

# Bruno's Big Club System

## Acknowledgment

The "Big Club" is a Bridge bidding system developed by Bruno B. Wolff Jr., Assistant Dean Emeritus at the University of Wisconsin-Milwaukee. It is a modification to the Schenken Club and Precision Club systems based on 20 years of noon bridge games among good friends at UWM.

## Opening Bids:

- 1 ♣: Strong, Artificial, Forcing  
17+ points (15+ HCP unless 6-card major or both majors)
- 1 : 13-16 points, 5+ in bid suit
- 1 : 13-16 points, 5+ in bid suit
- 1 : 13-16 points, may be short in diamonds
- 1 NT: 16-18 Balanced (open 1NT with 15HCP and 5-card minor)
- 2 ♣: 11-15 HCP with good clubs usually 6
- 2 : 11-15 HCP with 6+ diamonds, no 4-card major  
*or 17+HCP and 4-4-4-1 distribution*
- 2 : 6-11 HCP 6 in suit--5 tricks NV, 6 tricks vulnerable
- 2 : 6-11 HCP 6 in suit--5 tricks NV, 6 tricks vulnerable
- 2 NT: 23-24 HCP balanced

## Responses to 1C

Positive response = 9+ HCP or two aces, game force 1D less than 9 HCP and not two aces (2 aces = positive response)

Responder should have a good 5 points or better to take a second bid after a non-jump rebid by original clubber.

- 1 NT: 9-11 HCP no five card major and balanced (4432, 4333, or 5332)
- 1 : five card suit
- 1 : five card suit
- 2 ♣: five card suit
- 2 : five card suit
- 2NT: 12-13 HCP, no five card major and balanced or 16+ and balanced on the way to slam
- 3 NT: 14-15 HCP, no five card major and balanced
- 2 : 9+ points plus singleton in suit
- 2 : 9+ points plus singleton in suit
- 3 ♣: 9+ points plus singleton in suit
- 3 : 9+ points plus singleton in suit

### **After interference over 1C:**

- double: is force to game, no good suit
- 1 NT: stopper in opponent's suit 9-11 HCP, game force
- 2 NT: stopper in opponent's suit 12-13 HCP, game force
- 3 NT: double stopper 14-15 HCP
- Non-jump suit bids: to play, non-forcing 5+ in suit and 6+ playing points, 4-8 HCP, the more in suit the fewer points
- Jump in suit: positive response plus 6 or good 5-card suit, game force

### **Rebids by club opener after 1D**

- 1 NT: 19-20 HCP, usually balanced
- 2 NT: 21-22 HCP, usually balanced
- 1 : 5+ in suit and 17-20 points
- 1 : 5+ in suit and 17-20 points
- 2 □: 5+ in suit and 17-20 points
- 2 : 5+ in suit and 17-20 points
- Jump in suit: 21+, forcing for one round, 5+ in suit

### **Rebids by club opener after suit bid by partner,**

New suit may be 4 cards, raise partner's major with 3 trumps, 1N is likely to be 4-4-4-1\* with stiff in partner's suit or 19-20 and 4432 with doubleton in partner's suit.

2 NT: 21-22 and 4441\* or 4432 with shortness in partners suit.

3 NT 23-24 and 4441\* with singleton in partner's suit.

After 1C and positive response, jump to game shows weakest hand for previous bids. After agreeing on a suit, new suits at the four level or higher are cue bids for a first round stopper; bid NT to show you have only one top trump with strength in the unbids; raise below game to show two of top three honors and extra strength.

