

**The Revision Club System**  
**4<sup>th</sup> Ed. © 2009 by John Montgomery**

**PART II - The One Diamond Opening**

ONE DIAMOND: Can be as short as a doubleton. Typically 11-15 HCP; less with outstanding distribution. This is intended to conform to relatively standard modern Precision style. We do not, as some do, attempt to guarantee three or four diamonds with the 1D opening. We also do not open 1D with a singleton or void in the suit. Essentially, 1D is the bid on any minimum-range hand that does not contain a five-card major and which does not qualify for a 2C (main suit of clubs) or 2D (short diamonds, three-suited) opening.

Remarkably perhaps, this style does not seem to give away much, if anything, by opening 1D on a doubleton. Partner can raise with five, the same as he would in a modern standard style where the 1D opening can be made with three, without risking disaster. It also does not seem as though you lose much by bidding the shorter minor, when clubs are longer and standard players open 1C. I have seen many hands where a 1D opening finds LHO with diamonds as his longest or best suit, and he is kept out of the auction when he would have had an easy takeout double or 1D overcall had the opening bid been 1C. You might think that failing to bid clubs when they are the longest suit would lead to missing good club contracts, but this does not seem to happen to any noticeable extent, at least not in constructive auctions. What does happen sometimes is that the opponents interfere, reaching, say, two of a major, and our side has trouble competing effectively because responder has little idea of opener's minor suit lengths. (But see Part X for some techniques to deal with this situation.) However, this is counterbalanced by the "preemptive" effect of 1D as opposed to 1C. I was not expecting to find this when I took up the style, but it exists. The 1D opening that can be as short as a doubleton works quite well. Ask Eric Rodwell. I have to admit that I do not fully understand *why* it seems to make so little difference whether you open 1D on the doubleton or 1C on the five-card suit when you have, say, 3=3=2=5 distribution. For a long time this was one of my main objections to playing modern Precision; I thought that the lack of definition in minor-suit auctions would be costly. Eventually, I learned otherwise. I also learned something else, as is stated in other places in this book: it is not necessary to understand the underlying reason or reasons for the existence of a fact in order for it to be true. The fact still exists, regardless of whether you know why it is a fact or not.

Our responding style varies from standard in that one-level responses in a major do not really promise six HCP in principle, as they do in standard. We consider ourselves free to respond 1H or 1S with hands that have fewer points, if responder believes he can control the subsequent auction and passing 1D seems poor. An example is Qxxxx/Jxxx/x/xxx. This is a 1S response. You are OK if partner raises spades or reverses into hearts, and if he rebids 1NT, a nonforcing rebid of 2H is available. A rebid of two or three clubs can be passed. Only the rebids of 2D and 3D will make you wish you had passed 1D. These responses of, potentially, zero HCP should be alerted.

The possible shapes for the 1D opening include, of course, any with which diamonds are the longest suit, or any with which there are four diamonds and no other suit of more than four cards (but 4-5 in the minors always opens 1D anyway). The shapes with which we will open 1D with fewer than four cards are: 4=3=3=3, 3=4=3=3, 3=3=3=4, 3=3=2=5, 3=2=3=5, 2=3=3=5, 2=4=2=5, 4=2=2=5, 4=1=3=5, 1=4=3=5, 4=4=3=2, 4=4=2=3, 4=3=2=4, and 3=4=2=4.

The rules for responding to 1D are as follows. With less than game-going strength, always bid a four-card or longer major if you have one; hearts first with 4-4, spades first with 5-5 and possibly with 5-6. Respond 2C instead of a four-card major only if clubs are longer and with game strength. A 1NT response shows any suitable shape and up to a bad ten points.

At the two level, a 2C response promises 10+ HCP and a five-card (usually) suit, and is of invitational strength at least, but not game-forcing. A raise to 2D is inverted, 10+ HCP, usually five-card support at least, and forcing (unless by a passed hand). Responses of 2H or 2S are weak jump shifts, 0-9 HCP. The WJS can occasionally be a five-card suit if passing one diamond seems worse, either because of diamond shortness or a desire to preempt. KJT9x in a major and out can respond with a WJS rather than pass 1D (the idea is that the major suit will take its tricks only if it is trump).

WJSs apply even by passed hands. They suggest a hand, or a suit, too weak to open with a weak two.

The 2NT response is invitational. It shows a good 10 to an indifferent 12 high-card points, denies a four-card major, and usually shows either 3=3=4=3 or 3=3=3=4 shape. 3=2=4=4 and 2=3=4=4 are also possible, if the doubleton contains an honor. An invitational-strength response with a five-card minor would usually bid it, either by responding 2C or giving an inverted 2D raise. The reason for this practice is that if we are not going to bid game, bidding the minor gives us the additional possibility of playing the partscore in 3m; if there is no good minor fit, we can still stop at 2NT.

The 3C response (whether by a PH or not) is also a WJS. It shows 6+ clubs, 0-9 HCP (not strong enough to respond 2C), and is nonforcing.

The 3D response is preemptive, 0-9 HCP, at least five-card support for diamonds. The hand should be weak enough so that you are not worried about missing 3NT opposite a balanced 15 count.

A response of 3NT (good 12-16) is a natural notrump bid with the same shape as a 2NT response. Note that responder is driving to game with any thirteen, so don't open unless you can stand that. This means we usually do not open a balanced 11, but we will open balanced 12 counts if they have some merit. There are, by the way, two very rough rules for deciding when to open balanced hands (not containing a five-card major) that I have found seem to work well. First, when considering whether to open a questionable 12 count, do so if it has four spades, otherwise not. And second, when considering whether to open a good 11 count, do so with four-four in the majors, and maybe with four spades but not four hearts. The reason these rules work seems to be that missing a 4-4 spade fit can lead to a partscore disaster, and by making it easy for partner to bid spades, or show them with a negative double, you at least make sure that you will get to your spade fit if it exists. There is another reason also. I have found that when you open a shaky (11 or poor 12 HCP) balanced hand, the auction works better if you are able to avoid rebidding 1NT. With the recommended hands, you will always be able to rebid 1S, or to raise.

By adopting this style, we are going against the recent trend among big clubbers. Most nowadays will open any 12 count at all, and many have gone to opening virtually all 11 counts as well. R-M certainly play this way. No doubt about it, the current fashion is to open 1D with random balanced 11 counts and see what happens. I don't want to play this way, for several reasons. One is the opening notrump range. We play 16-18, not 15-17 or 14-16. If you play 14-16, as R-M generally do, you can say that a 1NT rebid has the three-point range of 11-13. This won't work for us, since we routinely rebid 1NT with 15 counts. This means responder is raising to 2NT with ten counts (it would be embarrassing to miss a cold 3NT with 15 opposite 10, when the opponents at the other table are having a 1NT-3NT auction), and when you get to 2NT, you don't want to have 11 or a bad 12 facing 10. In first and second seat, opener needs a bit more than that (a good 12 at least) if he intends to rebid 1NT.

I don't think we are going to miss much, if anything, by upping the requirements for a balanced 1D opening a bit. You certainly don't need to open these hands for

constructive purposes; really, when you open 1D on Qx/AJxx/K10xx/Jxxx or Kxx/KQxx/Jxx/K10x, you are doing it primarily for the purpose of getting in the opponents' way. You are hoping that the next opponent had a 1C or 1D opening of his own, and will now have to pass, so that his partner does not know of his opening values. This is the R-M style, to open 1D on any excuse to step up the pressure on the opponents. I can only say that I've never had any luck with it myself. When I open junky balanced hands, or my partner does, bad things seem to happen more often than good ones. There has to be a line somewhere below which opening 1D on a balanced hand is more likely to lose than to win; otherwise, we would all be opening 1D on balanced ten counts (or nine counts, or . . .). Our line will be a bit higher than that of R-M and some other pairs, but so what? It is a question of style, not of absolute right and wrong, and this is the style that suits our system. In any event, can it really be true that opening every balanced 11 is a killer method that destroys the opponents? It seems to me that on general principles, this cannot possibly be true. If you hold Axx/Kx/Qxxx/J10xx, it is agreed that this is a pass in first seat for everyone, including R-M. (The only way you can afford to open this is if you play 10-12 notrumps.) But if you improve the hand to Axx/Kx/QJxx/J10xx, Meckstroth probably *would* open it. So would many others. Well, how much difference can one extra jack make? Does it transform a clear pass, a hand with a serious negative expectation if you open it 1D, into a clear opening bid, a hand with a serious positive expectation if you open 1D instead of passing? That is unbelievable, and accordingly, I do not believe it. Balanced hands do not fall into neat, widely separated slots; they fall along a continuum of values, with some hands of a given point count being better than others. Somewhere in the 11/12/13 range, there must be a hand of a value such that it is a coin flip whether you open it or not. In my opinion, my extra-jack example is *at best* good enough to be a coin flip, and that is true only if you structure your system to take account of openings as weak as this one. While it may be possible to play bridge in such a way that opening this hand is OK, it certainly can't be the case that it is any sort of huge winner on its own merits.

I believe that what is really going on here, at least as far as Rodwell and Meckstroth are concerned, is a sort of psychological war on the opponents that has nothing to do with pursuit of technical perfection. I don't think Meckstroth himself believes that opening my second example hand improves his expectation in the abstract on that particular deal, given best efforts by himself, his partner, and his opponents. But given a reasonably close choice, he would always rather bid than pass. He is fighting a war, not a battle. His style is geared to very long knockout matches against strong opponents. Experience shows that the R-M philosophy of relentless aggression wears down most opponents in the long run, and makes them play worse, especially at the end of the match. We have all seen it many times. Nobody likes to play against people who seem to bid something on every deal, even if many of their bids are not perfectly sound

in a technical sense. (It is worth noting that this grind-them-down philosophy doesn't seem to work so well against the Italians, who are incapable of being fazed or intimidated, no matter who their opponents are. But it does work against almost everyone else.) Rodwell and Meckstroth are such tremendously strong players, and have such a great system, that they can afford to give away a little something in technical bidding excellence in exchange for creating the kind of table atmosphere they want. That works for them, but it is not for us, or at least, it is not for me. I don't mind admitting that I am no good at "playing the table." I virtually always take what I consider to be the correct "bridge action," regardless of the opponents or even of the state of the match. I don't know how to do anything else. That is one of the reasons Revision is designed to supply you with a predefined "system bid" in the largest possible number of situations. For me (and, I am convinced, for the vast majority of players), the best path is to try to make normal decisions and take normal actions. I get nervous when I try to do anything else, and I get upset if I see that my partner has done so. I say leave it to the geniuses, like Al Roth, to make their decisions in the moment and to reserve the right to take very different actions with the same hand at different times. Jeff Rubens says he has never played in a match that could not have been won simply by avoiding mistakes. And to get back to the subject at hand, which is supposed to be when to open a minimum balanced hand, we are going to open only those hands that fit the system. We are not going to worry about it if some of our opponents open even lighter than we do. We know that they are not gaining any sort of automatic advantage by doing so. Our own psychological security is going to come from the fact that *we* know what we are doing, and that we *know* that we know what we are doing.

The 3H, 3S, and 4C responses are splinters. The 4D response is a normal preempt. 4H and 4S responses are natural and normal. A 5D response is also a preempt.

The 5C response is to play, showing a one-suiter that does not want to let the opponents bid four of a major. Essentially it means a hand that would have opened 5C and that still wants to do so, not caring that partner has a 1D opening bid. Partner is, however, allowed to bid slam now.

1D-1H: Natural response, always 4+ cards in the suit. Opener rebids:

1D-1H, 1S: Four spades, any other shape. (This means *exactly* four spades; with five spades and six diamonds, we either open 1S, treating the hand as 5-5, or open 1D if strong enough to rebid 2S). We suppress three-card support for hearts here so as to show the spades first. It is allowable to rebid 1S and then go back to hearts. Always rebid 1S with four. We do not skip

over the spades to rebid 1NT. That treatment works reasonably well in standard because it can be made to perform the useful function of having a 1S rebid guarantee real diamonds, but in Revision, the 1S bid cannot carry this implication (opener's shape can be 4=2=2=5), so you might as well always show the spades.

Responder continues:

- 1D-1H, 1S- Pass: Any hand with three or more spades that sees no game. This is a frequent action in Revision because opener cannot have a really big hand. This is one of the advantages of the style as compared to standard.
- 1D-1H, 1S- 1NT: Natural, 6-10 HCP, any shape with which 1NT seems a likely contract. If 10 HCP, the hand will be a bad 10. Natural continuations from here.
- 1D-1H, 1S- 2C: Fourth suit forcing. This 4SF bid is of at least invitational strength, but is not game-forcing. As in the similar auction 1H-1S, 2C-2D, we adopt the rule that the auction is not game-forcing until and unless someone bids at the three level.

This will be a very common auction for us. The bidding is still at a very low level, and there is plenty of room to get out at a partscore or search for the best game. (Practice sessions indicate that it actually does come up frequently, so this is one set of sequences that should be studied carefully.) Opener's priorities at this point, with a minimum hand, are: 1. Show three-card heart support. 2. Rebid diamonds with five. 3. Bid 2NT if the clubs are good enough. 4. Bid 2S with anything else. With enough to accept the game invitation, opener's priorities are: 1. Jump to 3H with three-card support.

2. Bid 3D if the diamonds are good enough, and not having three hearts.  
3. Bid 3NT or 3C with real clubs, depending on whether or not his hand is three-suited or quasi-three-suited (3NT) or balanced or quasi-balanced (3C). 4. Bid 3S with anything else.

- 1D-1H, 1S-2C, 2D: Five or more diamonds, minimum, not forcing. Responder can pass now, or bid at the two- or three-level.
- 1D-1H, 1S-2C, 2D- 2H: Five-card suit, NF. This allows us to get out low in a 5-2 fit when we are not going to game. Continuations are

natural. If opener has a minimum with a singleton heart, and so is not going to pass 2H, he can either bid 2NT or bid 2S in an effort to find a 4-3 fit. He can also bid 3D with a six-card diamond suit (he would do this with KQxx/x/KQJ10xx/xx). The auction should not get to game, though, because responder has shown invitational values only and opener has rejected the invitation.

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| 1D-1H, 1S-2C, 2D- | 2S: Three-card support, NF. Similarly, this lets us get out low in a 4-3 fit when we are not going to game.  |
| 1D-1H, 1S-2C, 2D- | 2NT: Natural, NF. Here, the implication is that responder's club stoppers are not that great, so opener should bear that in mind before raising to 3NT. Responder probably has enough diamonds so that he could have passed 2D, but is keeping the auction alive in case there is still a game. He might have Qx/A10xxx/Qx/Axxx. |
| 1D-1H, 1S-2C, 2D- | 3C: Game-forcing, showing real clubs. (Responder also implies at least 5-4, and usually 5-5, shape; with four hearts, five clubs, and game values, he normally responds 2C to 1D).   |
| 1D-1H, 1S-2C, 2D- | 3D: Game-forcing, natural.   |
| 1D-1H, 1S-2C, 2D- | 3H: Game-forcing, natural. But since a 3H rebid over 1S would have been forcing, this longer sequence tends to show a good five-card suit, with willingness to play in a 5-2 fit if opener does not strongly prefer notrump.   |
| 1D-1H, 1S-2C, 2D- | 3S: Four-card raise and slam try. This is what you do when your hand is too strong to raise 1S to four.  |
| 1D-1H, 1S-2C, 2D- | 3NT: Natural, but with some reason not to have bid 3NT last time – here, probably because responder was too strong to bid only 3NT earlier; now, having heard that opener is minimum, responder is willing to settle for game.   |
| 1D-1H, 1S-2C,     | 2H: Three-card support for hearts. This way, we avoid the frequent problem of standard bidders in this auction of needing to   |

bid 2H here with something like AQxx/Jx/AQxx/xxx because they can't bid 2NT without a club stopper. (We would rebid 2S here with that hand.) But note that in our auction, opener's distribution is still not all that well defined; he can have 4=3=5=1, but he can also have 4=3=2=4 or 4=3=3=3. 2H is not forcing; you can bid 3H here with enough values.

