

MINOR OPENER, MAJOR RESPONSE SCENARIOS:

(assumes 12+ 1<sup>st</sup>-2<sup>nd</sup> seat, could be less 3<sup>rd</sup> or 4<sup>th</sup>)

1C - P - 1H - P

Opener options:

- 1S 4 spades, forcing
- 1NT may have 3 hearts @ 4-3-3-3, at most 3 spades, 12-15hcp
- 2D Reverse: 5 clubs, 4 diamonds, 18+points
- 2H 3 or 4 card heart support, 3 or fewer spades. If 3 hearts, distributional (at least 5-3-3-2)
- 3H 4cd heart support, 17-18 points
- 4H 4cd heart support, 19-20 points
- 5H 4cd heart support, slam if responder has 2 of the top 3 hearts
- 2C 6 clubs, 2 or fewer hearts, 3 or fewer spades, 12-15hcp
- 3C 6 runnable clubs, 5 sure club tricks in a NT contract if partner has 2 clubs
- 2NT 18-19hcp
- 3NT 20-21hcp, likely singleton heart or else would have opened 2NT
- 4NT RKC, hearts

Responder's options:

1C - P - 1H - P

1S - P -

- 1NT 6-9hcp
- 2NT 10-12hcp, promises diamond stopper (or club stopper if 1D opened)
- 3NT 13-16, promises diamond stopper, wide range here so opener must watch for slam
- 2C 5 clubs, 3 spades, 6-9 points, drop dead bid
- 2S 3-4 spades, 6-9 points, drop dead bid
- 2H 6 hearts, 6-9 points, likely drop dead
- 2D fourth suit game force
- Etc

Responder's options:

1C - P - 1H - P

1NT - P -

- 2C **Checkback club** (see writeup from main page), forcing. [new minor forcing players: 5 clubs, 6-9 points, likely drop dead]
- 2H 6 hearts, 6-9 points, likely drop dead
- 2S 5 hearts, 4 spades, opening hand
- 2D natural, 4cd diamond suit [for those who play it, new minor forcing]
- Etc

Responder's options:

1C - P - 1H - P

3C - P -

- 3D have diamond stopper, bid NT if you have Spade stopper
- 3S have spade stopper, bid NT if you have diamond stopper
- 3NT have spade and diamond stopper (three stoppers, 5 club tricks, one "other" trick)

Responder's options (to opener's raise of major, which could be 3cd):

1C - P - 1H - P

2H - P - 2NT - P

Known as **Checkback 2N**

- 3C 12-13 w/3H
- 3D 14-15 w/3H
- 3H 12-13 w/4H
- 3S 14-15 w/4H

(note that if you have 5 hearts here for some reason, you give yourself 2 extra points after the "1H" bid for the extra heart)

## INTERFERENCE

1C - 1D - 1H - P

2D game invite in hearts

3H pre-emptive (4 hearts, 11-12 HC)

1NT implies a diamond stopper, so if responder keeps bidding don't go to 2NT without one

Rest are same

### Doubles:

1C - [P or 1D] - 1H - 1S - X

1D - any - major - 2minor - X

"three hearts" (support double) thru 2S

1C - X

takeout

1C - P - 1D - X

Two suited takeout (at least 4-4 in H and spades. NOT 5-5)

1C - P - P - X

Balancing takeout (10 HC, no 5 card suit)

1C - P - 1D - P

2D - X

Penalty. Partner would balance with an 8 point hand in this situation if it got to him, so there's no need for takeout.

1C - P - 1D - P

2D - P - P - X

Balancing, 8-ish points.

1C - P - 1S - 2H (ie, 2-level interference)

X 3 spades, unlimited (support double)

2S <= 14, 4cd

2N hearts stopped, <3 spades, 18-19hcp

3C 5-6 clubs, minimum hand

3D clubs and diamonds stopped, <3 spades, nothing in hearts

3H clubs and diamonds stopped, partial heart stopper (Qx, Jxx), <3 spades (ie, Western cue bid)

3S 4 spades, 15-17

3NT hearts and diamonds stopped, <3 spades, 20-21hcp (probably singleton/void in spades to prevent a 2nt opener)

4H splinter

4S 4 spades, 18-21hcp

1C - P - 1D - 1H/1S (1-level interference)

X 3cd diamonds (support double)

1S (if 1H) 4cd spades, forcing

2D 4cd diamond, minimum hand

3D 4cd diamond, 15-17

Etc

1C - P - 1D - 1S

2H is "four card heart suit" and doesn't promise extra

Etc

## Negative doubles

1C - 1D - X            4 hearts & 4 spades, 6+ HCP  
1minor - 1H - X        4 spades, 6+ HCP. With 5 spades, bid 1S.  
1minor - 1S - X        4+ hearts, 6-9 HCP. With 5 hearts AND 10+ HCP bid 2H.

Opener's options:

Bid implied major at cheapest level shows 4-cd support, 12-15 points. Responder can use checkback 2N to determine how strong opener really is.

Otherwise, bids are standard