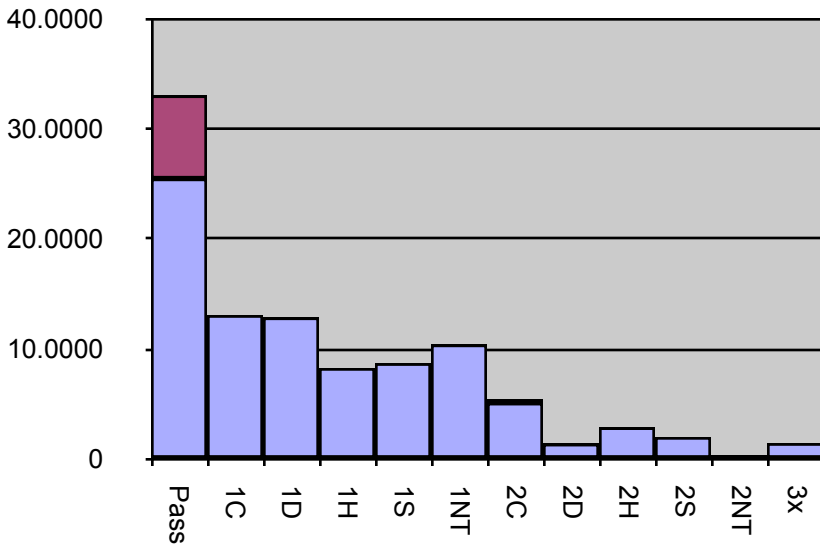


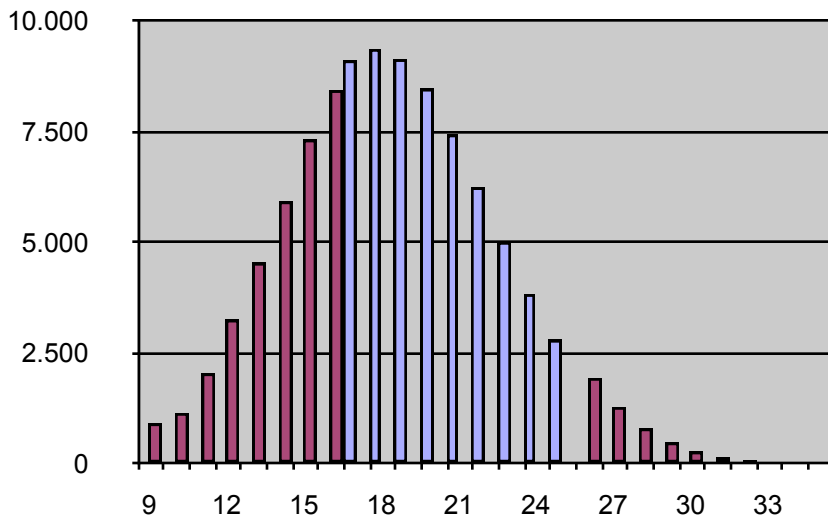
Tübingen Pass: A forcing pass system

This system is based on Weak Opening System methods and Dutch Doubleton. It employs a 2-way pass that is either weak or strong. Opening bids at the 1-level require 17 – 25 Opening Points (HCP + 2 longest suits), exactly 3 less as the minimum opening bid in most systems.

As this table shows, the system is very balanced and all 1-level bids are very frequent. The dark regions signify strong variants of a 2-way bid (Pass and 2♣).



Just to compare: A “standard” system passes approximately 55% of all hands compared with 33% for Tübingen Pass. The blue area shows the opening point area for the 1-level bids. Including the 3 lowest categories (17 – 19 OP) rather than 3 categories on the high end (26 – 28 OP) makes a huge difference.



The opening bid structure (1st and 2nd seat):

Pass: 0 – 7(8) (0 – 16 opening points) or 16+ unbal. (25+ opening points) or 18-20 / 23+ bal.