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| 1D-1H, 1S-2C, 2H- | 2S: Not forcing, because of the rule that we do not get into a game force until someone bids at the three level. This bid shows only three-card support for spades. Here, responder's hand might be QJx/Axxx/xx/Axxx; responder has the values for 2NT, but if opener is going to reject game, 2S is more likely to make.  |
| 1D-1H, 1S-2C, 2H- | 2NT: Natural, NF. Here, responder was not looking for heart support, since he has found it and is not interested. His hand is probably something like Qx/Axxx/AQxx/10xx; he tried to get opener to bid notrump first, but this did not happen, so now responder has nothing better to do than bid it himself (he could pass 2H here with a slightly weaker hand, but with this one, he wants to give opener another chance to bid 3NT).  |
| 1D-1H, 1S-2C, 2H- | 3C: Continuing to look for a club stopper. Responder's hand might be Axx/KQxx/Axx/xxx. The final contract may be 4H or 4S if opener cannot bid notrump. Note that this bid is not needed as natural. In order to want to bid clubs naturally here, responder would need to have only four hearts (otherwise, he has already found a fit in hearts). With four hearts, five clubs, and invitational values, responder would bid 2NT over 1S, and with the same shape and game values, he would respond 2C originally. Hence, there is no hand that can need to bid clubs naturally at this point. |
| 1D-1H, 1S-2C, 2H- | 3D: Natural, GF.   |
| 1D-1H, 1S-2C, 2H- | 3H: Natural, GF. Sets hearts, and this is a Fred auction now.  |
| 1D-1H, 1S-2C, 2H- | 3S: Natural, four-card support, slam try.  |



- 1D-1H, 1S-2C, 2H- 3NT: Natural, probably stronger than an immediate 3NT bid over 1S.
- 1D-1H, 1S-2C, 2S: This is opener's catch-all bid for hands that do not qualify for any other bid here. Opener is showing only four spades; he would have rebid 2S last time with five. This bid is nonforcing, and responder can get out below game only by passing now, or by running to 2NT. Anything else is game forcing. Opener denies holding five diamonds, three hearts, or a decent club stopper in this auction.
- 1D-1H, 1S-2C, 2NT: Natural, NF. Denies three hearts or five diamonds. Any bid now by responder creates a game force. Opener bids this instead of 2S when he is minimum and holds good club stoppers.
- 1D-1H, 1S-2C, 3C: Natural, forcing. Opener shows acceptance values, and real clubs. He also shows that he does *not* have real diamonds, so his hand is not 4=1=4=4 shape, or 4=0=(5-4), as it would be in standard. With those hands, he bids 3NT here. In our style, opener's shape must be 4=2=3=4, 4=3=2=4, 4=1=3=5, or 4=2=2=5. The 3C bid allows responder to continue to check for three-card heart support (by bidding 3H now), which opener can have (Axxx/QJx/Kx/AJ10x).
- 1D-1H, 1S-2C, 3D: GF, natural. Opener denies holding three hearts.
- 1D-1H, 1S-2C, 3H: GF, natural. Same hand types as a 2H bid here, but stronger.
- 1D-1H, 1S-2C, 3H- 3S: A special bid, used to ask opener to define his hand further. In other auctions, this delayed 3S bid is natural, showing four-card support and a slam try. Here, it *denies* a hand with four spades. In this auction, if responder does have a hand with spade support, he must either bid 4S over 3H (slam try in spades) or 4NT (RKC for spades, too strong to merely invite). It also denies holding five hearts, because with that, responder would either bid 4H to play, or 4C to show a slam try in hearts. 3S particularly tends to show a hand that is still looking for a club stopper.

1D-1H, 1S-2C, 3H-3S,	3NT: Opener has a club stopper. Responder can now pass to confirm that a club stopper is what he was looking for. He can also make natural, forcing bids of 4C or 4D; 4D tends to show exactly four diamonds, because a 4D bid directly over 3H would have shown five. Responder does not need to bid higher than 4D at this point.
1D-1H, 1S-2C, 3H-3S,	4C: Opener does not have a club stopper, and also does not have 5+ diamonds. His shape must be 4=3=4=2, 4=3=3=3, or 4=3=2=4 (with the last of these, his clubs will be quite weak). Responder can continue 4D, natural, or 4H or 4S, suggesting game in a 4-3 major fit. Responder should not want to bid clubs naturally here, since with four hearts and five clubs originally, he would have responded 2C with a strong hand, and with 5-5, he can play in hearts.
1D-1H, 1S-2C, 3H-3S,	4D: Opener has 4=3=5=1 or 4=3=6=0 shape. Now, responder can bid 4H or 4S to suggest a 4-3 game, or raise diamonds (5C here would be a slam try in diamonds).
Opener does not bid higher than 4D over 3S.	
1D-1H, 1S-2C, 3H-	3NT: Responder shows a slam try in notrump. (He can't have merely a hand that wants to play game in notrump, because he would have jumped to 3NT over 1S with that.)
1D-1H, 1S-2C, 3H-	4C: Responder shows a slam try in <i>hearts</i> , confirming a 5-3 fit. Control-bidding or Kickback RKC (here, a 4S bid by either partner) can follow.
1D-1H, 1S-2C, 3H-	4D: Natural, forcing, showing 5+ support. Opener can reject by bidding 4H, which allows a 4-3 fit in either hearts or spades for game, or he can bid 4S as Redwood/RKC for diamonds. Other bids would also confirm diamonds (5C, for example, would presumably show a void there).
1D-1H, 1S-2C, 3H-	4H: Natural, to play.

- 1D-1H, 1S-2C, 3H- 4S: Natural, shows a slam try in spades.
- 1D-1H, 1S-2C, 3H- 4NT: RKC for spades. This is the only way for responder to progress in spades, if his hand is too strong to bid a nonforcing 4S here. Sorry, but this particular auction does not allow us any method for responder to agree spades below the 4S level and invite control-bidding. It shouldn't be a big problem, since after he jumps to 3H, opener's hand is fairly narrowly limited.
- 1D-1H, 1S-2C, 3S: Similar to 2S, but stronger hand. Perhaps AKxx/Jx/AKxx/xxx. With this hand, opener has no other bid.
- 1D-1H, 1S-2C, 3NT: Game values, and either a true three-suiter, or 4=2=4=3 with a club stopper. But the diamonds are always at least four long in this auction.
- 1D-1H, 1S- 2D: Non-forcing preference, 6-10 points. At least five diamonds. Natural from here.
- 1D-1H, 1S- 2H: Invitational, 9-12 HCP. Continuations as in standard, allowing for the greater strength we show as responder.
- 1D-1H, 1S- 2S: Standard, four-card support and two cover cards. Usually it will have a decent 7-9 support points. Not truly invitational, just chance-giving. Responder is free to pass 1S if he sees no possibility of game, but he should often give opener another chance in case he has something like KQxx/x/AKJ10xxx/x. As little as Axxx/xxxx/Qx/xxx would bid 2S, since the cards are in the right suits. If opener does not pass now, he continues naturally, bidding out his shape or blasting game.
- 1D-1H, 1S- 2NT: Standard, 10-12 invitational, a decent club holding.
- 1D-1H, 1S-2NT, 3C: Forcing, warning of short hearts. 3C here could be played as NF, but that is a rare type and we prefer the forcing treatment. With the weak 4=0=(5-4) types, you just have to pass 2NT. Natural continuations. Note that the 3C bid here does *not* show real clubs, necessarily; it could just be short hearts in, for example, a 4=1=6=2 hand.

- 1D-1H, 1S-2NT, 3D: Sixth or seventh diamond, not forcing. Note that if you held something like AKxx/x/AQJxxx/xx, so that you wanted to force to game, you could bid 3C here to alert partner to the heart weakness.
- 1D-1H, 1S-2NT, 3H: 4=3=5=1 or similar, forcing. With a weak hand, you must pass 2NT in this auction. Don't worry that partner has not heard about your heart support when you pass 2NT. He could have bid 2C here to find out about that.
- 1D-1H, 1S-2NT, 3S: AKxx/xx/AQJxxx/x. Similar to the hand type shown by 3C, except that now opener does not have a singleton heart; instead, he is short in clubs. Here we could have a slam if responder holds xx/Axxx/Kxx/A109x, which is certainly a 2NT bid. We also might get to 5D when that is best. Note that this 3S bid does not show a fifth spade, since we never rebid only 1S with a fifth spade.
- 1D-1H, 1S-2NT, 3NT: Normal raise to game, of course.
- 1D-1H, 1S- 3C: Invitational, normally with six good clubs. Hearts can be either four or five long. (If you have a weak responding hand with 4-6 in the rounded suits, you can bid 1NT here. This helps you keep low, and the weaker hands are less important anyhow as there is less likely to be a game.) It is also possible to respond 3C in the first place, if there is a great disparity in quality between the hearts and the clubs, and your hand is weak enough so that missing game in hearts is not a serious concern.
- 1D-1H, 1S- 3D: Standard invitational jump preference, but with at least five diamonds. Natural continuations.
- 1D-1H, 1S- 3H: Natural, forcing. Six or more hearts. DNEBAPH.
- 1D-1H, 1S- 3S: Classic invitational raise in spades. Continuations standard. 3NT over 3S is natural here, showing short hearts and good club stoppers. This is *not* a Fred auction, because responder is only invitational and opener has a max of 15 HCP. Fred auctions apply only when slam is in the picture, which typically means that responder is not yet limited. Opener *can* have a hand here that is interested in slam, e.g. KQxx/x/AKxxxxx/x, but with those, he has other options, such as a control-bid or going directly to RKC if appropriate. (I would bid 4D on the example hand.)

- 1D-1H, 1S- 3NT: Natural.
- 1D-1H, 1S- 4C: Standard responder's splinter.
- 1D-1H, 1S- 4D: Splinter in support of spades. Not diamond support; other sequences exist for that.
- 1D-1H, 1S- 4H: Natural, too strong to respond 4H (but not strong enough for a 3H bid followed by 4H, which is more slammish). Responder was hoping for something like a raise to 3H to get turned on for slam. If opener now has something like Axxx/Kxx/AKxxx/x, he can keep going. DNEBAPH.
- 1D-1H, 1S- 4S: Any hand that wants to stop in game.
- 1D-1H, 1S- 4NT: RKC with spades impliedly agreed.
- 1D-1H, 1NT: Omnibus 1NT bid. Up to 15 HCP; denies four spades, but could be singleton heart. Does not show four diamonds; hands with 3=3=2=5 shape bid this way, so opener still has not promised more than two diamonds. Responder can pass, or bid:
- 1D-1H, 1NT- 2C: Puppet to 2D. Invitational strength, unless responder is planning to pass 2D.
- 1D-1H, 1NT-2C, 2D- 2H: Invitational, but with exactly five hearts. Opener should not pass here with three-card support (unless he has a really dismal hand), since three-card support may be all that responder needs to hear about to bid game.
- 1D-1H, 1NT-2C, 2D- 2S: Invitational, with exactly 4-4 in the majors. This lets opener get out in a 4-3 spade fit if he has a hand that would have rejected a game invitation.
- 1D-1H, 1NT-2C, 2D- 2NT: Natural, weaker invitation than a direct 2NT over 1NT. Probably denies four spades (otherwise bid 2S as above).
- 1D-1H, 1NT-2C, 2D- 3C: Natural, invitational, at least five good clubs and usually six.

1D-1H, 1NT-2C, 2D- 3D: Natural, invitational, at least five diamonds.

Responder does not bid higher than 3D on this auction.

1D-1H, 1NT-2D: Artificial, game-forcing. Further bidding is more or less natural. Of course, opener must show three-card support for hearts here, if he has it; any other bid denies holding three. If opener does have three-card support, he should always bid 2H now; a jump to 3H to show extras would use up too much bidding room. (This is similar to the auction 1H-1S, 1NT-2D, 2S.)

1D-1H, 1NT-2D, 2S: This is a special artificial bid. Opener has already denied holding four spades, so the bid cannot be natural. We use it to say that opener has a minimum without heart support. 2NT over 2D, or anything higher, shows extra values. By splitting his ranges this way, opener helps responder in slam auctions.

If made by a passed hand, 2D is natural and invitational, showing five-card diamond support.

1D-1H, 1NT- 2H: Natural, invitational.

1D-1H, 1NT- 2S: We do not need this to show four spades, since opener has denied having four. Most normal hands by responder that want to create a force bid 2D here. Accordingly, this shows 5-6 in the majors, invitational. (Responder was going to rebid his hearts if opener rebid, say, 2C or 2D. In this auction, he can show his true shape.)

1D-1H, 1NT- 2NT: Natural, nonforcing, invitational. Stronger (11-12 HCP) invite than going through 2C first. There is some implication that responder does not have four spades, since he could have used the auction 1D-1H, 1NT-2C, 2D-2S to show an invitational hand with 4-4 in the majors, and allowing opener to get out in a 4-3 spade fit instead of 2NT. However, if responder wants to emphasize that he has the stronger invitation, he can bid 2NT with four spades.

1D-1H, 1NT- 3C: Canapé signoff, with a hand like xx/AJxx/x/QJ9xxx.

- 1D-1H, 1NT- 3D: Natural, slam invitational, at least five diamonds, at least 6-5 shape. (By a PH, highly invitational, but NF, and also with 6-5 shape). This bid is used instead of going through the 2D checkback first so that opener will know responder is highly two-suited.
- 1D-1H, 1NT- 3H: Natural, game-forcing, always slam-invitational. It also shows a good suit (with a broken suit, just bid 2D here). If only interested in the best game, responder can bid 2D. Opener is invited to reject by bidding 3NT, accept hearts but deny slam interest by raising to 4H, or advance control-bid something if good for hearts. Opener is not expected to have more than a doubleton in hearts to accept. DNEBAPH.
- 1D-1H, 1NT- 3S: Natural, game-forcing, 5-6 in the majors at least. DNEBAPH. Opener can now bid game in a major, or show exceptional suitability for slam in a major by bidding 4m. Here, he bids the corresponding minor (4C shows hearts, 4D shows spades). Note that in this auction, opener always has a fit of some sort for a major. If he is 2-2 in the majors, he can play hearts; if he is 3-1 in the majors, he can play spades. Of course, with good minor suits opener is allowed to bid 3NT, natural. Responder is allowed to pull this if he wants to insist on a major.
- 1D-1H, 1NT- 4C, 4D or 4S: Self-splinters with big heart suit, slam tries (rare). DNEBAPH.
- 1D-1H, 1NT- 4H: To play.
- 1D-1H, 2C- 2C: Standard Precision-type natural rebid, not forcing. Shows at least 5-4 either way in clubs and diamonds (and denies four spades, of course). Responder can pass, or now bids:
- 1D-1H, 2C- 2D: Simple preference, not forcing. Natural continuations from here, as both partners have made nonforcing bids. Opener does not have to pass; if he has three-card support for hearts and extra values, he will of course bid 2H now. He can also bid 3D to show a strong 6-4, or 3C to show a strong 5-5.
- 1D-1H, 2C- 2H: 6+ hearts, invitational (else 1D-2H WJS), natural continuations.

