

1D Opening

Req's:

- 12-14 balanced, 4+ cards
- 12-16 unbalanced with 4+ cards
- 3 cards if 4C-3-3-3 or 5C-3D-(3-2)

Responses to 1D

1D-

- 1M = nf
- 1N = 6-10
- 2C = GF relay
- 2D = invit relay
- 2M/3C = 2-suiter invite
- 2N = weak limit raise or WJS to clubs, or 6+D w/ major void QGF
- 3D/3M/4m = pree
- 3N = solid 7-card major suit
- 4M/5m = nf

1. Non-Forcing Responses

Since all GF hands, and many invite hands, go through a 2C or 2D response, here we describe the common weak hands, or those invite hands without a major.

1D

1H Non-forcing

- P = min, 3-card support
- 1S = natural (1N/2X = nf [1D-1H-1S-1N-3C = c splinter with 3h, forcing to 3D],
2N/3X = invit [3C shows 6+ clubs], 4m = void w/ 4s)
- 1N = 12-14 bal (2C/D/H = nf, 2S/N/3C/3D/3H = invit [3C shows 6+ c's],
3S = splinter w/ 5+ d's QGF)
- 2C = 9+ cards in minors (2D nf[3C=2245 max], 2H = nf, 2S/N/3m/3H = invit,
3S = splinter for clubs QGF)
- 2D = natural (2H = nf, 2S/N/3C/D/H = invit[clubs is 6+], 3S/4C = spl for d QGF)
- 2H = natural, occ. 3 cards (NS = GT, 2N/3D = invit, NSJ = void)
- 2S = artif, 3h-6d max (3D/H = nf, 2N = nf, 3C/S = stopper for NT) [book: 6d-4s max]
- 2N = 6+ d, max (3D/H = nf, 3C/S = stopper F to XD, 4C = spl for d F to 4D, 4D = invit)
- 3C = 5-5 max (pass/3D = to play, 3H = invit, 3S = stopper or Q QGF, 4m = invit)
- 3D = 6d max, denies 3H (3H = nat F, 3S = stopper or Q QGF, 4C = suit, 4D = invit)
- 3H = natural, max (3S/4C = Q, 4D = honor, games = to play)
- 3S/4C = 4H, void, max (3N/4C/4D/4S = slam tries)
- 3N = gambling
- 4D = pree
- 4H = natural, no voids

1S NF, most auctions as above

- 1N sing. s possible (2S = nf, 3C = 4s-6c invit, 3H = 5-5 majors invit, others see above)
- 2C/D (3H = spl in support of minor)
- 2H = reverse, max (2S/3D = NF, 2N/3H/3S = invit, 3C = F to 3D)
- 3D = invit (4H = spl, 5C = void)
- 3H = mini splinter for spades F to 3S, max (3S = nf, 4C/H = Q, 4D = honor)
- 3S = natural, max (3N = nf, 4C/D/H = slam tries)

1N no major, 6-11, most auctions same as 1D-1S

- 2D = natural (2M = stopper F to 2NT, 3C = 6+ suit nf, 3D = invit, 3M = spl QGF)

2M = reverser, max (2S over 2H = stopper, 3m = nf, 2N = inv)
 2N = 6+ d, bal, max (3C/D = nf, 3M = stopper QGF)
 3M = 6+ d, spl, QGF (3N/4D = nf, NS = game or slam try)
 4C = 7+ D, void, F to 4D (4D = nf, else = slam try)

2. Invitational Sequences

Invite hands may proceed artificially through 2D, immediately with a jump-shift, or slowly by bidding a major.