1♣: 8 – 15 HCP, 4+♣, **12 – 14 NV / 9 – 11 V** balanced 2-3♦ or 15 – 17 balanced (also with 5♦)

1♦: 8 – 15 HCP, 4+♦, can have 4♦5♣

1♥: 8 – 15 (16 bal.) HCP, 5+♥ (open 1NT with 5♥332 in range)

1♠: 8 – 15 (16 bal.) HCP, 5+♠

1NT: **9 – 11 not 4-4 majors NV / 12 – 14 V** HCP (5♥332, [2452], [2425] possible)

2♣: 8 – 12, At least 4 – 4 majors (5 – 4 vulnerable) or 21 – 22 balanced or GF both majors

2♦: 5 – 9 HCP, 5+ 5+ in two suits but not both minors

[Wilkosz](#)

2♥: 5 – 9 HCP, Weak Two in ♥ or ♠

[Major Flash](#)

2♠: 5 – 9 HCP, exactly 4♠ + longer minor

[Velociraptor](#)

2NT: 5+♣ 5+♦, 5 – 9 HCP or GF

[Unusual](#)

3♣/♦: Natural and preemptive

3♥/♠: Preempt in the bid suit or a Gambling 3NT hand in ♣ or ♦ respectively

3NT: Preempt in a minor

4♣/♦: Namyats

4NT: Both minors

Responses to 1♣:

1♣ is the typical Dutch Doubleton opening bid, showing either ♣, or a balanced hand without 4♦ in the range not opened 1NT, or any strong balanced hand (even with 5♦/♥).

The response 1♦ is employed as artificial negative bid in a Walsh-like style.

1♣ – ?

1♦: 6 – 9 (10) HCP any distribution or 10+ HCP with ♦s

1♥/♠: 10+ HCP, 4+card, may contain a longer minor

1NT: 11 – 13 HCP, balanced

2♣: 13+ HCP, 5+♣ (or just 4♣ in a very strong hand)

2♦/♥/♠: 7 – 11 HCP, 6+♦/♥/♠

2NT: 14 – 15 HCP, balanced

3♣: 10 – 12 HCP, 5+♣

3NT: 16 – 18 HCP, balanced

1♣ – 1♦ – ?

1♥/♠: Can be 3 cards if balanced outside NT range.

1NT: 15 – 17 balanced

2♣: 8 – 12, 6+♣

2♦/♥/♠: 13 – 15, 5♣ + 4♦/♥/♠ (Reverse)

2NT: Maximum hand with 6+♣

3♣: Invitational hand with 6+♣

1♣ – 1♦ – 1NT – ? (also after interference)

2♣: Stayman (can be invite without 4-card major, 2NT response shows 5♥)

2♦/♥/♠/NT: Transfer to ♥/♠/♣/♦

3♣/♥/♠: GF, 5+♦ 4+♣/♥/♠

3♦: GF with ♦s no other 4-card suit

3NT: To play

Checkback Stayman

1m – 1M – 1NT – ?

2♣: Checkback Stayman (also with invitational balanced hand)

- 2♦: Minimum without 3-card M
- 2M: Minimum with 3-card M
- 2otherM: Maximum with 3-card M
- 2NT: Maximum without 3-card M

2♦: To play

2NT: Transfer to 3♣, weak or GF

3♣: invitational with long ♣

Responses to 1♦:

The 1♦ opening bid promises at least 4 cards, usually unbalanced.

1♦ – ?

1♥/♠: 9+ HCP, 4+card

1NT: 9 – 13 HCP, balanced

2♣: 13+ HCP, 5+♣ (or just 4♣ in a very strong hand)

2♦: 13+ HCP, 4+♦

2♥/♠: 7 – 11 HCP, 6+♥/♠

2NT: 14 – 15 HCP, balanced

3♣: 10 – 12 HCP, 5+♦

3♦: 7 – 9 HCP, 5+♦

3NT: 16 – 18 HCP, balanced

1♦ – 2♣ – ?

2♦: Minimum unbalanced

2♥: 4441♣ not maximum

GF with ♣ support

GF with 5♦ + 4♥

2NT: 9 – 11 / 12 – 14 balanced (not the 1NT range)

3NT: 4441♣ maximum

1♦ – 2♣ – 2♥ – 2♠ (Relay) – ?

2NT: 4441 minimum

3♣: GF with ♣-support

3♦: 6♦ + 4♥

3♥: 2452

3♠: 3451 / 4450

3NT: 4441 medium

Special sequences after 1♦:

1♦ - 1♥/♠ - 2♣: Can be both 4♣ + 5♦ and 5♣ + 4♦ (or 1444 over 1♠)

1♦ - 1♥/♠ - 2NT: 13 – 15 with 6+♦, no 3-card support.