- 1D-1H, 2C- 2S: Fourth-suit forcing, to game this time (by a UPH). We play that when the fourth suit is either a reverse or is at the three level, it is game-forcing by an unpassed hand. *Even if opener has extra values, he can rebid 2NT here if he wants to hear more, since it is forcing.* (Facing a PH, opener must bid higher than 2NT if he wants to force to game. However, regardless of whether partner is a PH or not, a 3C rebid by opener can be a minimum 5-5 in the minors; facing a PH, the 3C bid is not forcing.) Opener's "raise" of the artificial 2S bid to 3S shows an inability to bid notrump (weak spades), and an inability to bid anything else. Hence, 3S is a sort of catchall bid. Opener's first priority here should be to show three-card heart support if he has that; then to show a spade stopper if he has one; then to show 5-5 shape (he might, however, suppress showing a spade stopper if he has something like AQ/x/Axxxx/AJxxx facing an unpassed hand; he can always bid notrump later, after first showing the 5-5 shape). Lastly, if he can bid nothing else over 2S, he tries 3S.
- 1D-1H, 2C- 2NT: Normal invitational bid. If opener now bids 3C, that is passable, but 3D and higher are forcing.
- 1D-1H, 2C- 3C: Natural, invitational. Natural continuations from here.
- 1D-1H, 2C- 3D: Natural, invitational, natural continuations.
- 1D-1H, 2C- 3H: Natural, forcing, 6+ hearts. DNEBAPH.
- 1D-1H, 2C- 3S: 5+ spades, 6+ hearts, natural, forcing. Here, opener can again bid the corresponding minor to show slam suitability in a major (with a hopelessly misfitting all-minors hand, opener bids 3NT now to slow the auction down.)  
By a PH, 3S is a splinter in support of clubs.
- 1D-1H, 2C- 3NT: Natural.
- 1D-1H, 2C- 4C, 4D: Forcing. We play that whenever an invitational bid of 3m is available, bidding 4m instead is forcing. These bids are forcing by a PH as well, although that would undoubtedly be rare. Over the forcing 4m bid, the cheapest bid that can't be to play (this excludes four of a major that has already been bid) serves as Redwood. Bids other than the Redwood bid are control-bids, with 4NT as a substitute for the Redwood suit. Control-bidding in these auctions is optional for opener; he can bid



5m over 4m to show a hand that is minimum for slam.

1D-1H, 2C- 4H: To play.

1D-1H, 2C- 4S: Splinter for clubs. VSS by a PH, since 3S is then available as a singleton splinter. You would only do this with a hand so distributional that 3NT as a final contract is out of the question.

1D-1H, 2C- 4NT: DNE.

1D-1H, 2D: Standard, almost always a six-card suit. But we would raise to 2H with three-card support more freely than some, so our 2D rebid tends to deny support. It always denies four spades, of course. Bid 2D instead of the raise only with a minimum (less likely to miss a game). Continuations:

1D-1H, 2D- 2H: Natural, invitational. Similar to the auction 1H-1S, 2H-2S.

1D-1H, 2D- 2S: General-purpose force. A force of 3C is also available, so this tends to show something in spades. Responder can pass if opener's next bid is 2NT or 3D, but not otherwise. If responder follows up by going back to diamonds, that is forcing. By a PH, 2S tends to show values for 2NT, but lacking a club stopper.

1D-1H, 2D- 2NT: Natural, nonforcing, standard. Frequently a five-card heart suit. Usually 0 or 1 diamond; prefer the invitational raise to 3D with doubleton or better support. Continuations natural if opener does not pass; 3C is natural,

nonforcing (responder will frequently have four or more clubs to bid 2NT, and opener can have a weak 6-4 in the minors); 3D is to play; anything higher is acceptance.

1D-1H, 2D- 3C: Forcing, creates GF (by UPH; by PH, it is invitational with at least six clubs). Responder does not have to have real clubs, but he will have some values in clubs, as opposed to spades. Natural continuations.

1D-1H, 2D- 3D: Natural, nonforcing, standard. Frequently five hearts. Use this bid to limit the hand whenever possible, even with only a doubleton or perhaps even a singleton honor, as the 2S and 3C rebids tend to create forcing

auctions. Continuations natural, stopper-showing or looking to get back into hearts.

1D-1H, 2D- 3H: Natural, game forcing. Continuations are general principles.

1D-1H, 2D- 3S: Natural, game values, at least 5-6 majors. With that shape and only invitational values, consider bidding 1S first or bidding 1H, then 2H with good hearts. Continuations mostly natural, but bids of 4m by opener would be corresponding-minor support bids for a major, showing slam interest.

By a PH, 3S is a splinter raise of diamonds.

1D-1H, 2D- 3NT: To play. Opener will almost always pass.

1D-1H, 2D- 4C: Splinter for diamonds. This is useful for common shapes such as 4=5=3=1 and extra values. We do not mind getting to 5D instead of 3NT, as long as we make game. But if you are worried that 3NT is the better spot, just bid 2S, followed by diamond support (forcing).

1D-1H, 2D- 4D: Forcing, slam try.

1D-1H, 2D- 4H: Natural, too strong for 4H response to 1D, but not interested in slam now.

1D-1H, 2D- 4S: Splinter for diamonds. Shape will be something like 1=5=4=3 or 1=5=3=4; 1=4=4=4 is also possible, of course. But VSS by a PH, since 3S is available as a singleton splinter. (Note that it is OK to splinter with three-card support when partner has shown a six-card suit.)

1D-1H, 2D- 5C and higher: Natural, or whatever they would be in standard. 5C is presumably Voidwood for diamonds.

1D-1H, 2H: Natural raise, not forcing. Will often be three-card support; opener can raise with 1=3=4=5 or 1=3=5=4, for example, and also with 0=3=5=5. 6331 types are also possible. And of course, balanced hands (4432 or 5332 types, but not 4333; I know Mike Lawrence has written that it is sometimes OK to raise with that shape, but that is going too far for me, so in Revision, we will always rebid 1NT with those hands, when the four-card suit is a minor) are also possible, if the values are concentrated and

opener does not want to rebid 1NT with an unstopped suit (or two unstopped suits, which can happen). 2H does deny four spades, if opener is raising with three. Responder will usually continue with as many as a good ten HCP. If responder does not pass now, he continues:

1D-1H, 2H- 2S: Artificial, forcing, but not to game. Responder will always have only four hearts for this bid. (With five or more, he either invites game via a 3H bid now, or blasts into game via 4H, or tries for slam by bidding 3C, 3D, 3S, 4C, or 4D, which see.) His strength is unknown at this point, but opener assumes at first that responder is inviting game. (If responder is a passed hand, a game invitation is the *only* hand type he can have.) The follow-ups to this bid, and also to a 2NT rebid by responder over 2H, are rather complicated and must be memorized. This is because the system is designed to see to it that we never get to a 4-3 heart fit at the three level, and to allow us to get out in 2NT or 3m, as appropriate, when we are not going to game. Complicated methods are the only ones that get the job done here.

The distinction between a 2S bid here by responder, and a 2NT bid, is that a bid of 2NT, which is nonforcing, indicates that responder does not have a four-card minor. The 2S bid *guarantees* a four-card (or longer) minor when responder has invitational values, to help opener find minor-suit partscores.

1D-1H, 2H-2S, 2NT: Minimum, balanced (but not 2=3=4=4 shape), only three-card support for hearts, not forcing. The only possible shapes are 2=3=3=5, 3=3=2=5, 2=3=5=3, and 3=3=5=2.

1D-1H, 2H-2S, 2NT- Pass: Responder's usual action with a balanced invitational hand, and with some other shapes like 4=4=1=4, 4=4=4=1, 3=4=5=1, and 3=4=1=5 (but with the latter two, the longer minor would have to be pretty weak for you not to try a runout to 3C or 3D; with a void (4=4=0=5 or 4=4=5=0 shape), I would say you should always do it). It has to be admitted that with these unbalanced shapes, responder is hoping that opener's long minor will match his shortness rather than his length. This is likely to be the case mathematically. However, an inferior contract can be reached when there is a fit in one of the minors. This is an inescapable consequence of opening 1D with all of the

weak-notrump-type hands that would open either 1C or 1D in standard. You don't know which is opener's longer minor. At least it won't happen very often; as was mentioned, partner is more likely to have length in your shortness than in your own length, and some of the time that both of you are relatively short in the same suit, the opponents will bid the suit first. And who knows, you might even make 2NT anyway.

- 1D-1H, 2H-2S, 2NT- 3C: To play. Responder has six clubs, or five decent ones. His hand might be xx/KQxx/x/AJxxxx. He knows opener may have only a doubleton club. Of course, opener could actually have as many as five of them, in which case he can raise clubs to four if he thinks game is possible. With Axx/Axx/xx/KQxxx, opener would bid 4C here and responder would carry on to five. Opener could also raise with xx/Axx/Axxxx/KQx, knowing of at least five clubs opposite and hoping for six. That hand also has a good play for 5C facing the example.
- 1D-1H, 2H-2S, 2NT- 3D: To play. Similar to 3C above.
- 1D-1H, 2H-2S, 2NT- 3H: Asks opener which is his five-card minor suit. Responder could have 4=4=(4-1) shape, or a balanced hand. He may have slam interest. He could also be searching for the best game.
- 1D-1H, 2H-2S, 2NT-3H, 3S: Opener shows five clubs. Now, 3NT by responder is to play, and 4NT is natural and invitational (both of these bids imply diamond length and club shortness). Responder can also confirm a club fit and set clubs as the trump suit by bidding 4C; 4D, which is Redwood; 4H or 4S, a control-bid in the major; or 5C, a shot at game.
- 1D-1H, 2H-2S, 2NT-3H, 3NT: Opener shows five diamonds. Now, a pass of 3NT by responder is to play, and 4NT is natural and invitational (both of these bids imply club length and diamond shortness). Responder can also confirm a diamond fit and set diamonds as the trump suit by bidding 4C, a control-bid; 4D, asking opener to describe his hand further (4H over this

is Redwood, etc.); 4H, Redwood; 4S, a control-bid in spades; or 5D, a shot at game.

- 1D-1H, 2H-2S, 2NT- 3S: Expresses weakness in spades and asks opener to bid 3NT with some help in that suit, otherwise his minor. If the partnership goes past 3NT, the contract will probably be 4H or 5m. Responder would bid 3S here with xx/AJxx/Kxxx/KQx, and with xx/KQx/Axx/Axxxx, opener would bid 4C. A contract of 4H or 5C would then be reached.
- 1D-1H, 2H-2S, 2NT- 3NT: To play. Responder bid 2S to check whether opener had four-card support or not.
- 1D-1H, 2H-2S, 2NT- 4C and higher: Do not exist.
- 1D-1H, 2H-2S, 3C: Minimum, only three-card support for hearts, at least 4-4 in the minors. Not forcing. Possible shapes include 1=3=(5-4), 2=3=4=4, and 0=3=5=5, perhaps also 0=3=6=4. Remember that the 2S bid by responder guarantees at least four in one of the minors, if responder is only inviting game. This is one way to get to a minor-suit partscore. We are trying to avoid playing 3H in a 4-3 fit, or 2NT when we have a fit in a minor.
- 1D-1H, 2H-2S, 3C- Pass: What responder will frequently do with invitational values and common shapes like 3=4=2=4.
- 1D-1H, 2H-2S, 3C- 3D: Similar to pass, except that responder's minor is diamonds rather than clubs.
- 1D-1H, 2H-2S, 3C- 3H: Forcing, asking for a further description of opener's hand. Now that opener has shown both minors and also supported hearts, he is likely to be weak in spades. Responder might have xxxx/AQxx/Ax/Kxx (he does not have to have a four-card minor when the 2S bid was based on game-forcing values). So he bids 3H here, and opener now continues 3S (2=3=4=4, no spade card); 3NT (2=3=4=4, doubleton honor in spades); 4C, showing 1=3=4=5; 4D, showing 1=3=5=4; or 4H, showing 0=3=5=5 or possibly 0=3=6=4. Responder should be able to place the

contract after most of these bids. (Over the 4H bid, which is not definite as to shape, he could continue with 4S, asking opener to bid either 5C or 5D, depending on his shape.)

- 1D-1H, 2H-2S, 3C- 3S: Similar to 3H above, but with only invitational values. Responder's hand is something like xxx/Axxx/Ax/Kxxx (or a similar hand with four diamonds). He wants to stop in 4C facing xx/Kxx/KQxx/AJxx, but reach game if he is facing x/Kxx/KQxx/AJxxx. (And a slam might be possible facing a spade void, although it is unlikely the opponents wouldn't have bid spades by now.) Opener will now bid 3NT, a contract the partnership cannot want to play in, and responder will name the minor suit he is interested in. After that, opener will pass, bid game, or control-bid a spade void.
- 1D-1H, 2H-2S, 3C- 3NT: To play. Responder bid 2S to check whether opener had four-card heart support or not. Now that he knows opener doesn't, he selects notrump.
- 1D-1H, 2H-2S, 3C- 4C, 4D: Sets suit, looking for slam. Continuations are Redwood, etc. 4H is not a possible contract, so a 4H bid after 4D here is Redwood.
- 1D-1H, 2H-2S, 3C- 4H: Wants to play the 4-3 for game.
- 1D-1H, 2H-2S, 3D: 3D: Maximum, accepts the game invitation. Opener shows a sixth diamond, but only three hearts. His shape must be 3=3=6=1 (3=3=7=0) or 2=3=6=2. Note that with these hand types, we rebid 2D if the hand is a minimum.
- 1D-1H, 2H-2S, 3D- 3H: Asks which shape opener has. Opener continues via ascending numeric, so 3S is 2=3=6=2 and 3NT is 3=3=6=1 (or 3=3=7=0, if that is possible). After either bid, responder can either select notrump (by passing 3NT or bidding it himself, or by bidding 4NT if too strong for that) or try a 4-3 heart fit for game. Other bids would set diamonds as trumps (4C would be a control-bid).
- 1D-1H, 2H-2S, 3D- 3S: Asks for spade help for notrump. Responder is likely to have something like 3=4=2=4 shape, or 3=4=1=5 with a

singleton honor in diamonds. Opener should go past 3NT if he has nothing in spades.

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|-------------------|---|
| 1D-1H, 2H-2S, 3D- | 3NT: To play. As usual, responder probably bid 2S to check for four-card support and wants to play notrump now that he has not found it.  |
| 1D-1H, 2H-2S, 3D- | 4C: Sets diamonds, and shows a club control. 4H now becomes the Redwood suit.   |
| 1D-1H, 2H-2S, 3D- | 4D: Sets diamonds, but denies ability to bid 4C.  |
| 1D-1H, 2H-2S, 3D- | 4H: Wants to play the 4-3 fit for game.   |
| 1D-1H, 2H-2S,     | 3H: Shows a balanced minimum with four-card support for hearts. Please note that after this bid, hearts are set and 3NT is no longer a possible contract. (If responder had wanted to offer a choice between notrump and hearts, he would have bid 3NT over 2H.) Responder will now either pass or bid 4H if he has either an invitational or a game-only hand. Consequently, other bids accept hearts as trump and look for slam, so this is a Fred auction now. 3NT by either partner is serious.   |
| 1D-1H, 2H-2S,     | 3S: Three-card support for hearts, a sixth diamond, extra values, and shape of 1=3=6=3 (0=3=7=3). Responder will now place the hand in game by bidding 3NT, 4H, or 5D, or bid anything else to accept diamonds as trump.  |
| 1D-1H, 2H-2S,     | 3NT: Three-card support for hearts, balanced, maximum. The possible shapes are 2=3=4=4, 2=3=5=3, 3=3=5=2, 2=3=3=5, and 3=3=2=5. Bids of four of a minor by responder now are attempts to find a minor-suit fit, and imply some 4441 shape (with a fifth heart, responder would have tried for slam in hearts via some second bid other than 2S, and with a balanced hand, he would raise to 4NT now). If responder bids 4C now, opener bids 4D to show that he has five diamonds, anything else to accept clubs. A 4H bid over 4C would be Redwood for clubs. Similarly, after 1D-1H, 2H-2S, 3NT-4C, 4D a 4H bid would be Redwood for diamonds. However, the auctions 1D-1H, 2H-2S, 3NT-4C, 4D-4NT and 1D-1H, 2H-2S, 3NT-4D, 4NT show that no fit has been found, and the |

bidding can end in 4NT. But if a minor fit has been found, the bidding is still at the four level, and neither partner has used Redwood, a 4NT bid is last-chance RKC. An example auction is 1D-1H, 2H-2S, 3NT- 4C, 4S-4NT. Opener elected to show a spade control and a club fit when responder bid 4C, and now 4NT is the only way for responder to ask for keycards.