1 C – 1 NT

2 C Stayman

1 C – 2 NT

3 C Stayman

1 C – 1 D

1 NT – 2 C Stayman

## One Diamond Opening Sequences

1 D – 1 H/(S)

1 N – 2 C                    forcing, asks for 3 Card support in major, but may be real suit

1 D – 1 H/(S)

1 N – 2 H/(S)                weak 6-9 total points with 5+ card suit

1 D – 1 H/(S)

1 N – 3 H/(S)                invitational 9-10 hcp and 6 card suit

1 D – 1 H/(S)

1 N – 2 C

2 H – 3 H                    non forcing 11-12 points

1 D – 1 H/(S)

1 N – 2 C

2 D – 3 H                    forcing with 6 card suit

1 D – 1 H/(S)

1 N – 2 C

2 N – 3 H                    forcing with 6 card suit

### After:

1 D – 1 H/(S)

1 N – 2 C

### Bid:

2 N    3-2-4-4

         3-2-3-5

         3-2-5-3

         2-2-5-4 or 2-2-4-5 with AQ or AK in unbid major

3 C    3-1-4-5 or 2-2-4-5 with weak unbid major

2 D 3-1-5-4 or 2-2-5-4 with weak unbid major

In responding to 1 D bid with both 4-card majors, bid hearts

5 spades and four hearts bid spades first

with two five card majors bid spades first

with 5 H and 4 S bid hearts first

### **Major Suit Opening Sequences**

1 H – 3 H (1 S – 3 S) non forcing 10-12 points

1 H – 1 NT 6-9 denies 4 spades and 3 hearts (except when flat)

Bid higher of two five card suits first

After positive response all bids are forcing to game.

Opener may bid four card suit after positive response but prefer to confirm major 8-card fit, then other bids show side values.

### **Two bids and responses**

Opener Response:

2 C – 2 D Stayman

2 C – 2 H/(S) forcing 5+ suit

2 C – 2 NT non-forcing 11-12

2 D – 2 NT non-forcing 11-12

2 D – 2 H/(S) forcing 5+ suit

2 C – 3 NT 13-15 non-forcing

2 D – 3 NT 13-15 non-forcing

2 S/H – 2 NT forcing, asks for feature, usually trump support

2 S/H - new suit forcing shows feature and trump or good suit

2 S/H – 3 NT 16-18 hcp

2 S/H - Single Raise invitational

2 S/H – Double            Raise to Play

### **Alternate 2D opener**

- 2 : artificial, same as 1D response to 1 Club
- 2 NT: positive 9+ or two aces
- 2 : to play, 6 card suit
- 3 : to play, 6 card suit
- 3 : to play, 6 card suit
- 3 : to play, 6 card suit

Opener's rebids 17-20

After 2 H bid singleton

After 2 NT bid singleton

After 2 S or 3 in others suits, pass unless you have a fit, then raise

Opener's rebid 21+

After 2 H bid lowest NT.

After 2 NT bid singleton

After 2 S or 3 in a suit, raise to game with a fit, bid NT with singleton.

### **Interference After We Open 1 NT**

Opener Opp Responder (Systems Off)

1N Suit X shows cards, usually 4 in other major 8+hcp or 5 card heart suit over opponents spade suit.

rebid a suit later to force to game and show 5+ in the suit

subsequent bids

1N Suit New Suit, 5+ in suit and 8+hcp, forcing to 3 level. Partner may pass a non-jump 3 level response.

1N Suit Cue shows void or singleton, game force, details later

1N Suit Jump in new suit, 6 card suit, game force

1N Suit 2N, stopper 8-9 hcp

1N Suit 3N, stopper 10-14 hcp

1N X Systems On

### **Jacoby Transfers**

Only used in the following cases: 1N, pass, Jacoby; opp bid, 1N, pass, Jacoby; 1C-1D-1N-Jacoby, 1N-X-Jacoby. Also applies to 2N or 3N sequences. Except jumps in NT over an opponent's suit bid is unusual NT and the system is off.

2D transfer to hearts, 2H transfer to spades, 2S minor suit Stayman, the kind of hand that may be slam in a minor suit with a 4-4 fit, but would not make 6NT.

### **Rebids by Jacoby-Bidder**

0-7 points pass

2N 8-9 hcp, 5 card suit,

*Rebid by opener*

*points cards in suit bid*

16 2 pass

16 3 3

17-18 2 or 4-3-3-3 3N

17-18 3 4 in suit

3N 10-14 hcp and a 5 card suit

Opener bids 4 in suit with 3 card support unless 4-3-3-3

3 in suit, 8-9 total points and a 6 card suit

Opener goes to 4 with 17-18

4 in a suit, 10-14 total points and a 6 card suit

new suit shows a 2 suiter and game going

To 2S, opener bids a 4-card or better minor at the 3 level; if he has both, he bids a control in one of the majors; with neither he bids 3NT.

This would be a slam going auction

1NT 2S (minor suit Stayman)

3C 3S (Slam interest, first round control of Spades and not diamonds or hearts).

