



- Minimum major suit rebid shows 19+ and a 5+ card suit.
- \*After 1C-1NT, 3 of a suit shows 19+, sets the trump suit and ask responder to cue bid cheapest control.
- \*After 1C-1NT and 1C-2NT, 4D and 4H are Roman Keycard Kickback in clubs and diamonds respectively.
- \*After 1C-3NT, 4C and 4D ask that responder cue bid with three card support or better, otherwise bid 4NT.

**Responding to 1C with a (four or more card) Major Suit.** The 1H and 1S responses to 1C show four or more cards in the bid suit and 7 or more points, possibly as few as six points with a suit of five or more cards. These responses may be made with a longer minor, the ambiguity is sorted out in subsequent rounds if need be. After 1C-1major opener has a variety of ways to show stronger hands while largely retaining the natural (and limited) meaning of his raises and minimum rebids. Opener's 1S and 2C rebids are forcing and are used on a variety of awkward hands in addition to their natural uses. Opener's rebids after 1C-1major:

- After a 1H response, **1S (forcing)** shows, if less than 19 points, exactly four spades and fewer than four hearts. In the 19+ point case opener's spades could be longer. This case is revealed when opener rebids the suit, thus: 1C-1H, 1S-any, 2S. Note that with 19+ points and four spades (and fewer than three hearts) a 1S rebid is always preferred except when holding five or more clubs (in which case opener rebids 2C.)
- Opener with 12-15 *must* rebid 1NT after a 1H or 1S response, not 2C, even when holding 5 clubs, because...
- **2C (forcing)** depicts 16-18 and clubs (with fewer than four spades after 1C-1H) or 19+ points and a variety of hands that include clubs, including 2254 or (after 1S) 1444 or 4225 (after 1H). After 1C-1major, 2C responder's only forcing rebids are jumps, 2D (artificial) and the reverse into 2S. If responder doesn't force opener can continue without forcing by rebidding 2NT, 3C or raising one of responder's suits. **1C-1M, 2C-2D** is artificial, much like 2D after the 2C opening. It is forcing (and promises a rebid) but possibly of only invitational strength; opener and responder rebid naturally. Note that after 1C-1H opener rebids 1S with 16-18 points and 4xx5 in order to anticipate problems that responder may have when holding both majors. Thus 1C-1S,2C-2D,2H may reflect as few as 16 points, but 1C-1H,2C-2D,2S will always be 19+ because with less opener would have rebid 1S after 1C-1H.
- **2D** shows at least 19+ points, three card support for responder's major and asks for clarification; responses:
  - two of the original suit with five or more and a good hand (10+ hcp), sets the trump suit.
  - three of the original suit with five or more and a weak hand (6-9 hcp), sets the trump suit.
  - 2NT with a four card suit but good hand. No trump agreement is implied until opener rebids the suit.
  - a new suit with only four cards in the first suit and a weak hand. Again, no trump agreement is implied.
- **2S** (after 1H) shows 19+ and 6+ spades. Game force.
- **2H** (after 1S) shows 19+ and 5+ hearts (of any quality). Game force.
- **2NT** shows 19-21 or 24+ balanced and little support for responder. Game force, natural continuations.
- **3C** shows 19+ and a very good six cards or longer suit. Forcing.
- **3D** shows 19+ and diamonds with no four card side suit (see 3H and 3NT below). Suit quality less strict than 3C because 2D rebid to show diamonds isn't available.
- **\*3H** (after 1S) shows 19-21 and specifically 1453. This is one distribution that is particularly difficult to develop after 1C-1S given that the auction 1C-1S, 2D is reserved for a strong supporting hand, and 1C-1S, 3D must deny another four card suit in order to be manageable. The system uses this artificial 3H rebid to compensate for the loss of a natural 2D bid. Note that a similar kludge isn't needed with 4153 after 1C-1H because opener can rebid 1S which is forcing.
- **\*3NT** shows 19-21 and 1354 or 3154 -- singleton in partner's suit. Similar to the 3H bid above, this again compensates for the loss of the natural 2D rebid.
- **\*4C** shows 17-18, four card support and a near solid six card club suit.
- Double jump shifts are splinter raises of responder's major (as per standard practice).

**Responder to 1C has Clubs** - the responding structure for hands that are dominated by a club suit is based on the presumption that opener will generally have the balanced 12-15 point 1C hand:

- With a good club suit and little else, something like xxx xx Jx AQ10xxx, **3C** may steer you into 3NT and will preempt the opponents. A new suit by partner at this point suggests the big opening and is forcing.
- With a worse suit and 7-10 hcp the choice is between **1NT**, and **1D**, **expecting to rebid 2C** on the next round (although a slight underbid opener's expected 12-15 points makes it unlikely that you will miss a game.)