1D-1H, 2H-2S, 4C: Club splinter, four-card support for hearts. (We do not use ascending numeric here, since opener was not known to have a shortness.) There is no way to distinguish minimum from maximum immediately when showing the splinter type. You are going to game regardless. Hearts are assumed to be trump now; bids of other suits are controls. Note that there is not all that much difference here between a “minimum” and a “maximum” hand that raised to only 2H with four-card support and which contains a side singleton; with a true maximum 1D opener that fit that description, opener would have raised to 3H the first time.

But note that in this and similar situations, you can refuse to splinter with a singleton ace or king, if you don’t like your hand for slam. Just bid 4H in that case.

1D-1H, 2H-2S, 4D: Substitute splinter, showing four-card support and spade shortness. We can’t use a natural splinter here to show spade shortness, as that would take us past the safety level of 4H.

1D-1H, 2H-2S, 4H: A fourth heart, game acceptance, balanced or semibalanced (5422 type). Blackwood (here, 4S as Kickback/RKC 1430) or control-bids can follow.

Opener does not bid higher than 4H over the 2S bid.

1D-1H, 2H- 2NT: This is a natural and nonforcing game try. It denies five or more hearts, and it guarantees a balanced hand (but not one with a four-card minor). The only possible shapes are 3=4=3=3, 4=4=3=2, and 4=4=2=3. Any other invitational hand with only four hearts would bid 2S.

1D-1H, 2H-2NT, Pass: Opener will of course normally pass with only three-card support for hearts, a balanced hand, and insufficient values to accept. He will also pass with 1=3=4=5 or 1=3=5=4 shape, for two



reasons: A 3C or 3D continuation would not show this hand type, and the hand will probably play reasonably in notrump even if there is three-card support for the longer minor.

- 1D-1H, 2H-2NT, 3C: This shows 0=3=5=5 shape and a minimum, asking responder to select a final contract of 3C or 3D. It will rarely come up, both because hands with voids are unlikely and because the opponents are highly likely to have bid spades by now when opener has this hand.
- 1D-1H, 2H-2NT, 3D: This shows 3=3=6=1 (or perhaps 2=3=7=1 or 3=3=7=0) shape, and extra values (hence the auction is considered game-forcing). Recall that we do not raise to two with these hands if they are minimum; we rebid 2D with those, so opener will always have something extra when he has this shape and raises to 2H. Responder is unlikely to want to do anything except bid 3NT, bid 4H in the 4-3 fit, or place the hand in diamonds (presumably by jumping to five, although a forcing bid of 4D is possible if responder foresees a possible magic slam). However, if his clubs are weak enough to fear the stopper situation there, he can try 3H now (suggesting a 4-3 in hearts, but with doubt, probably because of heart quality). He can also bid 3S to show extra-strong spades and suggest a 4-3 fit in spades rather than hearts.
- 1D-1H, 2H-2NT, 3H: This shows a minimum balanced hand with four-card support for hearts, nonforcing. Since responder has only an invite and opener is limited, slam is out of the question. Responder will usually just pass. However, if he has a hand that reevaluates to game values once four-card support is known for sure, he can bid game. Try not to have a weak trump holding if you do this (strong opponents will know that you are pushing and might double on a bad trump break).
- 1D-1H, 2H-2NT, 3S: This shows 1=3=6=3 (or perhaps 1=3=7=2 or 0=3=7=3) shape, again with extra values. As with the 3D bid above, responder is unlikely to want to bid anything now other than 3NT, 4H, or 5D. If he is in doubt about where to play the hand, he can stall by bidding 4C.

- 1D-1H, 2H-2NT, 3NT: This shows a balanced hand, three-card support, and extra values. It also includes 2=3=6=2 hands. Since responder is known to be balanced also, he will always pass.
- 1D-1H, 2H-2NT, 4C, 4D: Do not exist. When responder rebid 2S, these bids were splinters, because responder could have a very strong hand. Now, responder is limited, and so is opener, so slam is out of the question and there is no need to splinter.
- 1D-1H, 2H-2NT, 4H: Any hand with four-card support that wants to play game. Might have a shortness, might not. There is no need to tell the opponents about it.
- 1D-1H, 2H- 3C: This is a special artificial bid, showing (by a UPH) five or more hearts, a relatively balanced hand (no splinter now), and slam interest also. Hands that only want to play game would bid 3NT or 4H now, and hands with only four hearts would bid 2S.

By a passed hand, 3C is a game try in hearts, showing five hearts and a side five-card suit.

- 1D-1H, 2H-3C, 3D: Opener has a sixth diamond, and 3=3=6=1 (3=3=7=0, 2=3=7=1) or 1=3=6=3 (1=3=7=2, 0=3=7=3) shape. It also shows extra values (we rebid 2D with these shapes with a minimum). Responder will presumably always be interested in knowing where the shortness is, and will relay with 3H to find out. Opener shows shortness via ascending numeric, with 3S showing short spades, 3NT showing short clubs. This is a Fred situation, so if opener bids 3S to show short spades, responder can bid 3NT, serious (actually, in this situation, the partnership is by definition seriously interested in slam, so the 3NT bid would likely be used to find out if opener can control-bid in clubs).
- 1D-1H, 2H-3C, 3H: Opener has 1=3=(5-4) shape, and hence a minimum (he would have rebid 2C with a maximum). Hearts are set as trump, and again this is a Fred auction.
- 1D-1H, 2H-3C, 3S: Opener has a balanced minimum with only three-card support for hearts. Fred situation, as usual. (It would be possible to play a 3NT bid now as nonforcing, since both hands are known to be

balanced, but when opener raises to 2H with a balanced hand, he almost always has two small in one of the suits, so there would be some risk of going down on the lead of that suit. 4H should almost always be cold if that is where the auction ends, so we play 3NT as forcing here.)

1D-1H, 2H-3C, 3NT: Opener has a balanced maximum with only three-card support for hearts. Continuations are control-bids, etc.

1D-1H, 2H-3C, 4C: Splinter, short clubs. Four-card support for hearts.

1D-1H, 2H-3C, 4D: Substitute splinter, short spades. Four-card support.

1D-1H, 2H-3C, 4H: Balanced maximum, four-card support for hearts.

1D-1H, 2H- 3D: By an unpassed hand, this is a special artificial bid, showing that responder has some 6511 shape and wants to show his long side suit next for slam purposes. In effect, he will be showing two splinters at once. (The hand could be a 7411 shape also for this purpose.) Opener bids 3H next, and responder shows his second suit naturally, bidding 3S or 4m.

By a PH, the 3D bid is, again, a 5-5 shape inviting game.

1D-1H, 2H- 3H: Generalized game invitation, but promises a fifth heart. Opener continues naturally.

1D-1H, 2H- 3S: Self-splinter, showing spade shortness and trying for a heart slam. DNEBAPH.

1D-1H, 2H- 3NT: Suggests alternative game, with something in clubs and spades. Opener can pull to 4H, of course. DNEBAPH.

1D-1H, 2H- 4C: Self-splinter. DNEBAPH.

1D-1H, 2H- 4D: Self-splinter. Opener does not have to have real diamonds, so it is important for responder to be able to splinter in this suit as well. DNEBAPH.

1D-1H, 2H- 4H: To play.

- 1D-1H, 2S: Natural, nonforcing, 6-5 type. We never jump to 2S with only four spades, so as to preserve the inference of a five-card spade suit on this auction.
- 1D-1H, 2S- Pass: Certainly possible, if responder has a weak hand.
- 1D-1H, 2S- 2NT: This is not needed as natural, since responder can hardly want to play in exactly 2NT facing a known 6-5 type. We will play it as a lebensohl-type puppet to 3C (it is just barely possible that responder has something like x/Kxxxx/-/J109xxxx and wants to get out in 3C now). After opener's 3C bid, responder can go back to 3D, forcing. This gives us a cheap forcing bid in diamonds. This auction would set diamonds as trumps and allow control-bidding, although as usual, bids below 3NT are at first taken as attempts to get to 3NT. 4H in this auction would be the Redwood suit (we can't play hearts now after having agreed diamonds).
- 1D-1H, 2S- 3C: Fourth-suit forcing. Presumably responder is asking for some help in clubs to make 3NT playable.
- 1D-1H, 2S- 3D: To play.
- 1D-1H, 2S- 3H: A sixth heart, and at least invitational values; hence forcing now that opener has shown a maximum.
- 1D-1H, 2S- 3S: Spade support, slam try. There is no need for this bid to be invitational. Opener has defined his hand fairly exactly at this point, so if responder has a spade fit and is not interested in slam, he either passes or takes a shot at game. At this point, it is impossible to play 3NT, since spades have been agreed and opener is very shapely. So, 3NT is Fred, but of a special type (since opener has defined his hand fairly exactly, and so does not need to distinguish strength). It means that opener has one or two losing clubs, cannot control-bid in clubs himself, and wants to find out if responder can control-bid 4C.
- 1D-1H, 2S- 3NT: To play.
- 1D-1H, 2S- 4C: Splinter raise of spades. Probably four-card support, but could be three, since opener is known to have five.

- 1D-1H, 2S- 4D: Splinter raise of spades. Responder is very much hoping opener has the ace of diamonds. We do not usually like to splinter in partner's known long suit, but here opener's shape is known fairly exactly, so if responder controls the unbid suits, there is no harm in it.
- 1D-1H, 2S- 4H: To play.
- 1D-1H, 2S- 4S: To play.
- 1D-1H, 2NT: Exactly three hearts, long (at least six) and strong diamonds, at least game-invitational values. Opener has a hand that is worth 3D, but with heart support. Responder continues:
- 1D-1H, 2NT- 3C: Something in clubs; the initial meaning is a stopper, looking for 3NT, but if responder then goes back to 4H he shows a slam try, too strong to just sign off in 4H. Continuations natural.
- 1D-1H, 2NT- 3D: Prefers diamonds to hearts for the partial, rejects game.
- 1D-1H, 2NT- 3H: A fifth heart (usually), but not enough to bid game. Opener is expected to pass. If you are tempted to keep bidding, remember that responder can have a zero count.
- 1D-1H, 2NT- 3S: Something in spades; slam try if responder goes back to 4H over 3NT.
- 1D-1H, 2NT- 3NT: To play. Responder can have KQxx/QJxx/x/KT9x.
- 1D-1H, 2NT- 4C: Self-splinter for hearts. Responder has 5+ hearts and is slamming.
- 1D-1H, 2NT- 4D: Prefers diamonds, forcing. Probably only four hearts.
- 1D-1H, 2NT- 4H: Signoff. Not interested in slam.
- 1D-1H, 2NT- 4S: RKC for hearts.
- 1D-1H, 2NT- 4NT: Does not exist. Could be a self-splinter for hearts, showing spade shortness, but probably better to make a lower forcing bid

with that hand. Also, if you are short in spades, the opponents would probably have bid something by now.

- 1D-1H, 3C: Natural, at least 6-5 minors, maximum opening that does not qualify for a 1C opening. Not forcing. Natural continuations if responder does not pass. A preference to 3D is not forcing, but 3H and 3S are. Bids of 4C and 4D now are forcing and set trumps, inviting opener to use Redwood.
- 1D-1H, 3D: Invitational. Opener denies three hearts and shows a maximum non-1C opener. Responder must pass if he wants to end the auction; any continuation is game forcing.
- 1D-1H, 3H: Standard Precision invitational raise. 3S now is a stiff relay; opener usually has a singleton or void (but xx/KQxx/AKQJx/xx is possible, as is xx/KQxx/xx/AKQJx, and so is xx/AKxx/Axxx/Axx). Opener will now show his residue numerically, with 5-4 in his bid suits presumed, as usual (although in fact, in this auction his minor-suit distribution is ambiguous, since he could equally well have long clubs, or even be 4432). Thus, 3NT now is short spades, 4C is 2-2 (or any other shape with no singleton), and 4D is short clubs.
- 1D-1H, 3S: Singleton splinter with short spades. Since the top is 15, the hand must contain good trumps and diamonds, something like x/KJxx/AKQJxx/xx.
- 1D-1H, 3NT: Void-showing splinter. Responder, if interested, now relays with 4C to learn which; opener shows numerically, with 4D being a void spade and 4H a void club.
- 1D-1H, 4C: Singleton club splinter.
- 1D-1H, 4D: Big hand. Four-card support and six or seven good diamonds. 4S over this is RKC 1430, other bids are control bids for spades.
- 1D-1H, 4H: Big support and a lot of shape. Five hearts and six diamonds, probably.
- 1D-1S, 1NT: Omnibus 1NT bid. Up to 15 HCP, could contain four hearts. Frequently a singleton spade. With a minimum 1=3=(4-5) rebid 1NT even without a heart stopper, because if responder continues 2H (4SF) over 2C,

you have no good bid if you are minimum. E.g. x/xxx/AQxx/AQxxx rebids 1NT. Also, always rebid 1NT with 1=4=4=4. Responder can pass, or bid:

1D-1S, 1NT- 2C: Puppet to 2D. Continuations analogous to auctions starting 1D-1H, 1NT-2C. The primary difference is that the auction 1D-1S, 1NT-2C, 2D-2H just shows 5-4 or better in the majors, invitational, and 1D-1S, 1NT-2C, 2D-2S is five spades with an invitational hand. (Again, opener should raise with three, even if minimum.) Also, 2C followed by 3H is strongly invitational and guaranteeing at least 5-5 in the majors, making it easier to reach a game on a 5-3 heart fit (but with 5-5 in the majors and weakish hearts, it is OK to just bid 2H after the 2C puppet).

1D-1S, 1NT- 2D: Artificial, game forcing. Analogous to the similar auction starting 1D-1H, 1NT-2D. Here, opener *must* bid 2H with four hearts, 2S with three spades, or use his judgment if he has both. (But it is probably almost always best to bid 2H, since this allows responder an easy 2S continuation whenever he holds five spades without four hearts. The 2S bid here does not guarantee six.) Bidding proceeds naturally. It should be noted that this particular auction is going to be a bit less precise than the one that starts 1D-1H, because opener does not have a convenient cheap bid to show a minimum opener, as he does in the auction 1D-1H, 1NT-2D, 2S (here, opener must rebid 2NT on all sorts of hands; it is too restrictive to require him to bid higher just to show extras).

If made by a passed hand, 2D is natural and invitational, as after P, 1D-1H, 1NT-2D.

1D-1S, 1NT- 2H: Natural, nonforcing. Pass or correct. Less than invitational, else 2C over 1NT.

1D-1S, 1NT- 2S: 6+ spades, else go through 2C. Invitational, else 1D-2S, WJS.

1D-1S, 1NT- 2NT: Natural, invitational. Stronger than bidding 2C first.

1D-1S, 1NT- 3C: Canapé signoff (typically four spades, 6+ clubs).

1D-1S, 1NT- 3D: Natural, game-forcing, slam-invitational (else 2D, then 3D, if only looking for best game), at least 6-5 (but invitational by a PH).