### **Opponents Overcall non-1C bid with 1N (15-18)**

X cards, willing to defend, opener will usually pass for penalty.

Raise 6-9

Double raise 11-12 hcp and sufficient trumps (3 in major, 5 diamonds)

New suit to play

Jump in suit 5+, no fit, but cards

2N 5+cards in two lowest unbid suits

### **Opponents Double Partner's 1 non-club bid**

Raise 8-10 total points

Double raise 4+ trumps, distribution not much in HCP

New Suit to play, at least as many cards as partner has in his suit, no fit with partner.

Jump in a suit to play, shows good suit better than partner's, void or singleton in partner's suit

XX shows general balance of power 10+ hcp

No trump bids imply no support for partner's major or a flat hand 4-3-3-3.

1 NT 8-10 HCP, stopper in opponents' suit.

2 NT 11-12 HCP

3 NT 13-15 HCP

Redouble by opening 1D bidder passed to him is rescue. Other redoubles are strong.

### **Over Opponents' Weak Twos**

X cooperative, usually for penalties in immediate seat, take out in pass out seat

2N take out, good opener (13+) in immediate seat

2N take out, balancing (10+) in pass out seat

new suit            good opener in immediate seat

new suit            balancing in pass out seat

### **Over Opponents' Overcalls of Your 1D, 1H, 1S Opener.**

Raise Major with 3+ trumps 6-10 points

Jump Raise Major 10-12 points and 3+ trumps

Bid new suit (non jump) forcing 11+ points, 5 card or better suit

X shows at least one (the other) major 8+ points, denies new 5 card major if biddable at one level. A double and then a bid of a new suit at the two level shows less than 11 points. E.g., 1D 1S X P/ P P 2H, with 5 and a 11+ hand bids two hearts right away.

1 NT    8-10 HCP and stopper in opponent's bid suit

2 NT    11-12 HCP and stopper

3 NT    13+ HCP and stopper

### **Rebid by 1H (1S) Opener**

After 1NT with one suiter

Points

Suit length 13-15 16

5 P 2NT

6 2S/(H) 3S/(H)

with two suiter

Bid second suit if 5 carder; 4 card suit needs 2+ hcp in the suit.

Except when you open a H and partner bids 1NT, he denies a 4-card major so if you have a stiff spade, bid your minor regardless of strength. (Partner has at least 8 minor suit cards).

After partner's suit bid

Points

13-15 16

4 of partner's trumps



raise jump raise

*Balanced*

NT jump in NT

*6 card suit*

rebid jump rebid

If partner takes out at the two level in hearts (and you don't have at least 3) or partner bids a minor, jump to 3NT with 15 or 16 and balanced.

With a second suit,

With 4 in a major bid it. But rebid 1NT after 1D, 1S.

With a minor 5 carder bid it; with a 4 card minor bid it with a least 2 HCP in the suit,

except bid NT with 1 or two cards in partner's suit and a stopper in the 4th suit.

### **Take out Doubles**

Doubles of opponents' openers, support for **ALL** unbid suits or 17+ total points and a suit.

DO not double with off-shape minimum hands; you must be prepared that partner will bid you short suit; so have at least 3 in each of the unbid suits.

Overcalls 9-15 hcp, suit promises at least Q high; don't overcall on trash suits.

Do not double with cards in the opponent's suit, trap pass.

Vulnerable overcalls in minors should be in a decent 6-card suit.

Never overcall in suit without at least a Q in the suit except jump overcalls may be on nothing.

1 NT overcall is 16-18 with stopper in bid suit shade to 15 with tenaces

2 NT is unusual for two lower unbids

Double of NT is for penalty and shows a hand equal to that of 1 NT bidder.

### **Responses to Non Club Opener Total Points and Support:**

Single raise majors      7-10 at least 3 trumps

Double raise majors      10-12 at least 3 trumps

1N	7-10 two or fewer trumps
2H over 1S	Promises 5+ Hearts and 11+ playing points
2 in minor	Promises 11+ playing points, may be short in suit
2N	Denies 4 card major, 13-15 HCP
3N	Denies 4 card major, 16-18 HCP
Diamond raises	No 4-card major, unbalanced
Single	5 cards 7-10 total points
Double	5 cards 11-12 total

### **Other Forcing Situations**

Any new suit by responder, at any time in the auction, is forcing except:

1 S – 1 NT

2 C – 2 D this shows something like 2-3-6-2.

Opening bid by partner, double—non-jump new suit to play.

