2NT Jacoby 2NT: 13+ 4+, ask for short suit

→ shift 1-#

→ rebid 16+, no short, slam inv

→ 4M (j.rebid) min hand, sign-off

→ 3NT semi-bal 14+ (more than min)

raise Two-way Game Tries

• The next step (1♥-2♥-2♣, 1♣-2♣-2NT) is a short-suit game try, showing unspecified shortness. Responder can bid the next step above that (2NT or 3♣) to ask where the shortness is. Opener bids the short suit, or bids his major if the short suit is one of the step suits.

• Any other bid below 3 is a long suit game try, at least a 3-card suit with some honors. After 1♥-2♥, 2NT is a LSGT in spades

(since 2♦ would be a short-suit game try).

• A 3M is a general strength game try, showing about 17 points with no singleton or void (GIB rarely makes this bid, since this would probably be a 1NT opener).

2j.shift: 13+, splinter

2♦ opening

2♦ 7-H, no 5+#

- 2♦/3♦/4♦ nat 5+#
 - 2NT 22-24+H, bal
 - use 2NT opening responses.
 - 3NT 25+H
 - use Stayman and Transfers

2♦/3♦/4♦ 6+ 5+#

- (or very strong 4+#
 - new suite: nat, 5+#
 - raise: 3+#
 - NT: no fit, bal (2NT is inv)
 - subsequent bids: cubid showing first-round control (Ace or Void)

2NT GF 8-10H, bal, no 5M, inv to 3NT

3NT F 11+H, slam inv

2♦/3♦/4♦ opening (weak twos)

Rule of 17: add your HCP to the number of cards you have in partner's suit. If less than 17 → pass or bid a preemptive raise.

pass - most common

2NT !F, 14+, 2+ support, inv & "feature ask"

- shift !F 9+, shows stopper (level 1 or 2)

→ 3NT 9+, super opening (AKQXXX)

→ rebid min hand, no feature in side suit

raise preemptive, 3+#, 0-

shift !F 13+ 5+#, no support, ask for length

→ shift 9+, no fit, stopper cuebid

→ raise 3+# or good 2#

→ NT 9+, good open suit

→ rebid no better option

Other conventions

Stayman (1NT-2♦):

2♦: no 4# major 2♦: 4# and maybe 4♦.

pass: sign off.

2♦(2♦): 10+ 5♦&4♦, inv

3♦/3♦: 10+ HCP 6+#, inv

3♦/3♦: 10+ HCP 5+#, inv

2NT: 8+ HCP, nat

2♦: 4# ♠

pass: sign off.

2♦ (shift): 8-11 5+# inv

3♦ (j shift): 10+ 6# inv

2NT: 10+ 4# in other M

raise: 10+ 4# (or 8+ 5#) inv

Takeout double

After non-interrupted opp. bid $\leq 3\spadesuit$. Promises strong one suited hand (16+ 6# or 19+ 5#) or balanced too strong (19+) to overcall 1NT or 12+ HCP, short in opp suit, nothing good to open.

Negative double (ND)

After partner opening and opp. overcall $\leq 3\spadesuit$. Shows 6+ HCP 4+# (in unbid suit) at level 1, and 8+ HCP 5+# at level 2. ND, after 1♦/1♠ opening, usually invites for 3NT. Examples:

→ 1?-(1?)-X: no points to overcall, promises descend rebid and something else (eg 5#)

→ 1♦-(1♦)-X: 4-4 in majors

→ 1♦/1♦-(1♥)-X: 4+♦

→ 1♥-(1♠)-X: 1 minor and descend rebid

Lebensohl

After 1NT interruption or X. Example for: 1NT-(2♦) → X=neg double; 2♦=nat, noF; 2NT=weak with 5#m or F with 4#♦;

3♦♦=nat F; 3♦=3-#♦ ask for ♦ stopper; 3♦=nat F.

→ After 2NT opener must bid 3♦, then: pas/3♦=weak + 5♦/♦;

3♦=GF 4+♦ no ♦ stop; 3♦=inv 5#♦; 3NT=nat + ♦♦ stoppers.

Stopper cue bidding

After setting the suit S we can start bidding lowest control: A or K or singleton or void, to invite for the game. Partner must cue bid his lowest control (even when weak) or bid S. If one player has passed a suit showing no control and his partner still cue bids a new suit, he promises control in the by passed suit.

Blackwood RKC (0314)

After 4NT we count the # of Aces + trump K. The responses are:

5♦=0|3, 5♦=1|4, 5♥=2|5 (no trump Q), 5♠=2|5 (with trump Q).

→ After 5♦/5♦ the next step (skipping trump suit) ask for [trump Queen](#). If you don't have the queen - sign off (bid our suit).

Otherwise bid your cheapest king (skipping trump one) or 5NT

→ The next step (or next+1 after 5♦/5♦) [asks for kings](#) when wanting Grand Slam. Response: bid the cheapest king you have.