- 1D-1S, 1NT- 3H: Natural, forcing, at least 6-5. Possibly a slam try. DNEBAPH. Opener bids 3S, 3NT, or 4H, or makes a control-bid accepting hearts. (If responder rejects the slam try by rebidding 4H, opener should give up, because responder may just have a lot of major suit cards and be taking a shot at game. Responder cannot bid 4H directly over 1NT because that is a self-splinter.)
- 1D-1S, 1NT- 3S: Natural, game-forcing, usually slam-invitational. If only interested in the best game, responder can bid 2D. Here, responder is either slamming or showing a 6322 type that does not want to play 4S in a 6-1 fit. Opener is invited to reject by bidding 3NT, accept spades but deny slam interest by raising to 4S, or advance control-bid something if good for spades. Opener is not expected to have more than a doubleton in spades to accept. DNEBAPH.
- 1D-1S, 1NT- 4C, 4D, 4H: Self-splinters for spades. A good suit, usually seven, could be a very strong six.
- 1D-1S, 1NT- 4S: To play. Use your judgment, but remember that opener is quite likely to have only a small singleton in spades.
- 1D-1S, 2C: Normal Precision-style rebid, often showing 5-5, or 0=4=4=5 or 0=4=5=4. (Always rebid 1NT with 1=4=4=4.) Can also be three-card support for spades, unbalanced, maximum. However, the bid does guarantee at least nine cards in the minors. The converse is not true; you do not always rebid 2C when you *do* have nine cards in the minors. With 1=3=5=4 or 1=3=4=5 shapes, you will almost always rebid 1NT instead. With something like x/xxx/AK10xx/AQJx, you can rebid 2C to avoid grabbing the notrump from the wrong side, but extra values are required for this. With x/xxx/AQxx/AQxxx, rebid 1NT anyway. The reason for the distinction is that the weaker hand would have no good third bid after a fourth-suit-forcing continuation of 2H, if it rebids 2C here. We will also often rebid 1NT with 2=2=5=4 and 2=2=4=5 hands, but can rebid 2C when the heart doubleton is too weak to stomach a 1NT rebid. Here, strength does not matter, because if responder continues 2H, 4SF, you can always continue 2S with your spade doubleton if you have a minimum.
- 1D-1S, 2C- 2D: Natural preference, nonforcing. Natural continuations, but opener will usually pass. He can bid 2H now with a 0=4=(5-4) type and a



maximum, so as not to miss a game if responder has four hearts (highly possible).

- 1D-1S, 2C- 2H: Fourth-suit forcing (but not to game). Do not use this bid with an invitational hand and four cards in either minor; bid three of a minor instead. (In fact, you should even bid 3m with certain hands containing no more than three cards in either minor; the reasons why are explained below.) But responder can bid 2H here with various other invitational hand types.

The follow-up methods in this auction will seem a little strange, certainly non-standard. This is because this auction is the most difficult of all the 4SF auctions at the two level. It leaves the least room of all but one other such auction (the other is 1D-1H, 2C-2S, but that one turns out to be easier to handle, because opener has already denied holding four spades.)

When you bid 2H here as responder, you are committing the partnership to game facing any 0=4=(5-4) hand. Because of this, you should not bid 2H here with, say, AJxxx/xxx/Kxx/Kx, even though 2H does ask for a heart stopper. Bid 3D instead. This works facing all of opener's 5-5 or better two-suiters, all 0=4=5=4 hands, and all 1=3=5=4 hands. It is inferior only when opener holds 0=4=4=5 with a minimum, and must pass (with 1=3=4=5, opener has enough to keep bidding, otherwise he would have rebid 1NT the first time). The losing case won't happen very often. This slight risk is necessary to make the rest of the rebid structure work.

Opener's priorities at this point, with a minimum hand, are: 1. Show doubleton spade support, allowing responder to pass 2S if he wishes. 2. Bid 3C to show 5-5 or better in the minors (but denying a doubleton spade), not forcing. 3. Bid 3NT with 0=4=(5-4) shape. With enough to accept the game invitation, opener's priorities are: 1. Bid 3S with three-card support. 2. Bid 2NT with 1-3-(5-4) shape. 3. Bid 3NT with 0=4=(5-4) shape. 4. Bid 3D if the diamonds are good enough (at least six long), and not having three spades. 5. Bid 3H as a catch-all, showing any hand type not described by one of the other options.

- 1D-1S, 2C-2H, 2S: Minimum hand with doubleton spade. Not forcing (an example might be Qx/xx/AKxxx/K10xx; opener refused to rebid 1NT because he did not want 3NT to be wrongsided on a heart lead). Responder can pass with five (or six, which he can have if

he is 6-4 in the majors) and an invitational hand. If he bids 2NT now, that is also nonforcing. However, if responder bids on at the three level, that is forcing.

1D-1S, 2C-2H, 2NT: Quasi-three-suited hand ( $1=3=(5-4)$ ), forcing. Opener has extra values, but not a heart stopper, otherwise he would have rebid 1NT earlier. Of course, responder will not now raise to 3NT if his own hearts are weak.

1D-1S, 2C-2H, 3C: Minimum hand, 5-5 or (6-5) in the minors. Denies a doubleton in spades. Not forcing, if responder has only an invitational hand. Responder can now pass or bid 3D, a signoff. If responder continues with 3H, he is showing 5-5 in the majors at least, with a game force. 3S would be forcing and looking for a singleton honor in support (probably 6-4 in the majors), 3NT to play, 4m forcing. 4m forcing virtually guarantees that 5m will make and shows at least mild interest in slam. Over this, opener's cheapest bid is Redwood (because the 4m bid set the trump suit unconditionally), 4NT is a substitute control-bid for the Redwood suit, and other bids are control bids.

1D-1S, 2C-2H, 3D: Forcing, natural, at least six diamonds.

1D-1S, 2C-2H, 3H: This is a special bid, showing a good hand (enough to force to game opposite an invitational responder, hence typically 14-15 HCP) and weakness in hearts. (See 3NT below for  $0=4=(5-4)$  hands.) Typical hands would be Ax/xx/AKxxx/Axxx, or the same hand with a singleton heart and another club. Opener can also have a singleton spade and a doubleton heart; he might hold x/xx/AKxxx/AKxxx. Responder will bid 3NT if he likes, when he has hearts covered himself, or can bid 4m, forcing. Responder can also bid 3S, showing five good spades (or six of them) and a desire to play a 5-2 fit. He will do this when he also is weak in hearts. After the 3S bid, if opener does not want to raise spades, he can continue with four of a minor (forcing). Responder can also bid 4H over 3H, to insist on a major with at least 6-5 shape and good suits. (Opener won't have x/x/AKxxxx/AKxxx or the like, because he rebids 3C with that over 1S. And otherwise, opener either has a minimum and rebids 3C over 2H, or he has a singleton honor in at least one of the majors, and so can stand to play in a major suit.)

1D-1S, 2C-2H, 3S: Forcing, three-card support for spades.

1D-1S, 2C-2H, 3NT: 0=4=(5-4) shape, any strength. This is why, as responder, you don't bid 2H unless you are willing to get to game when opener has four hearts. In normal methods, opener raises to 3H now, but since that bid is considered forcing, you might as well bid 3NT. It is more important to save the 3H bid, which leaves more room, for difficult hand types. After this, responder can of course pass. If he has a fit for one of opener's suits, he can bid 4m forcing, or 4H if he has four of them himself and only wants to play game. If he fits hearts and is interested in slam, he must try 5H as a general try in hearts, or 4NT as RKC for hearts.

Note that there is no need here to worry about what opener should do over 2H with any kind of 1=3=(5-4) shape. With that, he almost always rebids 1NT. If he chose to rebid 2C with, say, x/xxx/AKxxx/AQJx, he bids 2NT now to show the general shape and lack of a heart stopper. Opener can rebid 2C with this shape only when he has extra values; when he has a minimum, he *must* rebid 1NT the first time (because when he rebids 2C with 1=3=(4-5), he needs to be good enough to withstand an auction that drives to game when partner continues with 2H).

1D-1S, 2C- 2S: Natural, invitational. 6+ spades.

1D-1S, 2C- 2NT: Natural, invitational. Opener can try to sign off at 3m by bidding 3C now, which is nonforcing. Anything higher is a GF.

1D-1S, 2C- 3C: Natural, invitational. But note that as explained above, this (and 3D here) will occasionally be bid with only three-card support.

1D-1S, 2C- 3D: Natural, invitational.

1D-1S, 2C- 3H: Natural, invitational, at least 5-5 in the majors. With a forcing 5-5, bid 2H first.

1D-1S, 2C- 3S: Natural, forcing. At least six spades, of course.

1D-1S, 2C- 3NT: Natural.

- 1D-1S, 2C- 4C, 4D: Natural, forcing. Shows good shape to go past 3NT immediately.
- 1D-1S, 2C- 4H: Splinter for clubs. With 6-6 or so in the majors and game values, bid 2H first, and follow with more hearts (2H and then 3H is forcing by a UPH).
- 1D-1S, 2C- 4S: Natural. Usually a seven-card suit, but a good six-card suit is allowed if it seems the hand cannot play anywhere except spades.
- 1D-1S, 2D: Standard, almost always a six-card suit. But we would raise to 2S with three-card support more freely than some, so our 2D rebid tends to deny support. Bid 2D instead of the raise only with a minimum (less likely to miss a game). Also, with 6-4 in the minors, you should rebid 2D instead of 2C if you are minimum. Rebidding 2C with that shape should be done only if you are going to accept an invitation.
- 1D-1S, 2D- 2H: Not forcing. This promises 5-5 or better in the majors; with 5-4 only, you either pass 2D, or bid 2NT if you have invitational values, 3C with game values. To force, you must bid 3C. As usual, we try to allow responder ways to get out if he has a weak, shapely responding hand. Hands with both majors are important to be able to show without getting too high. This 2H bid can shade into what is normally considered an invitational responding hand, so opener can keep going over 2H if he has a good hand. Almost anything with four hearts should raise. Some hands with three hearts can raise too.
- 1D-1S, 2D- 2S: 9-12, invitational. At least six spades, of course.
- 1D-1S, 2D- 2NT: Natural, nonforcing, standard. Frequently a five-card spade suit. Continuations natural if opener does not pass; 3C is natural, nonforcing (responder will frequently have four or more clubs to bid 2NT); 3D is to play, anything higher is acceptance. Opener can make a delayed reverse into 3H to look for a 4-4 fit, as responder can have four hearts for the 2NT bid; something like KQ10xx/AJxx/x/Jxx would be typical.
- 1D-1S, 2D- 3C: Game-forcing by UPH. (If by a PH, 3C is a 4-6 or 5-6 canapé invite.) Does not have to be “real” clubs, since there is a shortage of forcing bids in this particular sequence. In fact, this is the bid used to find 4-4 heart fits. Over 3C, opener *must* bid 3H next any time he has four of them; if he does not, he bids 3NT with a heart stopper, or 3S with three-

card support, or 3D as a sort of stalling bid if he does not have anything better to do. Over 3D, responder can now bid 3H to show a heart stopper, and opener now bids 3NT only if he has clubs stopped.

In this auction, a later 4C bid by either partner is natural. Example: 1D-1S, 2D-3C, 3D-3S, 4C. Opener cannot bid notrump and doesn't like spades; his hand could be x/xx/AQJ10xx/KQxx facing AKJxx/xxx/x/AJxx, and when the club fit is found at the four level, we get to 5C.

- 1D-1S, 2D- 3D: Natural, nonforcing, standard. Frequently five spades. Continuations natural, stopper-showing or looking to get back into spades. It is also conceivable that after this start, we could back into a 4-4 heart fit. With x/KJxx/AKJ10xx/Jx facing AJxxx/Axxx/Qx/xx, the bidding would go 1D-1S, 2D-3D, 3H-4H (responder knows that if opener does not have four hearts, he will go back to 5D).
- 1D-1S, 2D- 3H: Natural, forcing, at least 5-5. With only four hearts, bid 3C. By a PH, this is 5-5 or better in the majors, invitational. Note that the 3H bid here is not invitational by a UPH, as it would be if opener had rebid 2C. This is because after the 2C rebid, a 4SF auction is available at the two level. After 2D, it is not, because we play that 2H is NF after a 2D rebid.
- 1D-1S, 2D- 3S: Natural, forcing, 6+ spades, and a good suit. DNEBAPH.
- 1D-1S, 2D- 3NT: To play. Opener will almost always pass.
- 1D-1S, 2D- 4C: Splinter for diamonds. We do not mind getting to 5D instead of 3NT, as long as we make game.
- 1D-1S, 2D- 4D: Forcing.
- 1D-1S, 2D- 4H: Splinter for diamonds. Bid 3H, then more hearts if appropriate, with a strong major two-suiter.
- 1D-1S, 2D- 4S: Natural, too strong for 4S response to 1D.
- 1D-1S, 2D- 5C and higher: Natural, or whatever they would be in standard. 5C is Voidwood for diamonds, showing a club void and trying for seven.

- 1D-1S, 2H: Natural reverse, nonforcing, guarantees extra values. (However, you do not bid 2H with every 4-6 hand that contains 14-15 HCP. 2H guarantees good diamonds, because the auction will frequently end in 3D. Opener must have a hand that would have bid 3D anyway except for the fourth heart.) The shape will always be at least 4-6 between hearts and diamonds; there is no 4-5 hand that bids this way. Responder can pass, and bids of 2NT, 3D, and 3H are nonforcing. A rebid of 2S by responder is invitational, as usual. 3C over 2H is 4SF and handles most hands that are going places. 4C over 2H would be a splinter. 4D would be natural and forcing, setting diamonds as trump (so that 4H over that is Redwood).
- 1D-1S, 2S: Natural raise, not forcing. Differs from standard practice in that we do not promise or even imply four-card support, as many do. We strive to raise with three, *if* unbalanced. Responder will usually continue with as many as a good ten HCP (although I have seen strong players pass successfully in this auction with as many as a balanced 11; count your losers). If responder does not pass now, he continues:
- 1D-1S, 2S- 2NT: Forcing, asking for a further description of opener's hand. (But it denies four hearts; always bid 3H now if you have real hearts.) This treatment was invented by Marty Bergen. Often a slam try, but can be looking for the best game, and can also be invitational only (thus, if neither partner shows extra values, the auction can stop at 3S). Opener's third bids and continuations are not particularly similar to the auctions 1D-1H, 2H-2S and 1D-1H, 2H-2NT, described above; the differences are due to the fact that responder has only one artificial bid available in the present auction. Sorry, but as responder you can't bid an invitational 2NT after this start (it is forcing by a PH as well). We get to contracts of three of a minor on many hands where opener rebids 3C, so while we lose some superior partscores of 2NT, we get them back on other deals. Responder is highly likely to have a four-card minor on this auction when he is invitational; he can't have five spades, since with that his invitational bid is 3S, and he can't have four hearts, because he would have responded 1H, so shapes like 4=2=3=4, 4=2=4=3, 4=1=4=4, 4=1=5=3, and 4=1=3=5 are common, and we cater to the possibility of getting out in a minor suit with these.

It is also the case on this auction that we will sometimes end up in a 4-3 major fit at the three level, when there is no game. This is not a particularly desirable situation to end up in. Recall that when the auction

starts 1D-1H, 2H, we *never* have to play 3H in a 4-3 fit. It is not possible to arrange things this way when the major suit is spades, because there are fewer bids available after a raise. Remember that whenever you open 1D and partner responds 1S. You should be less willing to raise with three than you would be if the response had been 1H, for this exact reason. There are many fewer game-try auctions available after a raise to 2S, and it is harder to get out in the correct partscore. Consequently, opener should prefer to rebid 1NT with a balanced hand if it is at all reasonable.

Opener now bids:

- 1D-1S, 2S-2NT,      3C: Second suit of clubs, short hearts, only three spades. The only possible shapes are 3=1=5=4, 3=1=4=5, 3=0=6=4, 3=0=5=5, and 3=2=4=4 (but try not to have this one very often; rebid 1NT if you can). The bid shows a minimum, since our practice with these shapes and a good hand is to rebid 2C and support spades later (or raise to 2S and show a balanced maximum later, if the shape is 3=2=4=4). Consequently, 3C is not forcing. The auction can and will end here if responder wishes it to, and he can also bid 3D now to sign off in that suit. 3S would also be a signoff, probably with 4=3=3=3 shape. A 3H bid over 3C is a game force, asking for a further description of opener's hand, and usually means one of two things: Either responder is looking for a singleton (or doubleton, which is unlikely) honor in opener's hand to help the stopper situation for 3NT, or he wants to know which is opener's longer or better minor, because responder wants to play in a minor-suit game (a hand like QJxx/xxx/AKx/Axx would do this; the spades are not strong enough for a 4-3 fit). Opener then bids 3NT with something in hearts, four of a minor to emphasize length and strength in that suit, or 3S if not sure (he would do this with 3=2=4=4 shape). Over 3C, responder can also continue with an immediate bid of 4C or 4D, forcing and setting that suit as trumps instead of spades. 4H is the bid over 3C to show a slam try in spades, 4S is to play, and 4NT would be keycard in spades.
- 1D-1S, 2S-2NT,      3D: This is artificial, and shows one of two hand types, both of which have only three-card support for spades: a balanced minimum, or a hand short in hearts with a maximum (this means all of the same shapes that are shown by a 3C rebid over 2NT, and also shapes like 3=1=6=3).