1♦ - 1♥/♠ - 3♦: 13 – 15 with 6+♦ and 3-card support.

Responses to 1♥/♠:

1♥ – ?

1♠: 8+ HCP, 5+♠

1NT: 9 – 11 vuln. / 12 – 14 not vuln. no fit

2NT: Invitational with fit and singleton or 5♥332 15 - 16, 3♣ asks

3♦: Singleton ♦

3♥: Singleton ♣

3♠: 3532 / 3523

3NT: 2533

1NT: Forcing for 1 round

- [7–9 or invite](#) FP, 3♥
- 9+ HCP, balanced without fit
- 9 – 13 HCP unbalanced without fit or 5♠

2♣/♦: Invitational or better, natural

2♥: [10 - 13](#) FP, fit

2♠: Any minisplinter

2NT asks which one

3♥ = Minisplinter in ♠

2NT: GF raise with 4-card support → 3-level shows shortness, 4-level 5-5

3♣: Bergen Raise (10 – 12 FP)

3♦: Bergen Raise (13 – 15 FP)

3♥: Preemptive raise with 4-card support

1♠ – ?

1NT: Forcing for 1 round

- [7 – 9 or invite](#) FP, 3♠
- 9+ HCP, balanced without fit
- 9 – 13 HCP unbalanced without fit

2♣/♦/♥: Invitational or better, natural

2♠: 10 – 13 FP, fit

2NT: Any minisplinter

3♣ asks which one

3♦/♥ = Minisplinter in that suit

3♠ = Minisplinter in ♣

3♣: GF raise with 4-card support

3♦: Bergen Raise (10 – 12 FP)

3♥: Bergen Raise (13 – 15 FP)

3♠: Preemptive raise with 4-card support

A sequence to note because minimum hands cannot be weak 2 shaped:

1♥ – 2/1 – ? (same after 1♠)

- 2♥: Minimum (5♥ or very bad 6 cards)
- New suit or raise: Natural and GF
- 2NT: GF with 6+♥
- 3♥: GF, balanced with 5♥

Special rebids to forcing 1NT:

1♠ - 1NT - 2♥: 10 – 15 with 5 – 5 or 13 – 15 with 5♠ + 4♥

1♠ - 1NT - 3♥: 5 – 5 majors, strongly invitational

Responses to 1NT (9 – 11 NV, 12 – 14 V)

After a weak NT, transfers are a liability rather than an advantage. This response scheme lets the strong hand (responder) play and gets the known hand (opener) in dummy.

1NT – ?

2♣: Stayman

2♦: Invite or better, asks for doubleton major

2♥/♠: To play

2NT: Transfer to ♣

3♣: Transfer to ♦

3♦: Invitational in either major

3♥/♠: To play

4♣/♦: Slam try in ♥/♠

4♥/♠: To play

1NT – 2♣ – ?

- 2♦: No 4-card major
- 2♥: 4-card ♥
- 2♠: 4-card ♠
- 2NT: 5-card ♥

1NT – 2♣ – 2♦ – ?

- 2♥: Both majors weak
- 2♠: Invitational 5♠ + 4♥
- 3♣: To play
- 3♦: Minor suit ask (3♥ shows 5♣, 3♠ shows 5♦, 3NT no 5-card minor)
- 3♥: Forcing 5♥ + 4♠
- 3♠: Forcing 5♠ + 4♥

1NT – 2♣ – 2♥ – ?

- 2♠: invite no 4-card ♠ or slam-interest (2NT = any minimum)
- 2NT: invite with 4♠
- 3♣/♦: to play
- Jump: splinter
- 3NT: To play with 4♠

1NT – 2♣ – 2♠ – ?

- 3♣/♦: To play
- 3♥: General slam-interest (3NT = minimum)
- Jump: splinter

1NT – 2♦ – ?

2♥: Doubleton ♥, at least 3♠

2♠: Doubleton ♠, at least 3♥

2NT: At least 3-3 majors

1NT – 2♦ – 2M – ?

2♠ (over 2♥): Invitational 5♥ + 4♠

3m: Forcing and natural

3 other M: invitational

3M, 4m: Splinter

1NT – 2♦ – 2NT – ?