Reverse Drury

2♦ artificial response by a passed hand after partner opens 1♦ or 1♠ in 3rd or 4th seat. Shows a limit raise with 10-12 points 3+#

- Opener: rebid = min hand, to pass. 3M (j.shift) = slam inv. Any other: game interest → responses are nat.

Lavinthal Discard

Discard a suit you don't want. A high card signals your interest in the higher ranking of the remaining suits. A low card for the lower ranking suit, without revolving.

Defense against suit opening

Overcall simple suit bid:

→ new suit: 8+ HCP, very good 4+# (or good 5+#). 2over1 5+#. Then: cue-bid (10+) asks overcaller about quality (raise: minimum, shift 11+).

→ jump: 8+ HCP, 6+#

- cuebid = Michaels, 2NT = unusual 2NT

Overcall weak 2:

→ double: 14+, short in opener's suit.

- suit: 14+, good 5+#

Michaels Cue Bid

Bid opp. suit just after his opening. Promises 8+ HCP and 5-5 in two higher suits (over opp. minor opening) or 5 in other major and 5 in some minor (over opp. major opening)

Unusual NT

Similar to Michaels cue bid - immediate overcall of 2NT shows at least 5-5 in two smaller suits (not counting opp. suit).

Meckwell defense against 1NT opening (instead of cappelletti)

→ double : single minor (5+#) or both majors (45#); advance bids 2♦, after which the intervener corrects to his actual suit if a minor, or ♦ if holding both majors

→ 2♦/♦ the bid suit and a major (45)

→ 2♦/♦ the bid suit (5+#)

→ 2NT both minors

Approximate points for game contracts

3NT: 26+H (25H if points are evenly distributed)

4Y: 26+HLD, 5Y: 29HLD, 6Y: 33+HLD

Card distribution

7	6	5	4	3	2
4-3 62%	3-3 36%	3-2 68%	2-2 40%	2-1 78%	1-1 52%
5-2 30%	4-2 48%	4-1 28%	3-1 50%	3-0 22%	2-0 48%
6-1 7%	5-1 15%	5-0 4%	4-0 10%		
7-0 0.5%	6-0 1%				

Alternatives

Italian Discard (alternative)

An odd card in a suit you want. High even card signals higher of the other two suits, low even card signals a lower one.

IMP

The table shows the expected score (divided by 10) based on HCP. Subtract it from your score to get the diff and find IMP value.

HCP	V/NV	HCP	V/NV	HCP	V/NV	HCP	V/NV
21	5/5	25	30/40	29	49/69	33	99/144
22	9/9	26	40/60	30	52/72	34	125/180
23	13/13	27	43/63	31	70/100	35	140/210
24	22/26	28	46/66	32	90/135	36+	150/220

Diff 1...36 = ceil(diff/4), eg: 3-1, 4-1, 5-2, 8-2, 9-3, 36-8

DIFF	IMP	DIFF	IMP	DIFF	IMP	DIFF	IMP
≤ 42	9	≤ 89	13	≤ 174	17	≤ 299	21
≤ 49	10	≤ 109	14	≤ 199	18	≤ 349	22
≤ 59	11	≤ 129	15	≤ 224	19	≤ 399	23
≤ 74	12	≤ 149	16	≤ 249	20	≥ 400	24

Opening Leads

<https://www.kwbridge.com/leads.htm>

Which suit?

- If partner has bid, lead their suit unless you have a good reason not to
- Top of a sequence: **♦QJT52**
- Lead low from an honour in your longest suit **♥QT8**, lead **♥8**
- Lead trumps if the bidding suggests declarer will cross ruff.
- Lead your long suit if you hold four or more trumps. It will often force declarer, and you might take control
- With three small trumps, consider leading a short suit: a singleton or a doubleton, hoping for a ruff.
- Lead suits that have not been bid by the declaring side

Which card?

If it's your own suit, lead:

- From AK combinations, lead K. **AKX**
- Top card of a sequence or a near sequence of three or more cards. **KQJ52**, **KQT54**, **QJTx**. However, KQ432 lead K in a suit contract, 4 in no trumps!
- Top card of interior seq: **AQJx KJT85**, **T9x**, **QT9x**, but **KQT9** !
- Fourth best if no sequence, with **♦K8753**. Use the **Rule of 11**: if the lead is fourth highest, example if **♦5** is led, $11-5 = 6$ -- tells you there are 6 cards higher than **♦5** in the other hands. This can guide the defence to knowing whether to continue or switch, and helps the defender in third seat know how high to play to the first trick.
- Low from three cards to an honour: **Q72**
- Top card of a doubleton: **T6**
- With three small cards (**♦973**) lead low unless you have raised partner's suit, when the 9 would be more helpful.