1D-1S, 2S-2NT, 3D-	3H: Asks which of the two hand types opener has. It also guarantees that responder has only a four-card spade suit.
1D-1S, 2S-2NT, 3D-3H,	3S: Balanced minimum. Responder can pass now. He can also bid 3NT (or 4NT, natural, if strong enough) or 4S to play, or can go looking for a minor-suit fit now by bidding 4C or 4D. Over 4C, opener would either show that he has diamonds but not clubs (e.g. 3=2=5=3 shape) by bidding 4D, or show a club fit by bidding anything else (although a bid of 4S would be passable by either player in this auction). Over a 4D bid by responder, opener would show a diamond fit by bidding 4H or 5C, or go back to 4S without one. Please note that a heart fit is impossible on this auction. Also note that opener has to have length in at least one of the minor suits.
1D-1S, 2S-2NT, 3D-3H,	3NT: Short hearts, maximum hand. Responder can now pass, or look for a minor-suit fit as above.
1D-1S, 2S-2NT, 3D-	3S: Forcing, 5+ spades, sets spades as trump, Fred auction. Opener shows a Fred minimum now by bidding 3NT, which means he has the balanced minimum option. With a maximum short in hearts, he bids something at the four level.
1D-1S, 2S-2NT, 3D-	3NT: Wants to play 3NT regardless of what opener's hand type is.
1D-1S, 2S-2NT, 3D-	4C, 4D, 4H: Undefined. Responder would usually ask opener's hand type via the 3H or 3S bids before exploring at the four level.
1D-1S, 2S-2NT, 3D-	4S: Wants to play game in spades regardless of opener's hand type.
1D-1S, 2S-2NT,	3H: This is artificial, and shows that opener has short clubs with only three-card support. (3=4=5=1 or 3=3=6=1 would be typical.) The strength can be either minimum or maximum.



- 1D-1S, 2S-2NT, 3H- 3S: Responder wants to get out in 3S facing a minimum. Opener can pass now, or continue with 3NT if he has extras (Responder may be unwilling to pass this if he has weak clubs, and can place the contract elsewhere if he likes; presumably he can't want to bid anything except 4S or 5D if he does pull).
- 1D-1S, 2S-2NT, 3H- 3NT: To play, regardless of opener's strength. Responder has good club stoppers.
- 1D-1S, 2S-2NT, 3H- 4C: Responder does not want to play notrump, and is interested in playing diamonds instead. The 4C bid is game-forcing, and asks opener to reevaluate his hand for diamonds. Opener bids 4D with a relatively weak hand, something higher if he likes the suit. 4S is still a possible contract here. The partnership has rejected notrump, so a 4NT bid by either partner is RKC for diamonds.
- 1D-1S, 2S-2NT, 3H- 4D: NF. Responder rejects notrump; he has at least three diamonds, but not enough to bid game himself. Opener can bid again here with extras, of course.
- 1D-1S, 2S-2NT, 3H- 4H: Slam try in spades, showing a fifth card there.
- 1D-1S, 2S-2NT, 3H- 4S: To play.
- 1D-1S, 2S-2NT, 3S: Four spades, minimum, balanced. Not forcing. Responder can bid 3NT now, which is a serious 3NT, trying for a spade slam, or he can control-bid at the four level, non-serious, for the same purpose. (This is considered a Fred auction; after finding the 4-4 spade fit, we can't play 3NT. If responder has a hand with which he wants to suggest 3NT even if opener has four-card support for spades, he can bid 3NT over 2S.)
- 1D-1S, 2S-2NT, 3NT: Three spades, maximum balanced or semibalanced (6322 type). 4C and 4D are both natural now; if responder bids 4C, opener needs at least four cards in the suit to accept clubs (he goes back to 4S, NF, if he doesn't have them, or can bid 4D naturally to show five or more of those; to accept clubs, he can bid 4H as a control-bid for hearts, or 4NT as a substitute control-bid for

diamonds, or just raise to five), and also needs four diamonds to accept that suit as trumps (also goes back to 4S without them). 4H over 3NT is the bid to show a slam try in spades.

1D-1S, 2S-2NT, 4C: Club splinter, four-card support. There is no way to distinguish minimum from maximum immediately when showing the splinter type (although there is not much difference anyway, in context, since you already refused to raise 1S to 3S). You are going to game regardless. Spades are assumed to be trump now; bids of other suits are controls.

1D-1S, 2S-2NT, 4D: A special bid to show exactly 4=2=2=5 shape, with game acceptance. Opener alerts responder that he has a good hand, but that his minor is really clubs, not diamonds. This could help responder to reevaluate. We use this auction because our style demands opening 1D with 4=2=2=5 and we need to be able to show clubs somehow. Don't forget this one. In the analogous auction where the initial response was 1H, this is a substitute splinter; here, it isn't.

1D-1S, 2S-2NT, 4H: Heart splinter, four-card support.

1D-1S, 2S-2NT, 4S: A fourth spade, game acceptance, balanced or semibalanced. But not 4=2=2=5, which bids 4D now.

Opener does not bid higher than 4S over the 2NT bid.

1D-1S, 2S- 3C: Invitational, typically showing 4-6 in the blacks. Opener can pass, but should bid 4S if he has four-card support and any kind of values for suit play. Returning to 3S is to play. Opener can also look for 3NT if he has acceptance values and only three spades. Minor-suit games are conceivable also.

1D-1S, 2S- 3D: Nonforcing game try, five-card diamond support.

1D-1S, 2S- 3H: Forcing, but possibly only invitational values; responder thinks hearts might be a better spot than spades (opener can easily have four hearts). Continuations natural. Advance control-bids accept hearts. 3NT is natural.

If opener wants to play spades, he must either bid 3S, nonforcing and showing a minimum, or 4S, showing extras and trusting responder to keep going if there is a slam. If opener does have four hearts, he will always raise, even with a minimum; even though responder may have only invitational values, we will take a chance on game because of the known double fit. Otherwise, the auction would have to be defined as nonforcing, which is too restrictive.

1D-1S, 2S- 3S: Generalized game invitation, but promises a fifth spade. Opener continues naturally.

1D-1S, 2S- 3NT: Suggests alternative game, with something in clubs and hearts. Opener can pull to 4S, of course. Responder suggests 3NT as an alternative game only in this way, because if he starts with 2NT, 3NT could end up being “serious,” as over a 3S reply.

1D-1S, 2S- 4C, 4D, 4H: Self-splinter, trying for spade slam. Standard from here.

1D-1S, 2S- 4S: To play.

1D-1S, 2S- 4NT: RKC 1430 for spades.

1D-1S, 2NT: Exactly three spades, long and strong diamonds, at least game-invitational values. Opener has a hand that is worth 3D, but with spade support. This bid can also be made with 3=4=6=0 shape; responder cannot have four hearts unless he also has five spades. Responder continues:

1D-1S, 2NT- 3C: Something in clubs; the initial meaning is a stopper, looking for 3NT, but if responder then goes back to 4S he shows a slam try, too strong to just sign off in 4S. Continuations natural. If responder has a good diamond fit, he can set diamonds as trumps by jumping to 4D over 2NT.

1D-1S, 2NT- 3D: Prefers diamonds to spades for the partial. Opener must pass.

1D-1S, 2NT- 3H: Something in hearts; slam try if responder goes back to 4S over 3NT.

1D-1S, 2NT- 3S: A fifth spade, but not enough to bid game.

1D-1S, 2NT- 3NT: To play.

1D-1S, 2NT- 4C: Self-splinter for spades. Responder has 5+ spades and is slamming.

1D-1S, 2NT- 4D: Prefers diamonds, forcing. Probably only four spades.

1D-1S, 2NT- 4H: Self-splinter for spades.

1D-1S, 2NT- 4S: Signoff. Not interested in slam.

1D-1S, 2NT- 4NT: RKC 1430 for spades.

1D-1S, 3C: Natural, at least 6-5 minors, non-forcing. Continuations analogous to 1D-1H, 3C. 3D is non-forcing, 3H and 3S are forcing. Here also, bids of 4C and 4D are forcing.

1D-1S, 3D: Natural, invitational, not three spades (also not four hearts; reverse to 2H with that). Continuations analogous to 1D-1H, 3D. Responder must pass 3D to end the auction. Any other call is game forcing.

1D-1S, 3H: Good 5-6 or better. Opener is more or less insisting on one of his suits, unless responder has independent spades, in which case he will of course keep bidding them, or unless responder can bid 3NT. Something like x/AKxxx/KQJxxx/x is typical. The 3H bid is not technically forcing since responder can have a very weak hand for his 1S bid, but it would be rare for 3H to be passed.

1D-1S, 3S: Standard Precision invitational raise. Now, 3NT by responder asks for shortness. Over that, 4C is short hearts, 4D is no shortness, 4H is short clubs (ascending numeric responses).

1D-1S, 3NT: Void-showing splinter. 4C asks which, and 4D is hearts, 4H is clubs (ascending numeric responses).

1D-1S, 4C: Direct singleton splinter for spades, showing short clubs. Four or four and one-half losers (five-loser hands typically raise to three only).

1D-1S, 4D: 4-6 or 4-7 in spades and diamonds.

1D-1S, 4H: Direct singleton splinter, short hearts.

1D-1S, 4S: 5-6 in spades and diamonds.

1D- 1NT: 6-10 HCP, no four-card major, no singleton except perhaps in diamonds, unsuitable for any other response. With 6-9 HCP and a 6331 type and long clubs, always bid 3C (WJS) if the singleton is in a major, but 1NT is acceptable with a stiff diamond. Unfortunately, there is a problem hand type here. With, e.g., x/Kxx/Kxxx/Qxxxx, no response is appropriate. Notrump is out with the singleton. Any diamond raise risks a 4-2 fit. A club bid at any level is also wrong. We do not bid three-card majors at the one level, in this or any other situation. So with this hand, we pass 1D. There is almost certainly no game, and immediate disaster is avoided. (This treatment appears to have expert endorsement, since I once saw Meckstroth pass Rodwell's 1D opening with a similar hand.)

After the 1NT response, opener can pass, of course, or continue:

- 1D-1NT, 2C: Natural, nonforcing. May well be 4-4 in the minors. Can also be something like (4-1)=5=3, bidding a three-card club suit. (2M here shows shortness in the other major; see below.) Responder takes his best guess as to which minor to play in.
- 1D-1NT, 2D: Wants to play here. Almost always a six-card suit. Responder will usually pass now, but can go on with a maximum and a good diamond fit.
- 1D-1NT, 2H: Singleton spade (or void, but it is unlikely opponents will not have bid spades by now with that). Extra values. Responder now tries to place the contract. We bid the opposite major to the one in which the shortness exists, to make it more difficult for the opponents to come in. Bidding the shortness itself would allow them a cheap and safe double to show length/values in the suit.
- 1D-1NT, 2S: Singleton heart.
- 1D-1NT, 2NT: Natural invitation, based on long diamonds.
- 1D-1NT, 3C: Both minors, invitational (14-15 HCP). This does mean that there is no bid in this auction to show club shortness, but this is rarely necessary facing a 1NT response, which tends to show clubs. Please note that you do not have to have 6-5 shape to bid 3C here, as you would after a 1H or 1S response; here, responder has guaranteed support for one of the minors by responding 1NT.

1D-1NT,      3D: Natural invitation.

1D-1NT,      3H, 3S: 6-5 type. Don't show the major unless you have five of them, and then the hand is worth getting a bit high. (You will have a strong hand to bid this, since minimum 5-6 major/minor hands open one of the major.) 4D is the signoff spot, so a bid of 4D from either side is to play. The 3M bid is a one-round force.

1D-      2C: 10+ HCP, 5+ clubs (usually), invitational or better values, but not game forcing. The most common hand type that does not contain five clubs is one with 4-4 in the minors, 3-2 either way in the majors, game forcing, and majors not strong enough to want to bid notrump immediately. With that hand, you intend to support diamonds next. A 3=3=3=4 hand can also respond 2C, if it wants opener to bid the notrump.

Some people play that 1D-2C is a game force by an unpassed hand. The people who do this say they are "being consistent," because they play that 2/1 by a UPH is game-forcing when the opening bid is in a major suit, and this way, all 2/1 responses are game-forcing. But there is no value in making two fundamentally different situations be "consistent." 2/1 GF over a major is playable because a forcing notrump response is available, and also because three of a lower-ranking suit is available as a limit jump shift. 1D-1NT is not forcing, and 1D-3C is not invitational in our style, so there are not enough bids available to make the system work if a 2C response is game-forcing. The people who play this way must never hold AJx/Qxx/x/K10xxxx. It is conceivable that you could respond a natural and nonforcing 1NT or 2NT with that hand, but it must be obvious that never bidding the clubs at all will often lead to the wrong partscore. A limit jump shift response of 3C is also possible, but then you lose when partner has a stiff or void club. Even worse is a responding hand like AJx/x/Qxx/K10xxxx. Now the notrump bids are ridiculous, and so is any diamond raise. I suppose you could also respond with a LJS of 3C with that hand, but you will lose when partner does not know whether or not to go back to 3D with a five-card diamond suit. (I have heard of people responding 1S with this hand. The horrors of this treatment are too ghastly to be described here.) As the following text shows, it is quite easy for responder to distinguish later on between his game-forcing and his invitational hands when he just responds 2C with all of them.

1D-2C,      2D: Five or more diamonds, minimum, not forcing. This treatment permits us to get out very low on many hands where there is no game; responder normally passes with a minimum 2C response and two or more

diamonds (unless he has long, strong clubs, and is willing to get to the three level to play in his own suit). If responder does not pass, continuations are as follows:

1D-2C, 2D- 2M: Quasi-natural and a game force (opener can have a four card major here, but can only raise to three initially, as responder may or may not have four).

1D-2C, 2D- 2NT: Natural, nonforcing.

1D-2C, 2D- 3C: Nonforcing. I suppose that someday you will hold xx/xx/xx/AKQJxxx in this auction, and wish that a 3C rebid were forcing. If you do get this hand, you can try 2H now, faking the stopper.

1D-2C, 2D- 3D: Forcing.

1D-2C, 2D- 3M: 6-5 type, forcing.

1D-2C, 2D- 3NT: To play.

1D-2C, 2D- 4m: Sets suit, forcing, slam try. The cheapest bid over that by opener (including 4D over 4C) would be Redwood.

1D-2C, 2H: An artificial bid, showing a minimum in high cards (but not with five or more diamonds, which bids 2D now). May or may not contain one or two four-card majors; may or may not have club support. Continuations:

1D-2C, 2H- 2S: Also artificial; initially, this shows a minimum by responder, and expresses a desire to get out in a partscore. Accordingly, at this point opener does not bid higher than 3C unless he has a hand with extraordinarily good playing strength.

However, responder can also bid 2S with game-going hands where he does not want to bid notrump first, and also does not want to rebid 3C. This includes many unbalanced hands with a four-card major, such as AKxx/x/Qx/AQxxxx. Here, responder bids 2S and then follows with 3S in most auctions to show his four-card suit (with AKx/x/Qx/AQxxxxx, he could rebid 3C, forcing, over 2H, leaving it up to opener to show a heart stopper).