3♣: Forcing relay

3♦: Invitational with ♥ or ♠

3♥: Natural and forcing

3♠: Natural and forcing

Responses to 2♣:

2♣ is a semi-constructive bid showing at least 4-4 in the majors not vuln., at least 5-4 vuln., never two 5-card suits (or 21 – 22 balanced / GF 5-5 majors). With a weak hand responder chooses or asks partner to bid his longest major with 2♦. 2NT is a strong inquiry.

2♣ – ?

2♦: Pick a major

2M: weak, best major

2NT: 21 – 22 NT

3♣/♦: Shortness in this minor, GF

2♥/♠: To play

2NT: Strong inquiry

3♣/♦: To play

3♥/♠: Pre-emptive

2♣ – 2♦ – 2M – ?

2NT: Invitational without fit

3♣/♦: Invitational with long suit

3♥/♠: Invite for that major

2♣ – 2NT – ?

3♣: Longer ♥ minimum

3♦: Longer ♠ 5♥

3♥: 4-4 minimum 5♠

3♠: 4-4 maximum 6♥

3NT: 5-5 maximum 6♠

Strong 2NT

Pass – 1♦ – 2NT – ?

2♣ – 2x – 2NT – ?

Pass – 2NT - ?

3♣: Puppet Stayman

3♦/♥: Transfer

3♠: Transfer to 3NT for minor suit slam

3SA: 5♠ + 4♥

Preemptive opening bids:

Wilkosz 2♦ is a great Polish weapon showing 5-5 in two suits, but not both minors.

2♦ – ? (5 – 5 not both minors)

Pass: Long ♦ or thinks partner has them

2♥: Pass or correct

2♠: Positive for ♥ but not ♠

3m: ♥ + minor

3♥: ♥ + ♠

2NT: Forcing inquiry

3♣: ♣ + major

3♦: ♦ + ♥

3♥: ♥ + ♠

3♠: ♠ + ♦

3♣: To play

3♦: Invitational with 3-3 in majors

3♥/♠: Pass / correct

After double: pass = pass / correct, redouble = ♦s

Major Flash 2♥ is a weapon also played by Helgemo.

2♥ – ? (♥ or ♠)

Pass: Long ♥ or thinks partner has them

2♠: Positive for ♥ but not ♠

2NT: Forcing inquiry

3♣: Minimum with ♥

3♦: Minimum with ♠

3♥: Maximum with ♠

3♠: Maximum with ♥

3♣/♦: To play

3♥/♠: Pass / correct

After double: Pass = pass / correct, redouble = ♥s

2♠ – ? (Exactly 4♠ and a longer minor)

2NT: Forcing inquiry

3♣: Minimum with ♣

3♦: Minimum with ♦

3♥: Maximum with ♣

3♠: Maximum with ♦

3♣: Pass / correct

3♦: Invitational for 4♠

3♥: To play

3♠: Preemptive

2NT – ? (♣ + ♦ weak or strong)

3♣/♦: To play

3♥: shortness and strong

3♠: shortness and strong

3♥: Asks for stoppers for 3NT

3♠: ♠ stopper

3NT: ♥ stopper

4♣: no stopper

3♠: Asks for shortness

3NT, 4♣: ♥/♠ singleton

4♦: Both major suit singletons

4♥/♠: Void

3NT: To play

3♥ – ? (Natural or gambling in ♣)

3♠: Natural

3NT, 4♣: Pass or correct to ♥

After double: unchanged, pass = pass / correct

3♠ – ? (Natural or gambling in ♦)

3NT, 4♦: Pass or correct to ♠

After double: unchanged, pass = pass / correct

3NT – ? (Preempt in a minor)

4♣: Pass or correct

4♦: Asks shortness

4♥/♠: Singleton; 4NT: Singleton other minor

4♣ – ? (Namyats)

4♦: Asks for first round control in side suit

4♥: None

Suit: That one

4NT: Two

(4♦ opening: 4♥ asking bid)

Responses to PASS (i.e. Opening Bids, 3rd and 4th seat):

Obviously the trickiest part of the system. Pass is either weak or strong. Make a positive response with a GF opposite the strong pass but no game interest opposite the weak pass. The range is approximately 8 – 16 HCP.

Pass – ?