1. **2D response** = limit raise in D, one-suited invite (if M then good suit), balanced no major
 - 2H = catchall (2S/3C/3H = 6+ suit, 2N = bal, 3D = limit)
 - 2S = pass/correct (pass = 6+ s, 2N = bal, 3C/H = 6+ suit, 3D = limit)
 - 2N = bal max, GF (3C/H/S = 6+ suit, 3D = limit, 3N = bal)
 - 3C = 5-5, 6-4, 7-3 minors, max, GF (3D = limit or bal, 3H/S = suit, 3N = bal, 4C = suit or bal)
 - 3D = 6+ suit minimum nonforcing, misfit (P = to play, 3H/S/4C = suit, 3N = bal, 4D = invit)
 - 3H = 6+ D lo splinter or 7222, max (3S = transfer to 3N, 3N = to play, 4C = nf, 4D = K ask [step one = 4K then DCB], 4H/S = to play, 4N = RKC for diamonds)
 - 3S = 6+ D mid splinter max (see above)
 - 3N = 6+ D hi splinter max (see above)
 - 4C = 6-5 or 5-6, min, nf (see below)
 - 4D = 7-4 minors, min nf (pass = to play, 4D = nf, 4H/S = to play, 4N = rkc for d, 5m = to play)
 - 4H/S = 6-5 max, gf (new suit = Q slam try assume d fit, 4N = RKC for d, 5D = to play)

2. Two-suiter Responses

1D

- 2M suit and another, invit
 - 2S relay over 2H
 - 2N = 6h-4c, 3C = 5-5, 3D = 5-5, 3H = 6h-4s,
 - 3S = 6-5, 3N = 6h-4d, 4m = 5-6
 - 2N relay over 2S
 - 3C/D/H = 5(6)-5, 3S = 6s-4h, 3N = 6s-4d, 4m = 5-6
- After relay, only F by opener is a new suit.
- 3C 5-5 min, nf (3X = NF, 4m = invit, 4H/S/N = Q slam try presume c fit)
- 3D 6D, min, nf (3X/4C = NF, 4D = invit, 4H/S/N/5C = Q slam try in d's)
- raise = invit
- reverse = reverse
- 3C = 6C-3D

3. 3-level rebids, invit

- 1D-1M-any-3M = mediocre suit
- 1D-1M-1S/N/2D-3C = 4M-6C
- 1D-1M-1S/N/2C-3D = 4+M-4+D
- 1D-1S-2N-3H = 5-5
- 1D-1S-2m-3H = splinter in H

3. GAME-FORCING 2C RESPONSE

Responding to 1D with a GF hand is easy: bid 2C. After shape is shown, show strength (if unbalanced only), then DCB.

Normal rules for interference apply.

2C

2D no singleton or void, "balanced" note: SAB's available later on in any of these balanced hands

NATURAL CHAIN BREAK AVAILABLE:

2S/N/3C = C/H/S, 3D = d void, 3H/S 2-suit with c's, 4C 2-suit majors

4D = acewood (0/3, 1/4, 2)

.2S 4333 or 4432 or 5332, w/diamonds

.3C 4333 or 5332

.3H lo doub or 4333(.3N 3343, .4C Z 3352)

.3S mid doub .3NT hi doub

.3D 4432 with hearts (hi/lo doub)

.3H 4432 with spades (hi/lo doub)

.3S/NT 4432 with clubs, hi/lo doub

.2NT 6322 or 7222

.3D hi short (2263 or 2272)

.3S(4C) 6322 min(max) .3N(4D-Z) 7222 min(max)

.3H mid short .3S/NT lo short 3262 min/max

.3C 4333 or 5332 clubs longer (note must have 3 d's)

.3H hi short .3S lo short .3NT 4333

.3D 5422 with minors

.3S 5 clubs .3NT 5 diamonds

.3H 5422 with hearts

.3S/NT 5422 with spades min/max

2H two-suiters 5431, 6421, (5d-6c min)

CHAIN BREAK AVAILABLE(2N): "diamond splinter, what's second suit?"

3C 4-5 c's 3D 4h 3H 4s-5d 3S 4s-6d 3N dirty d's or honor splinter 4X nat freak

.2N 6421

.3D with clubs (then hi/lo sing) or

3S STRENGTH ASK AVAILABLE:

3NT = min, 4C = max hi sing, 4D Z = max low sing

.3H with hearts (then hi/lo sing with zoom)

.3S/NT with spades hi/lo sing

.3C 5431 with minors

.3H hi sing (then 3N = 5 c, 4C Z = 5d)

.3S/N = low sing 5c/5d

.3D 5431 with hearts (then hi/lo sing)

[book: CHAIN BREAK AVAILABLE (long black suit slam try)

3S/N clubs/spades

.3N/P not max fit .4C+ max fit]