- 1D-2C, 2H-2S, 2NT: No fit for clubs. This includes all balanced hands with fewer than four clubs, and also includes such hands as KQxx/Axxx/QJxx/x. Responder is allowed to pass now, and he can also bid 3C, showing a minimum with long clubs such as Kxx/xx/xx/KQJ10xx (opener will pass this). If responder actually has a game-forcing hand, he bids 3M, natural, over 2NT to look for a 4-4 major fit, or he can bid 3D, which is artificial and asks for major-suit stoppers (diamonds are presumed to be stopped on this auction). Of course, responder will often raise 2NT to 3NT.
- 1D-2C, 2H-2S, 3C: Opener has a fit for clubs, at least four of them. His hand may be balanced or unbalanced, with (4-1)=4=4 shape being typical of the unbalanced variety. Here, as after the 2NT rebid, responder can pass with a minimum, or continue 3M to look for a 4-4 major fit, or can bid 3D to explore for major-suit stoppers. He can also bid 4C to set clubs as trump, or 4D as Redwood for clubs.
- 1D-2C, 2H-2S, 3D: This special bid states that opener has an extraordinarily good fit for clubs, shortness in one of the majors, and fewer than four cards in the other major. A typical hand might be AQx/x/Axxx/QJxxx (remember that all of these auctions are in the context of opener's having a minimum in high cards; the 2H rebid denies holding 14-15 HCP). The idea is to avoid having responder pass a 3C bid when game is actually cold. Over 3D, responder would normally relay with 3H to find the location of the shortness, and opener would show it via ascending numeric (3S = short spades, 3NT = short hearts). After that, responder would normally place the contract, either by passing 3NT or by bidding some large number of clubs. He could also attempt to sign off in a partscore by bidding 4C, or bid 4D, Redwood for clubs.
- 1D-2C, 2H-2S, 3M: This special bid states that opener has four cards in the major, and also has 5-4 either way in the minors; hence a void in the other major. At this point, responder can bid any number of clubs, natural and nonforcing, or can bid 4D, Redwood, look for slam in clubs. Of course, responder can also have a fit for opener's major. If he does, he can raise to four, or can bid opener's void (3S over 3H, 4H over 3S) to state that he is interested in slam in the major.



1D-2C, 2H- 2NT: Natural, game forcing. Opener continues naturally, showing club support if he has it. He can also bid a major suit, which is natural. With something like KQxx/Kxxx/KJxx/x facing Axxx/Ax/xx/AJxxx, the spade fit would be found with the following auction: 1D-2C, 2H-2NT, 3H-3S, 4S. After the 2NT bid by responder, either partner can bid major suits up the line. If the hands were KQxx/x/KJxx/Kxxx facing Axxx/Kx/xx/AJxxx, the bidding would go 1D-2C, 2H-2NT, 3C-3S, 4S. In this particular auction, 3M over 3C guarantees a real suit and asks for a raise; responder bids 3D to ask opener to bid stoppers up the line, without looking for a 4-4 fit in a major.

Note that when responder bids either 2S or 2NT over 2H, it is possible to find a 4-4 fit in a major later; whether responder bids 2S or 2NT depends largely on whether or not he wants to be declarer in notrump if no major-suit fit is found.

1D-2C, 2H- 3C: Natural, forcing. In this specific auction, if responder wanted to stop in 3C, he would bid 2S over 2H. He also denies holding a four-card major.

1D-2C, 2H-3C, 3D, 3H, 3S: Opener is in doubt about bidding 3NT, and shows stoppers up the line. (The 3S bid denies stoppers in the red suits; perhaps opener has AKQJ/xxxx/xxx/Qx.) Further bidding is natural.

1D-2C, 2H-3C, 3NT: To play.

1D-2C, 2H-3C, 4C, 4D: Both of these show extraordinary playing strength for clubs within the context of a minimum hand. They show singletons in the corresponding major. A typical hand for a 4D bid might be x/Axx/Axxx/KJxxx. The next step over either 4C or 4D by responder is Redwood.

1D-2C, 2H-3C, 4H, 4S: Similar to 4C and 4D above, but showing a void in the bid major. Again, the next step is RKC for clubs.

1D-2C, 2H- 3D: Natural, game-forcing, four-card support. Denies holding a four-card major. DNEBAPH. Opener can now bid 3M to show a stopper, 3NT to show stoppers in both majors, 4C to confirm that clubs will be trumps (at this point, opener can still have as few as two diamonds and as many as

five clubs), or 4D to confirm that diamonds will be trumps. Further bidding is general principles, with Redwood in effect for whichever minor suit is agreed.

- 1D-2C, 2H- 3H: Natural, a *five*-card heart suit, hence a 6-5 type. Responder doesn't want to miss a 5-3 heart fit if opener is balanced with three hearts. Recall that responder bids 2S or 2NT over 2H, then bids hearts later, if he wants to check for a 4-4 heart fit. Now, a raise to 4H by opener is natural. If too strong for this, opener can bid 4S, Kickback (likely to be appropriate, as responder must be at least 5-6 to bid this way). He can also bid 4C to prefer clubs, or try 4D as an advance control-bid for hearts (opener cannot want to play diamonds on this auction). 3S followed by pulling to hearts later would also show an advance control-bid.
- 1D-2C, 2H- 3S: Natural, five-card suit. Bid 2S or 2NT, then 3S, to show four. Continuations are analogous to those after the 3H rebid, above.
- 1D-2C, 2H- 3NT: Natural. As usual in situations where responder can bid a forcing and natural 2NT, jumping to 3NT is a slam try, typically showing 17-19 HCP.
- 1D-2C, 2H- 4C, 4D: Natural slam tries in the suit bid; invites partner to use Redwood or control-bid. Since both 3C and 3D are forcing here, these bids show shapely hands.
- 1D-2C, 2H- Higher bids: Do not exist.
- 1D-2C, 2S: Artificial, game force, at least one four-card major. Natural continuations, with bids of majors at the three level directed toward finding fits. But responder uses the same trick of bidding 2NT first with a four-card major, and showing five if he bids a major suit at the three level directly over 2S.
- 1D-2C, 2NT: Balanced, game-forcing (14 or 15 HCP). Denies a four-card major (bid 2S now with that). Guarantees real diamonds, at least four of them, because if opener lacks a real major suit and also lacks four diamonds, he can raise to 3C here if he has extras. Responder can now show a five-card major by bidding 3M, and can bid 3C or 3D, forcing, with doubt about the major-suit stopper situation for notrump (or, of course, with a slam try; but a slam-try hand that knows which minor is to be trump can jump to four

now; to do this with a self-sufficient suit of your own, your suit should be truly solid or headed by KQJ10, because the next bid after the jump is defined as Redwood).

- 1D-2C, 3C: Natural, forcing raise with 3+ clubs, 14+ HCP. Opener denies a four-card major. Further bidding is natural. Responder's 3D now is natural with 3+ diamond support.
- 1D-2C, 3D: Natural, 6+ diamonds, good suit, maximum, game-forcing, denies a four-card major. Tends to deny three-card club support, as raising to 3C is usually better with that (over a 3C raise, responder will usually go back to 3D to show three-card diamond support if he has it, so a diamond fit will not be missed, and showing the club support could be important for a slam). Natural continuations.
- 1D-2C, 3H: 5-6 hand type. Natural. Over this, a fourth-suit bid of 3S, followed by 4H, shows a slam try in hearts.
- 1D-2C, 3S: 5-6, natural. Over this, a fourth-suit bid of 4H shows a slam try in spades.
- 1D-2C, 3NT: Solid diamonds, major stoppers, no interest in clubs.
- 1D-2C, 4C: Big support for clubs, perhaps a 1=1=6=5 hand.
- 1D-2C, 4D: Redwood for clubs. This bid is not needed to show diamonds, because you can bid 3D with all strong diamond hands, to keep the bidding lower.
- 1D-2C, 4H, 4S: Splinters for clubs, very strong.

Opener does not need to bid higher than 4S over the 2C response.

- 1D- 2D: Inverted raise, 10+ and no four-card major. Usually five-card support, at least. NF if by a passed hand. But occasionally, responder must bid 2D with only four card support in a hand that is too good for 1NT and not suitable for 2NT, e.g. xxx/Qx/AQxx/QJxx.
- 1D-2D, 2H: Artificial. Shows a minimum balanced hand with at least three diamonds, a typical weak notrump type. (But the bid also includes 6322

types, if truly minimum; be aware that the extra diamonds may constitute a source of tricks for notrump, so bidding 2H with 6322 suggests that the side suits do not contain aces, or that the diamonds are weak, or both.) Over this, responder bids stoppers (but not 2S now) if he wishes, or can bid notrump naturally (2NT not forcing), or can sign off in 3D. Responder can also bid 2S over 2H, which, like the 2S bid in the auction 1D-2C, 2H-2S, asks opener to bid 2NT next. This maneuver is important for placing the notrump declaration in the correct hand. Responder will frequently do this when he has raised to 2D with only four-card support, because he is weak in one of the majors and didn't want to respond in notrump directly.

There are two other reasons responder can puppet opener into 2NT. One is to be able to bid 3C next to force a signoff in either minor at the three level; responder will have something like 4-5 shape in the minors to do this. The other reason is that sometimes responder will have a hand that wants to try for slam in diamonds now that he knows opener has three of them. By puppeting and then bidding 3D, 3H, or 3S, responder shows a slam try with shortness (3D shows club shortness). Puppeting followed by 4D would show a balanced slam try, asking for cuebidding, with 4H next by opener being Redwood and 4NT a substitute for hearts. Puppeting followed by 4C would show the same, with responder wanting for some reason to show his club control (probably implying he is missing a control in one of the majors).

If opener bids 2H opposite a passed hand, he is showing a hand good enough to think game is at least possible, since he would pass 2D (or bid 2NT to show a doubleton) with no hope of game.

1D-2D, 2S: Artificial, minimum with a singleton or void. Over this, responder relays with 2NT if he wishes, and opener shows the shortness (via the ascending numeric pattern, so that 3C is short spades, 3D is short hearts, and 3H is short clubs). Or, over 2S, responder can attempt to sign off in 3D; if opener wants to keep bidding, he shows his shortness, again via ascending numeric (3H = spades, 3S = hearts, 3NT = clubs). But in this auction, bear in mind that clubs can be a better suit to play in than diamonds (diamonds could be only a 3-4 fit, if responder has chosen to raise with only four). So a 3C bid by responder over 2S is natural and nonforcing, and a 4C bid by either partner later on (say, after a distributional relay) is natural (and forcing), an attempt to suggest an alternative trump suit.

1D-2D, 2NT: Balanced minimum opening, but only two diamonds. Shape can be 4=4=2=3, 4=2=2=5, 2=4=2=5, 4=3=2=4, or 3=4=2=4. Opener is warning that there may not be a real diamond fit. Responder can now pass, or attempt to sign off in 3C (opener is known to have short diamonds here, and responder can be 5-5 or 4-5 in the minors, minimum) or 3D anyway, or bid a major, which is typically a stopper. A jump to 4C is forcing, checking for four or more clubs; opener bids 4D if he doesn't have them, something else if he does. If opener bids 4D over 4C, a bid of 4NT by responder is to play. Responder can also bid 4D over 2NT to show a balanced slam try, or 4H as Redwood. (He shouldn't need to make a delayed splinter in this auction, since if his diamond were good enough to play opposite a doubleton, he would have splintered already.)

1D-2D, 3C: Balanced or semibalanced, but with at least three diamonds, and values to accept game. Responder presses on with three notrump, or can show stoppers at the three level. A 3D bid over 3C shows a *club* stopper. This is a QGF auction, which can die at 4D if nobody can bid 3NT. As usual, if someone bids 4C later on, it means that he is trying to get to a better trump suit than diamonds. This time, the 4C bid is not forcing (because two fast losers in an unstopped major, plus another loser elsewhere, are likely).

Responder also has the ability to jump to the four level to show an immediate slam try over 3C. A bid of 4D would be a balanced slam try in diamonds, while 4H would be Redwood. Bids of 4C, 4S, and 4NT over 3C would all show shortness, with 4NT being substitute shortness for hearts. These bids all allow a final contract of 4NT (because if responder wanted to force to six, he wouldn't need to ask opener's degree of fit facing his shortness, and he can't be investigating seven, because he has to use keycard if he wants to do that).

1D-2D, 3D, 3H, 3S: Shortness-showing in a good hand. The 3D bid shows short clubs, and the majors show shortness in the bid major (ascending numeric is not used here because 2D did not specifically ask for shortness). Continuations are common sense for the most part. But bear in mind that opener may bid, say, 3H with something like 4=1=3=5 shape, and responder may have raised with only four-card support. For this reason, a bid of 4C by either partner in such auctions is an attempt to get to clubs instead of diamonds; responder may have 3=3=4=3 or (3-2)=4=4 shape. The 4C bid would be forcing, because responder presumably has little

wastage facing opener's short major, which implies that 5m should be playable if the right suit can be found. With AQxx/x/Kxx/KQxxx facing Kxx/xxx/Axxx/Axx, the bidding might go 1D-2D, 3H-3S, 4C-5C, P. Here, the 3S bid was a control-bid, and a 4H bid over 4C would have been Redwood, accepting clubs as trump, if responder had had the hand for it.

1D-2D, 3NT: Balanced acceptance, but only a doubleton diamond. Over this, 4C is checking back for a delayed club fit. Opener would bid 4D if 4=4=2=3. Again, 4NT over that is to play.

1D-2D, 4C, 4H, 4S: Second five-card suit, forcing. Diamonds are still the agreed suit; opener is showing his shape for slam purposes. Over any of these bids, the next step is Redwood/RKCB for diamonds.

1D- 2M: WJS. Opener's continuations are analogous to those in the auction 1H-2S. 3M is invitational (max with three-card support); 2NT shows solid diamonds (AKQJxxx) and invites 3NT if responder has something on the side, not in his major; bids of 4C and jumps in the other major are splinters; and 4M is to play. Here, if the auction goes 1D-2H, 2S, opener is showing a 6-5.

1D- 2NT: Balanced, invitational. Responder will of course not have a four-card major, and will probably not have a five-card minor (it would normally be better to show the minor suit by responding 2C or 2D, which makes it easier to stop at a partial of 3m when that contract is superior to 2NT). This 2NT response usually works well enough, but it can be embarrassing when it wrongsides the notrump. This is particularly likely to happen when responder has xx or xxx in a major, as he sometimes will. (But if responder has four-card diamond support, he can choose to raise to 2D initially.) When responder has *two* unstopped majors, that is probably going too far. With xxx/xxx/Axx/AQJx, respond two clubs instead. Partner may rebid 2D, nonforcing, or he may rebid 2H, showing a minimum, which allows you to continue with 2S, asking him to bid 2NT. Similarly, with xxx/xxx/AQJx/Axx, respond 2D and try to get partner to bid notrump first.

Opener's continuations after the 2NT response are mostly analogous to those after a 1NT response, except one level higher. Thus, a 3C or 3D rebid is natural and NF, bids of 3M show shortness in the other major, and bids of 4M are 6-5 hands. A rebid of 4C is a forcing minor two-suiter, probably with 1=1=6=5 shape, since with only one major-suit singleton, opener could show it at the three level first. A rebid of 4D is also forcing, and showing shortness in *clubs* (opener

must have a singleton or void to want to go past 3NT; with, say, 2=2=7=2 shape, he just raises to 3NT).