1♣: 9 – 14, balanced or 17⁺ unbalanced / 18⁺ balanced

1♦: 0 – 7 (8) HCP or positive hands that cannot relay (**45 / **54 / 4144 / 5044)

1♥/♠: positive, 4⁺♥/♠

1NT: 15 – 17 balanced

2♣/♦: positive, 6⁺ card

2♥: positive 5⁺♥ 5⁺♠

2♠: positive, 5⁺♣ 5⁺♦

2NT: 21 – 22 balanced

3♣/♦/♥/♠: 9⁺ tricks strong 2-suiters

3NT: Gambling + stoppers, to play opposite 0 – 8

Pass – 1♣ – ?

1♦: 0 – 8 any

23⁺ balanced

1♥/♠: 16⁺, 4⁺ card

1NT: 4 – 7, 6⁺ card suit

2♣: 6⁺♣, 5⁺♣4♦ / 5♣440

2♦: 16⁺, 6⁺♦ / 5♦440

2♥: 16⁺, 5⁺♦ 4♣

2♠: 16⁺, 5⁺♣ 5⁺♦

2NT: 18 – 20 balanced

3♣: 18 – 20, 5♣332

3♦: 4441 short major

3♥♠NT: 18 – 20, 5♦332

Pass – 1♣ – 1♦ – ?

1♥/♠: Can be 3-card, less than SGF

1NT: 18 – 20 balanced

2♣/♦: 17 – 22, 5⁺ card (can have 4-card major)

2♥ - 3♦: Semi GF natural

2NT: 23 - 24 balanced

3♥/♠: GF ♣ + ♥/♠ 2-suiter

Pass – 1♣ – 1♦ – 1♥/♠ – ?

Pass: 0 – 3

2M: Maximum negative, 4-card support

New suit: Natural, 4 – 7

Pass – 1♣ – 1NT – ?

2♣: Pass or correct

2♦: Forcing asking bid

Pass – 1♣ – 1M – ?

- 1NT: 8 – 11 balanced
- 2NT: 12 – 14 balanced
- Rest GF

Pass – 1♦ – ?

Pass: 0 – 7(8)

1♥/♠: 16 – 22, unbalanced with 4⁺card

1NT: 18 – 20 balanced

2♣/♦: 16 – 22, 5-4 minors or 6⁺card (usually no 4-card major)

2♥/♠, 3♣/♦: natural forcing

2NT: 23 – 25 balanced

3M: M + m 2-suiter forcing

3NT: To play 3NT opposite the weak hand (Stronger hand can try for slam with 4♦)

Pass – 1♦ – 1♥/♠ – ?

1♥/♠ bidder shows 16 – 22 HCP and possibly canapé in an unbalanced hand.

Responder is weak or has 4/5♦ with 10 – 15 HCP.

Pass: 0 – 3

1♠: Forcing, 4⁺♠

1NT: 4 – 9 balanced (forcing)

New suit on the 2-level: 4 – 7 with long suit

Simple raise: 3 – 6 FP, 3 / 4-card support

2NT: 10⁺ balanced (with 4/5♦)

Jump in other major: Natural GF, 4-card with 4/5♦

3♣: GF 4♦ + 5♣

3♦: GF 5♦ + 4♣

Jump raise: 7 – 9, 4-card support

Splinter bids in ♣ and other major

3NT: 4♦333, 10⁺

With 10⁺ and 4-card support without shortness bid 4♦ (4432)

Pass – 1♦ (dbl) ?

Pass: 3⁺♦

Rdbl: 0 – 2♦

Other (incl. 2♦): Natural

Pass – 1♥/♠ – ?

Weak hands: Pass / raise

1NT: 5 – 8, no fit

1♥ - 1♠: Forcing but can be weak, 4+♠

Raise: Maximum weak pass, fit

Jump raise: Pre-emptive

2/1 GF

2NT: GF raise

Jump in new suit: GF

Pass – 2♣ – ?

2♦: GF asking bid

2♥/♠: 5+card, forcing

2NT: 5+♦, forcing

3♣: Pre-emptive

3♦♥♠: Splinter

Pass – 2♦ – ?

2♥: GF asking bid

2♠, 3♣: 5+card, forcing

2NT: 5+♥, forcing

3♦: Pre-emptive

3♥♠, 4♣: Splinter

Pass – 2♥ – ?