.3H 5431 with spades, hi sing

.3S/N with spades, lo sing, min/max

.4C 1156 min .4D hi void min, .4H Z to 5C lo void min

2S 6331 or 7411 or 7321

(.3C), use 3C as the hook to show a min, bypass if max

then .3H 7411 or 6331 sing club

.3N 6331 sing club .4C 7-4 h .4D 7-4s .4H Z-5D 7-4c

[book order] c, d, s

then .3S 6331 mid short .3NT 6331 hi short

direct .3D 7321 min or max

CHAIN BREAK STRENGTH ASK (3S) available:

3N = min, 4C/D/H Z = max with lo/mid/hi short

[book CHAIN BREAK (3S) full relay shape:

.3N = s sing (hi/lo doub) .4C/D s doub (hi/lo sing) .4H+ s trip hi/lo]

.3S lo sing .3N mid sing .4C Z hi sing

2N 6430, 5440, 5530(minors)

CHAIN BREAK AVAILABLE afraid of spade void (3D):

3H = low void, cont relays, **3S** mid void 3N-R, **3N** alert: s void

.3D lo void

.3S 6-4h **.3N** 6-4s **.4C Z** 5440

.3H mid void

.3N 6-4c **.4C** 6-4s **.4D** 5440 (then 5c/5d Z) **.4H Z-5C** 3055

.3S hi void 6-4c **.3N** hi void 6-4h **.4C** 5440 (then 5c/5d Z) **.4D Z-5C** 0355

3C 6520, 7420, 7330

.3H 6520

.3N 6-5c (then hi/lo void with Z)

.4C 6-5h (then hi/lo void with Z)

.4D 6-5s hi void **.4H/S** 6-5s lo void min/max

.3S 7420 with a major

.4C 7-4h (then hi/lo void with Z)

.4D 7-4s hi void **.4H** 7-4s **Z-5D** lo void

.3N 7420 with clubs

.4D hi void **.4H Z** lo void

.4C/D/H 7330 with lo/mid/hi voids

3D 5c-5d-21 or 4441

CHAIN BREAKS AVAILABLE:

3S = bid 3N with 4441, **3N** = pass with 4441 or hi/lo(Z)

.3S 5-5 hi sing **.3NT** 5-5 lo sing **.4C Z** 4441

3H 4144 splinter (sing h)

3S/N 1444 splinter min/max (sing s)

4C 6511 with clubs

4D/S 6511 with spades (min/max)

4H 6511 with hearts max

4D Ace-Asking jump available after any response to 2C that is 3H or less.

Note: Relay must not relay in a 5+ suit at game or higher, for that will be passed

Strength-Showing Stage

After shape is known, opener may ask about strength and controls with a relay.

STRENGTH SHOWING RESPONSES

(same after 1M/2C/2M openers too)

With NT balanced hands - opener is known minimum, bypass this and go straight into controls

With other hands - responder relays for strength: show min or run-on with max

Step 1 = min (12-14, 3-6 K)

K ask (3, 4, 5, 6Z)

Step 2+ = max(14-16) 4, 5, 6, 7Z

After Strength-showing, the next relay is DCB.

4. OTHER RESPONSES:

2NT = WJS clubs or weak LR or D raise with M void, forces 3C then

P = WJS, 3D = weak limit, 3H/S = h/s void with 6+ d and is QGF

3NT = Solid 7-card major, no outside kings

4C = shortage ask (lo/mid/hi... 7222 fakes a c splinter)

4D = asks for suit, 4M = pass/correct

[book:

2NT = WJS clubs or 5+d spl raise w/ 3-7 K, forces 3C then

P = WJS, 3D/H/S = c/d/s splinter, 3N = s void 11-13 AKQ, 4C+ = s void 14-16 AKQ

3NT = game void splinter, 2K, 10-12 AKQ, 4C asks lo/mid/hi then VCB]

5. PASSED HAND BIDDING:

1. natural bidding, no relays or 2-suiters
2. inverted minors out of comp
3. splinters QGF
4. Jump Shifts (2M fit-showing then new suits force, 3C 3325 12-13 HCP)
5. 1D-2D-3D = preemptive in comp
6. 1D-2C then (2D = NF, 2M = 14-16 reverser, 2N = invit)