- With a powerful club suit, 13+ points and slam interest, **start with 1D** and on the next round jump to
  - **3C**, or
  - **\*3H or 3S**, an unbid major suit singleton (e.g. 1C-1D, 1S-3H on Kxx x QJx AKJxxx.)
- With 10+ hcp, 5+ clubs and notrump interest, bid **2C**, forcing to 2NT or 3C. After 1C-2C opener rebids:
  - **2D** showing one of these hand types:
    - a good hand in the 12-15 range. After hearing about responder's stoppers opener can sign off in 2NT or 3C if game looks doubtful.
    - a variety of 19+ point hands that lack club interest. Opener rebids 3D, 3H or 3S on the next round to complete the picture.

After opener's 2D, responder shows a major suit stopper, rebids a (forcing and) natural 2NT with both majors, or, if lacking heart and spade stoppers, rebids 3C or 3D. Note that responder never rebids 3NT. This ensures that if opener has a 19+ point hand it can be described economically.

- **2H/S** showing a stopper on a poor hand in the 12-15 range, responder rebids naturally. Note, do not use the 2H/2S rebid with a 19+ hand and that suit; you wouldn't want to be exploring at the four level after responder rebids 3NT.
- **2NT** invitational, 12-13 points.
- **3C** with 13+ and good clubs, forcing one round, *may* have slam interest.
- **\*3D/H/S** splinter bid in a 16+ point club hand. Sets clubs as the trump suit.
- **3NT** is to play, 14-15 points.
- **\*4D** is Roman Keycard Kickback in clubs.

**Responder to 1C has Diamonds.** As in the club case described above, the responding structure for hands that are dominated by a diamond suit is based on the presumption that opener will generally have the balanced 12-15 point 1C hand. There are parallels to the club structure, but also differences. Here are the possibilities:

- As in the club case, with a good diamond suit and little else, something like xxx xx AQ10xxx Jx, **3D** may steer you into 3NT and has good preemptive effect. A new suit by partner at this point suggests the big opening and is forcing.
- With other diamond hands and less than game going strength respond **1D** and after the expected major suit rebid:
  - **2D** with 7-10 (opener will think you have less, but who cares, there still isn't enough to consider game).
  - jump to **3D** with 10-12 hcp with six or more diamonds, or, after 1C-1D, 1S, possibly just five diamonds (and necessarily at least four clubs otherwise a 2NT response would have been possible, the distribution being 3253 or 2353, and preferred). But, after 1C-1D, 1H...
  - **\*Jump to 2S** after **1C-1D, 1H** (an otherwise meaningless bid) to show 10-12 and five diamonds and at four clubs.
- With diamonds and at least 13 points respond **2D**, forcing to 3NT or 4 of a minor. (This is the preferred bid with 5-5 in the minors.) After the 2D response opener rebids:
  - **2H/S** nominally showing a stopper (and 12-15 or so) but may be first move on big one or two suited hand, indicated by rebid. Responder must accommodate the big hand possibility by not rebidding above 3D.
  - **\*2NT** showing specifically 4414, any strength. Forcing.
  - **3C** showing 16+ points and five or more clubs.
  - **3D** showing support (at least three) and some slam interest (if weak, at least good control structure).
  - **\*3H/S**, splinter bids in support of diamonds (16+ hcp).
  - **3NT** showing a balanced 12-15, with usually exactly two diamonds, or three with bad control structure, warning partner to be wary if he has slam aspirations.
  - **\*4H** is key card Gerber in diamonds (kickback).

**The 1D Response to 1C.** The 1D response is used on those hands that cannot make one of the constructive responses described above (0-5 hcp, or 6 without a five card major). There are, however, five hand types

that are stronger than this yet cannot effectively be developed with a constructive response to 1C that are also started with a 1D response. Here is a consolidated summary the positive hand types that use an initial 1D response:

1. 7-10 point hands without a four card major that are unsuitable for 1NT, e.g. x xxx Kxxxx AJxx. When opener now rebids 1H or 1S responder rebids the long minor. Although slightly misleading, there is rarely sufficient strength for game so little harm is done. In the case where opener's major suit rebid actually was strong, you will get another chance to clarify your strength.
2. 10-12 point hands with 6+ diamonds. After opener's minimum rebid jump to **3D**. (Could also be 10-12 and xx54 after 1C-1D, 1S, see case 3 below.)
3. 10-12 point hands with 5+ diamonds and 4+ clubs (unsuitable for 2NT, not strong enough for 2D) rebid **2S** over opener's 1H (**1C-1D, 1H-2S**), or **3D** over 1S (**1C-1D, 1S-3D**).
4. 13+ point hands with a powerful 6+ card club suit and slam interest that would be difficult to express after 1C-2C. After opener's expected 1H or 1S rebid, continue with:
  - o 1C-1D, 1M-**3C**, or **\*3H or 3S**, a singleton or void suit.
5. 16+ point balanced hands lacking a four card major or five cards minor, jump to **2NT** after opener's 1H/1S rebid.