2♥♠: To play

2NT: GF asking bid

3♣♦: GF, 6+card

3♥♠: Pre-emptive

Pass – 2♠ – ?

2NT: GF asking bid

3♣/♦: To play

3♥/♠: Forcing, 6+card

3NT: To play

Pass – 1NT – ?**Pass – 1♦ – 1NT – ?**

2♣: Stayman with distribution relay

2♦/♥/♠/NT: Transfer

3x after Pass - 1♦ - 1NT: ♦ + the suit bid, strong.

After interference of 1♥/♠ (or other similar sequences)

1♥ (2♣) ?

2♦, 2♠: NF
2NT: Invitational + fit
3♣: GF + fit
Jump: Fit jump

Pass - 1♥ (2♣) ?

Forcing
GF 4-card support
GF 3-card support
Fit jump

1♥ (dbl) ?

1NT: Transfer to ♣
2♣: Transfer to ♦
2♦: 10+, 3+♥
2♥: 5 – 9, 3♥
Jump: Fit jump
2NT: Invite or better, 4+♥

Pass - 1♥ (dbl) ?

Transfer
Transfer
GF 3-card support
0 – 8, 3-card support
Fit jump
GF 4-card support

If they play forcing pass in 2nd seat:

3rd seat takes advantage, changed opening bids:

Pass: 0 – 7 (8) or 9 – 14 balanced

1♣: 16+ unbal. / 18+ bal.

1♦: 0 – 3(4)

1NT: 5 – 8 balanced

Rest: 4 – 7 natural unbal.

1♦: 8 – 15, 4+♦ unbal, no 4M

2+♦: Only weak response

2♦: 8 – 15, 5+♥/♠ + 5+ ♣/♦

Overcalls:

Philosophy: A weak passed hand does not bid before his partner does

Jump Bids: Weak by unpassed hand, strong 1-suited by passed hand.

1NT by unpassed hand: 8 – 15 4-card major, 5+card minor

Unpassed 1NT in balancing: 11 – 14 balanced

Passed hand 1NT in any position: 18 – 20 (semi-)balanced

2-suited hands:

1♣ - 2♣: ♠ + ♦/♥

1♣ - 2NT: ♦ + ♥

1♦ - 2♦: ♠ + ♣/♥

1♦ - 2NT: ♣ + ♥

1♥ - 2♥: ♠ + ♣/♦

1♠ - 2♠: ♥ + ♣/♦

1♥/♠ - 2NT: ♣ + ♦

Either weak or strong. By passed hand only strong.

Versus 1NT:

2♣: ♥ + ♠

2♦: ♥ or ♠

2♥/♠: ♥/♠ + ♣/♦

2NT: ♣ + ♦

Dbl vs strong NT: 4-card ♥/♠ + 5+♣/♦

Dbl vs weak NT: Penalty

Ace asking:

RKC 1430 with specific king ask.

Ask for trump Q: Cheapest trump suit bid = no Q. Jump in trump suit: Q but no side king.

If the Q ask is above 5 in the trump suit: 5NT = no Queen.

Minorwood: 4♣ and 4♦ are ace asking bids (can possibly set trumps) for that suit.

If it is made by a limited hand, it sets trump and 4♦/♥ by partner is the ace ask.

Leads & Signals:

3rd/5th versus suit

4th versus NT

Upside down carding & attitude

Lavinthal in many situations

RECENT CHANGES:

Changed the NT structure to make it the same for both seats

Pass – 1NT = 15 – 17

Pass – 2NT = 21 – 22

1 st 2 nd		3 rd 4 th
Pass	0 – 8	1♦
1♣ - 1♦ - 1M / 1NT	9 – 11	1♣ - 1♦ - 1M
1NT / 1♣ - 1♦ - 1M	12 – 14	1♣ - 1♦ - 1M
1♣ - 1♦ - 1NT	15 – 17	1NT
Pass - 1♦ - 1NT	18 – 20	1♣ - 1♦ - 1NT
2♣ - 2x - 2NT	21 – 22	2NT
Pass - 1♦ - 2NT	23 – 25	1♣ - 1♦ - 2NT
Pass - 1♦ - 3NT	26 ⁺	1♣ - 1♦ - 3NT

Pass - 1♣ - 1♥/♠ restored as strong responses, 1♦ and 1NT only weak responses

Fixed 2♣ opening