- 1D- 3C: Natural clubs, 0-9 HCP, at least 6 clubs, NF. WJS, not LJS. This is not a mandatory bid with every hand that fits the above description. You are allowed to pass 1D instead if, for whatever reason, you do not want to bid 3C. However, research and experience suggest that bidding 3C is usually best. Opener's most common hand type for a 1D opening is a weak notrump, facing which getting to 3C is OK. Opener also can very well have a big club fit. And the bid makes it that much more difficult for the opponents to bid a major, or to find the right level if they do.
- 1D-3C, 3D: To play. "My diamonds are better than your clubs." Responder can raise with a fit.
- 1D-3C, 3H, 3S: Mini-splinters (meaning some extra values, but not a void; with a void, bid 4M) for clubs; at least three-card support. Continuations natural. Bids at the four-level, other than in clubs, are control-bids for clubs (but 4D by responder now would be Redwood for clubs, with 4NT being a substitute control-bid in diamonds).
- 1D-3C, 3NT: Something like Ax/Ax/Axxxx/Kxxx. Responder can run out to 4C if he wishes, as even though opener is showing the "perfect hand," responder can still have a zero count.
- 1D-3C, 4C: Big club fit, but no major singleton to show. Not forcing.
- 1D-3C, 4D: Club raise, also lots of diamonds. Perhaps 1=1=6=5. I don't expect this to ever happen, as the opponents will be in the auction when opener holds this hand type.
- 1D-3C, 4H, 4S: Void-showing splinters for clubs. Over either of these, the cheapest bid by responder would be Redwood for clubs.
- 1D- 3D: Standard preemptive raise, 0-9. You should have a hand that does not think it is at all likely for the partnership to be able to make 3NT, bearing in mind that opener can have a balanced fifteen that most people would have opened 1NT. Five-card support is OK for the bid, although you can pass 1D with some hands if it seems unwise to propel the partnership to the three level, particularly when you

are vulnerable. Qx/Qxx/xxxxx/xxx could pass here, although a raise to 3D could certainly work.

Over the 3D raise, opener can bid 3H, 3S, or 4D to show shortness (4D shows shortness in clubs) and try for 5D. With a real two-suiter and 6-5 or better shape, bid 4H, 4S, or 5C if you want to show the second suit. (It is very unlikely that you will have an uninterrupted auction when opener holds these hands.) Opener should not rebid 3NT, which in principle you are not supposed to be able to make. It gives the opponents an opportunity to get back into the auction with a double.

- 1D- 3H, 3S, 4C: Splinter raises of diamonds, bidding the short suit. These bids show six-card support. If the splinter is in a major, opener's rebid of 4C is not a control-bid; rather, it shows clubs longer than diamonds and suggests a different trump suit. Opener's shape could be (for a 3S response) xxx/Axx/Kx/AKxxx facing x/KQx/Axxxxx/QJx, when 6C is the correct contract and 6D has no play.
- 1D- 3NT: 12+ to 17 HCP, no four-card major, balanced, all stopped. Any suit by opener at the four level now is natural and forcing, looking for slam (a bid of a major would show five). A jump to 5C over 3NT would be Super Gerber, since a raise to 4NT is natural (but showing long diamonds). The SG responses are: 0 or 3; 1 or 4; 2.
- 1D- 4D: Standard preempt.
- 1D- 4H, 4S: Standard preempts. Responder cannot stand to play any other suit, so his suit is agreed for RKC or control-bidding purposes. If made by a PH, these are fit-showing (perhaps a 6-6).
- 1D- 4NT: Undefined.
- 1D- 5C, 5D: Standard preempt.

### **COMPETITIVE BIDDING AFTER A 1D OPENING**

If the 1D opening is doubled, responder must be aware of the possibility of a penalty pass. He should not pass unless he has some diamond length. If he does not, he can show a suit. We use the Rodwell-Meckstroth technique. Redouble shows hearts; 1H shows spades; 1S is a transfer to notrump (useful for keeping the takeout doubler on lead if the final contract is in notrump). 1NT is a transfer to clubs, 2C is a diamond raise



with good (10+ HCP) values, equivalent to an inverted raise in an uninterrupted auction (but here, the bidding can end in 2D). 2D is a weaker raise, 6-9 HCP with five or more diamonds. 2H and 2S are weak, as usual. 2NT does not exist (you would respond 1S with any balanced hand, and weak diamond raises bid 2D or 3D, while a diamond raise with invitational or better values begins by bidding 2C here). 3C is weak, 3D is weak. 3H, 3S, and 4C are splinters (rare), and 3NT is to play.

After the one-level transfer responses (XX and 1H) to show hearts or spades, opener, if allowed, can bid 1M to show three-card support, or four with a weak hand. Jumping to two of the suit is mildly invitational. Jumping to three is a true invitation.

If responder passes the double and then doubles whatever the opponents settle in, that is a penalty suggestion, usually four pieces. It is equivalent to standard where responder redoubles and then doubles the runout.

If responder passes the double and so does the next opponent, opener can pass too with four decent diamonds or better. He expects partner to have some support (although a hand like xxx/xxx/xx/xxxxx is possible, since it seems dangerous to transfer out to clubs with that). Opener can also redouble for a runout if he wishes, or bid a new suit. A rebid of 2C here should suggest five, but a bid of 1M is probably only four. A rebid of 1NT probably does not exist. At least I cannot think of an obvious meaning for it here.

If partner passes the double and the next hand cuebids 2D, a double just shows decent diamonds, wanting a lead and inviting support. (For the case where the opponents overcall and cuebid, see Part X.)

We play good-bad in most situations where the opponent to the right of the opening bidder has bid something at the two level, *and* the bid was not 2C. 1D-(X), P-(2M). Now, 2NT by opener asks partner to bid 3C; opener may have both minors, or be making a weak bid of 3D. The direct bids are stronger. (But we do not do this when the opponents have bid 2C, because there can be no reason to puppet partner to their suit; if the opponents have bid 2C, opener is not going to show a weak 5-5 in the minors if that is what he has, and he also does not need a “weak” 3D bid, because he can bid 2D. So, a 2NT bid when the opponents have landed in 2C is, I suppose, a good hand with diamonds and a club stop; you bid notrump “on the way” to 3D, but naturally.) Good-bad applies regardless of whether responder has passed, or bid a suit, or whatever. If partner had bid 1H (showing spades) over the double, and fourth hand bid 2H, 2NT is still good-bad. And if the opponent over the opening bid had passed, responder had bid 1S, and fourth hand had overcalled 2H, 2NT is still good-bad. We do not need these

2NT bids as natural, since opener, with a maximum of 15, would rarely have any thought of bidding a natural 2NT opposite a partner who could have nothing. (Note here that transfer responses over the double, showing a major suit, do not have to contain any high cards.) Using the 2NT rebid as part of the good-bad method is much more useful. The ability to do things like this without giving anything away is one of the advantages of the Precision style.

When the opponents have bid to the three level or higher, we use Choice of Game Cuebids (COG-Q). For example, if it goes 1D-(3H), X-(P), 4H, opener's 4H rebid means he is unsure of where to play. He probably has three spades and is willing to try a 4-3 if responder has four good spades. Or opener could have long diamonds with secondary clubs, wanting responder to pick a minor. In this second case, if responder does bid 4S, opener would go on by bidding 4NT or 5C to show both minors. Both would suggest diamonds, but 5C would show relatively greater interest in clubs. This COG-Q principle applies in all auctions where our side has shown values and is presumed to own the hand, and a fit has not been found yet. Any cuebid of a suit bid or shown naturally by them, at the three level or higher in a constructive auction, is presumed at first to be COG rather than a slam try.

COG-Q can also be used by responder. In the above auction, if it went, say, 1D-(3H), X-(P), 4C-(P), if responder were to bid 4H now, that would be showing uncertainty about which minor to play in. Opener would go on to 5D with six or five very good diamonds, return to 5C with five good clubs and medium diamonds. He could also bid 4S now to show three-card support there. The important thing to remember is that the cuebid always shows at least two suits to play in and uncertainty of which one to pick. It is not a slam try unless a strong move is made later on.

We play support doubles and redoubles any time responder has shown a major at the one level, fourth hand intervenes, and opener has a choice between a direct raise to two and a double or redouble. This applies even when the opponents have bid notrump. 1D-(X), 1H-(1NT), X. Opener's double at his second turn shows three spades (the suit shown by responder's 1H bid). Also, if the auction goes 1D-(X), 1H-(X), XX shows three spades. And if responder has guaranteed exactly four spades, in the auction 1D-(1H), X, opener can still show three-card support with a support double or redouble. 2S might be a good partscore in a 4-3 fit, and it is important to distinguish supporting hands with four-card support, so that partner can jump to game confidently in a known 4-4 fit with appropriate values. If you must bid 2S indiscriminately regardless of whether you have four spades or only three, partner can't do this.

This principle can be extended to the three level. 1D-(1S), X-(2S), X shows a good hand with long and strong diamonds and exactly three-card support for hearts, which responder has shown with his double. (This is the same hand that would have rebid 2NT in an uninterrupted auction of 1D-1H. The double could also show a hand like x/Axx/Axxxx/AKxx.) This treatment was introduced in some similar auctions by, I believe, Rodwell-Meckstroth. Although it is normal to play support doubles only when responder's suit could have been supported at the two-level, there is nothing wrong with playing them at the three-level (and four-level) as well, if there is no better use for the double. See Part X for more on this.

At the one level, we use a normal negative double when the 1D opening is overcalled with 1H. In principle, it shows four spades, and a 1S response shows five. We do not play this double of 1H as high-power. Double followed by a bid of clubs just shows four spades and longer clubs, not forcing, canapé. If you have clubs as your only suit, either bid 2C, not forcing, or 3C, which is GF (by UPH; invitational by PH). If you have a very strong hand with the canapé shape, double first, then cuebid, then bid clubs (if it is still convenient to do so). 2C over 1H is a NFB. As for a 2D raise, Rodwell-Meckstroth play 2D as inverted and forcing here, but I think there is a better method. 2D should be invitational and *not* forcing. A cuebid of 2H is a forcing raise in diamonds, and 3D is the bid for any hand that wants to support diamonds and is not strong enough for 2D. (If you are a PH, 2H cannot be a game-forcing raise in hearts; we will play it as a 2NT bid without a stopper, something like Axx/xxx/KQxx/Qxx. Opener can bid 3m nonforcing after this.) 2S over the 1H overcall is a WJS. 2NT is a natural invitation.

In the above situations where responder raises diamonds, whether it is through the nonforcing inverted raise of 2D or a cuebid at some level, if opener bids clubs cheaply at his next turn, he is trying to find a better fit. His clubs will be longer than his diamonds. Example: 1D-(1S), 2D-(any), 3C. The 3C bid is nonforcing; opener does not have enough to accept the invitation, but he is sure that the partnership has a good contract in three of a minor. He simply doesn't know which one. (Responder can have only four-card support for the 2D bid.) If responder's bid had been 2S, creating a game force, the 3C bid would also be natural, although forcing, of course. This principle applies to higher levels. Take an auction like 1D-(2S), 3S-(any), 4C. The 3S bid, although nominally a diamond raise, does not have to be particularly long in diamonds; responder could be 4-4 in the minors. If opener chooses not to bid 3NT, he can bid 4C naturally to look for a better fit in clubs. The important thing to remember is that when opener has opened diamonds, responder has raised, and the partnership is not certain of an eight-card diamond fit (which it usually will not be, because responder's diamond raises do not normally promise six-card support, and opener can have a doubleton), a later bid of clubs is natural, looking for a fit, and is *not* a control-bid for slam in

diamonds, or whatever else you might think it could be. Whether the club bid is forcing or not depends on the previous bidding. In general, if opener could reasonably want to bid 3C as nonforcing, he can do that, and a bid of 4C should be natural and forcing. (If you want to look for 3NT first, you will almost always have a cuebid at the three-level available for that purpose.)

A negative double of a 1S overcall is standard, showing hearts, with standard follow-ups (except that there are support doubles at the three and four levels, as explained in Part X). However, this auction allows a high-power double: if responder doubles 1S and then bids hearts later, he shows a forcing hand, with hearts not long and strong enough to emphasize by responding 3H over the 1S overcall. With Jxx/AJxxx/KQ/Kxx, responder would double 1S and then bid hearts. He does not want to bid 3H the first time, since the hand might play best in a minor, and a 3H bid is almost always a six-card or longer suit anyway. Better to keep the bidding low. Of course, over the 1S overcall, new suits at the two level are NFBs, and new suits at the three level are game-forcing (by UPH).

If there is a direct overcall of 1NT over the 1D opening, and this is passed back around to opener, a reopening double by him is not penalty. Rather, it shows 6+ diamonds, a four-card major, and a good playing hand. If responder has both majors, he can look for a major fit (2H would be pass or correct). Otherwise he just goes back to diamonds, or bids clubs with a long club suit and weak hand. (2C directly over the 1NT overcall would show any one-suiter and be forcing, as stated below, so it is possible for responder to have a hand that wants to play 2C but not 3C.) This would also apply if there had been a takeout double at the left and a 1NT bid on his right (with partner passing over the double).

Over the direct 1NT overcall, responder bids 2C to show any one-suiter, 2D to show diamonds and a major (now 2H is pass or correct), 2H to show both majors, 2S to show spades and a minor, 2NT as a “cue-bid” showing a strong hand, 3C showing both minors. Double is reserved for penalties.

In this and other situations where responder has doubled a 1NT overcall for penalties, no forcing passes exist if the opponents run out. Since the double can be made with as few as nine points, and it is unlikely that the doubler will have enough high cards to force to game, we allow the auction to end in an undoubled partscore by them, or a partscore by us. An auction like 1D-(1NT), X-(2S), with 2S being a natural runout, creates a good-bad situation by opener; he can bid 3C or 3D, strong but not forcing, or a “bad” 2NT to show the same hand types, but weaker. If opener wishes to force to game, he can cuebid or reverse. Of course, a double by either of us is penalty.

If opener passes the runout bid, so that the auction goes something like 1D-(1NT), X-(2S), P-(P), responder can pass, bid 2NT natural, or three of a suit, nonforcing. If responder actually has a game force, he must double them for penalty, cuebid, or bid 3NT. This is an awkward situation; we are relying on the presumed fact that responder will rarely have enough to force to game. All of these principles apply when either opener or responder must make a delayed decision, as after a transfer runout, or a runout redouble by either the 1NT overcaller or his partner, which leads to them bidding a suit naturally later on in the auction.

If there is a 2C overcall directly over the 1D opening, 2D by responder is a nonforcing invitational raise of diamonds, 2M by responder is NFB, 2NT is natural, 3C is a game-forcing diamond raise, 3D is weak, and three of a major is natural and GF (by UPH; fit-showing by PH). Responder can also make a high-power double and follow with a forcing bid in a major. He should do this only when he can control the later auction, since opener is entitled to jump to three or four of the other major over the double.

There is a special auction to be aware of after the opponents overcall 2C. When the bidding goes 1D-(2C), X, responder may well have a five-card major. He is often something like 5-4 either way in the majors. So, if the bidding proceeds 1D-(2C), X-(3C), a double by opener suggests 3-3 in the majors, and extra values. Responder, if he holds the hoped-for five-card major, should bid to the appropriate level. (In general, we play that doubles of a suit bid and raised by the opponents are not penalty. The exact meaning depends on the situation.)

A 2D overcall of the 1D opening would be Michaels by most opponents. To that, we play double as initiating a penalty sequence, and cuebids of the majors show corresponding minors (2H = clubs, 2S = diamonds), invitational or better. A direct 2NT over the Mike is natural and invitational. 3C and 3D are weak. 3M would be a splinter in support of diamonds (if you have a stopper-showing type hand, double first, then show a stopper in one major by cuebidding the one you have stopped).

If the opponents play that the 2D overcall is natural (some people do when they know that the 1D opening could be short), double is *negative*. 2M is NFB, 2NT natural and invitational, 3C forcing by UPH (our basic principle applies here – if the suit cannot be shown lower than the three level, a bid of three of that suit is forcing). Double followed by a major suit is high-power. Again, bids of 3H and 3S are natural and GF (but they are FSJ by passed hands).

Overcalls of 2H and higher over the 1D opening lead to relatively standard auctions by us. However, if the opponents bid 2H, 2S by responder is not forcing, and double followed by spades is forcing. Otherwise, we play standard treatments at higher levels.