**Opener's Rebids after 1C-1D.** With all minimum (12-15 point) hands opener must rebid 1H except with exactly 2 hearts and 4 spades (specifically 4234, or possibly 4225 with weak clubs where opener elected not to open 2C) where 1S is rebid. (Note that this *could* be a doubleton heart when 3235.) This approach allows the maximum signoff flexibility at the one level. Although these bids are non-forcing, a decent responding hand having support should raise opener's rebid, particularly 1S, as there are some distributions where opener will rebid in this way with 19-21 points (e.g. 4414, 4xx5 and x4x5 hands). See below.

With an **intermediate** (16 to about 22 point) hand opener has more rebid options after 1C-1D. In the 16-18 point cases opener will be either 4414 or have long clubs:

- with 4414 rebid 1H.
- with long clubs rebid a four card major if present otherwise 2C.

With **19-22** or so (but less than game forcing strength) opener, after 1C-1D, rebids:

1. with long **clubs** and an unbalanced hand:
  - o **2C**, or ...
  - o **3C** with a very good six card suit and good playing strength.
  - o **3NT** to play with a solid club (or diamond) suit.
2. with long **diamonds** and an unbalanced hand (this is the most awkward case):
  - o **1H/S** with insufficient strength for a jump to 3D may be on fewer than four cards.
  - o **3D** with a very good five or good 6+ card suit (2D has a special meaning).
  - o **3NT** to play with a solid diamond (or club) suit and the expectation of making it.
3. with a **major suit**:
  - o **1H/S** with an unbalanced hand;
  - o **2H/S** with a powerful six card suit and some extra strength. This is an Acol-style two bid, not forcing but highly suggestive. Responder's rebid in a minor is forcing (remember, there are some strong 1D response types), other rebids are natural and not forcing.
  - o **3H/S** with nine playing tricks, not forcing, but responder should continue with a trick somewhere.
4. a balanced hand (which may contain a five card major):
  - o **1NT** with 19-21 points – transfers & puppet Stayman (**2NT** with 22-23 points – transfers & Stayman).

**Hands that want to force game (in most cases)** regardless of responder's holding use the **2D** rebid after 1C-1D to show much the same as a standard 2C opener – 8+ tricks or, if balanced, 24+ points. It requires that game be reached or that the opponents be doubled if they enter into the auction. Rebids:

- **2H** shows 0-3 points. **2S** shows 4-6 points.
  - **(2NT by opener shows now 24+ points balanced; transfers and Stayman apply)**
- **2NT** shows 7+ points and 5-4 or better in the minors. (The hand that is too scared to respond 1NT.)
- **3C** shows 7-9 and 5+ clubs. (The hand that is too weak to respond 2C.)
- **3D** shows 7-12 and 5+ diamonds. (The hand that is too weak to respond 2D.)
- **3H and 3S** show 0-3 points and a 6+ card suit.
- **3NT** shows the 16+ point balanced hand (should it ever come up.)

After these rebids the auction proceeds naturally.

**Interference after 1C.** When the 1C opening is doubled (for takeout or to show clubs) responder operates as if the opening was natural. Should the auction precede 1C-X-p-p opener's redouble asks responder to bid something. Here is the rest of the structure after 1C-X:

- Pass with 0-6 points, to maybe 10 without a major.
- 1D is natural, showing diamonds and 6+ points.
- 1H/S are the same as without the double (forcing); 2H/S are preemptive.
- 2C shows clubs and 6-10 points.
- 1NT and 2NT (invitational) are natural.
- 2 or 3 of a suit are preemptive (again, pretty standard practice).
- Redouble is a good hand (10+) but no clear cut action.

After a (usually natural) overcall your usual freebid approach can be used, i.e. negative doubles, constructive & non-forcing freebids, and natural NT bids.

**The 1D Opening.** General, auctions after the 1D opening operate along standard lines. The only unusual area concerns the case when opener has four diamonds and longer clubs, and a good hand. (With a weak hand treat the clubs and diamonds as if they were equal length.) Here is the recommended rebid structure after 1D-1S with the various strong (16-18) hands:

- **2H and 2S** are the standard x45x and 4x5x reverses.
- **2NT** shows a six card diamond suit and 0-2 cards in partner's suit.
- **3C** shows exactly five clubs and 4-5 diamonds.
- **3D** shows six diamonds and exactly three card support for responder's major.
- **2C** is ambiguous, showing four clubs and 12-18 points. Responder must take into account that opener could be quite strong (this is not that different from standard practice.)