### **Forcing Calls**

Delayed jump raise of Partner's suit

1 S – 2 C

2 H – 3 S, evinces some slam interest else sign off in 4S

Jump Rebid of responders suit

1 D – 1 S

2 D – 3 S 6 card suit.

### **New Minor Forcing**

With 11+ rebid new minor to ask partner for 3 card support of your first bid suit; partner should bid 4 with 15 points and 3 spades.

Partner You

1D 1S

1N      2C = new minor forcing. You have at least

S: AQXXX

H: KXX

D: JX

C: XXX

With 13 or a poor 14 partner and 3 spades, partner bids 2S. With 15 or a good 14 and 3 spades, partner jumps to 3S. With other configurations, partner should rebid diamonds with 5 and a heart weakness, bid 3 NT with 2 spades and a max, or bid 3 hearts with 1-4-5-3. Bid 2N with 2 spades and 13-14.

With 15 points balanced and only 2 or fewer spades bid 3NT.

The above apply even in contested auctions, e.g.,

1D – X – XX - P

P - 2H - 2S is forcing.

Since partner passed the auction, he could stand diamonds. 2S does not promise 5.

### **Rebids by Non Club Opener:**

Rebid in the same major always promises 6 or more in suit

Rebid in same minor shows at least 5 in suit

Bid in second suit does not promise 5; but rebidding it does and also promises at least as many in the first suit if the second suit is lower ranking and more in the first suit if the second suit is higher ranking.

After opening 1D and getting a one-level response, with 5 diamonds and 4 or 5 clubs rebid the diamonds.

### **Jump Takeouts to New Suit by Responder after Non Club Opener:**

15 HCP plus excellent suit or 4 trumps with 17+ total points; e.g., after 1H:

S AKQT98 H KX D AXXX C X

or S AKXXX H KQXX D KJX C X

Do not jump shift with this hand

S AKJXX H QX D AKXX C XX

You have plenty of forcing auctions to get to game, but you are not sure at this juncture whether a slam is makeable.

### **Rebids by Opener after Jump Shift**

In priority order:

Raise with three in partner's major.

Rebid 6 card suit

Bid lowest NT and no second suit

Bid a second suit of 5+or 4+ headed by at least a Q.

Competition over opponent's strong club

Opponent's Bid/Our bid

Over 1C

Double 1 NT 2C

For majors For minors Good clubs

Over 1D

For unbid suits 16-18 bal Good clubs

Diamonds over either is natural with at least 5 diamonds.

Key card Blackwood

Key cards = trump King plus Aces

5 Clubs 0 or 3

5 Diamonds 1 or 4

5 Hearts 2 without trump Q

5 Spades 2 with trump Q

5NT asks for kings other than trump

6 Clubs 0

6 Diamonds 1

6 Hearts 2

6 Spades 3

Over interference over 4NT

Use DOPI

Double 0-3

Pass 1-4

1st Step 2 without Q

2nd Step 2 with the Q

Over interference over 5 NT

Double 0

Pass 1

1st Step 2

2nd Step 3

Escaping to 5 NT, Blackwood bidder calls an unbid suit at the 5 level after the Blackwood response.

4NT 5D

5H 5NT

### **Balancing**

Borrow 3 points from partner and bid accordingly

Responder must call remembering his partner has already taken 3 of his points.

Be careful when vulnerable especially atimps.

Point count:

As opener

add 1 point for each card over 4 in any suit

add another 1 for 6th card or 100 honors

add half point for 2 Aces, KQJ in same suit

As responder or rebidder

with trump support for partner's suit

5 for void, 3 for singleton, 1 for doubleton

add half point for 4 trumps in partner's 5 card suit

add 1 point for an honor in partner's suit unless you already have 4 HCP in the suit.

### **Doubles of Opponent's Slams**

Double requests an unusual lead, usually dummy's first bid suit; it says don't make the standard lead of our suit or the unbid suit.

### **Carding**

To partner's lead we show attitude, high low is come on.

On opponent's lead we show count if useful to partner, e.g., for hold up.