## Review of Oddball Sequences

**1C-1H/S, 2C** In this sequence opener will always have at least 16 points and usually six clubs, but could have an otherwise awkward hand with shortness in partner's suit or various minor two and three suiters. Responder's jump shift rebids are forcing, non-jump rebids are not, except 2D is artificial and of at least invitational strength to which opener rebids naturally.

**1C-1H/S, 2D** This bid shows 19+ points and support for responder's major, at least three, and asks responder to clarify his hand. Responder's rebids are oriented toward disclosing strength and discovering if a real (8+ card) fit is present. With only a four card suit and a minimum hand (6-9) responder rebids a second suit, or, with 4333, 3NT. With a four card suit and 10 or more points responder rebids 2NT. With five or more cards responder rebids his suit at the two level on a good hand and at the three level on a weak hand. When responder's suit has been rebid, either by responder, or opener, a fit has been confirmed and the auction proceeds with cue bids and/or some form of Blackwood.

**1C-1NT, 2D and 1C-2NT, 3D** These diamond rebids show minor suit interest, 19+ points (after 1NT) and request shape clarification. Responder necessarily has at least seven cards in the minors (3-3 at most in the majors). He rebids minimum NT to show no five card minor and a major to show five in the corresponding minor (hearts show clubs, spades show diamonds). After 1C-1NT, 2D responder may have a six or seven card minor. This can be shown with three level rebids, 3C and 3D showing six and 3H and 3S showing seven.

**1C-2C** This shows 10+ points and at least five clubs. Opener's rebids are nominally notrump oriented with 2D used on balanced hands which would accept an invitation and 2H/S used to start weaker hands. The 2D rebid is also used as the first move on 19+ point hands.

**1C-1D On More Than 5-6 Points** There are five cases where a 1D response is made holding more than six points. These are hands that couldn't easily be bid with an available positive response. These hands are distinguished from their weak brothers by responder's unusual rebid. The problem hand types are:

1. 7-10 point hands with shortness in one or both majors. After opener's minimum rebid show a long minor.
2. 10-12 point hands with 6+ diamonds. After opener's minimum rebid jump to 3D.
3. 10-12 point hands with 5+ diamonds and 4+ clubs. Rebid 2S over opener's 1H; 3D over 1S.
4. 13+ point hands with a powerful 6+ card club suit. Jump rebid to 3C or 3H/D/S: a singleton or void.
5. 16+ point hands without a four card major or five cards minor. Jump to 2NT after opener's 1H/1S rebid.

**1C-1S, 3H and 1C-1M, 3NT** These unusual jumps show various unbalanced 19-21 point hands containing five diamonds and shortness in responder's suit. The 3H rebid shows four hearts, thus 1453; the 3NT rebid shows four clubs, thus 1354 or 3154. The remaining distribution with five diamonds, 4153, presents no problem as opener can simply rebid 1S (forcing) after 1C-1H.

**"Wilkosz" - the Polish 2 diamond:** 2♦ = 6-10hcp 5/5+ majors or major/minor 2 suiter. Responses:

2♥/♠ weak 2+cards

2NT relay ...

-- 3♣ = clubs (then 3♦ ?major);

-- 3♦ = diamonds/hearts

-- 3♥ = spades/hearts

-- 3♠ = diamonds/spades

3♣ = natural

3♦ = game try both majors

3♥ = pass/correct

3♠ = three suited short hearts!! invitational

4♦ = preempt/game in either major

**The Two No Trump Opening Bid:** 6-10 HCPs, 5-5 or better in the minors. Responses:

3♣/♦ - sign off.

3♥ - asking about distribution, resp:

3♠ - 2155; 3NT - 1255; 4♣/♦ - 6+ & 5+ (bid the longer one); 4♥ - 0355; 4♠ - 3055.

**Responses to 2♣ opening:**

all responses are natural to play, except 2♦ which is asking, resp:

- 2♥/♠ - 4 cards;
- 2NT - 6+ ♣ and max;
- 3♣ - 6+ ♣ and min;
- 3♦ - 6♣ i 4♦;
- 3♥/♠ - 6+ ♣ & max & shortness in the bid suit;
- 3NT - solid 6+ ♣

After 2♥/♠ the next suit asks for distribution; resp.: with 6+ & 4 rebid ♣, with 5422 bid NT; with 5431 bid longer major.