

RESPONSES TO 1NT OPENING

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System 3.10

1N - ?

- 2♣ : Stayman
- 2♦ : Transfer
- 2♥ : Transfer
- 2♠ : Transfer to clubs or balanced game invitation
- 2N : Ask better minor or transfer to diamonds
- 3♣ : Game invitation with (5+5) minors
- 3♦ : Game forcing with (5+5) majors
- 3♥ : Short heart, at least (5-4) in minors and less than 4 spades
- 3♠ : Short spade, at least (5-4) in minors and less than 4 hearts
- 4♣ : Gerber
- 4♦ : Texas with 6+ hearts
- 4♥ : Texas with 6+ spades
- 4♠ : Asking limits with (16-17-) or 18+ HCP
- 4N : Quantitative with 17+ HCP and (3-4-2-4) or (3-2-3-5) distribution

STAYMAN

1N - 2♣
?

- 2♦ : Denies four card major
- 2M : Shows four card major
- 2N : (4-4) majors, minimum
- 3♣ : (4-4) majors, maximum

1N - 2♣
2♦ - ?

- 2♥ : To play at least (4+4) majors
- 2♠ : Game invitation with five spades and unbalanced hand
- 3M : Four cards in this major with five cards in other major, game-forcing
- 4♦ : Transfer to heart with four spades and six hearts
- 4♥ : Transfer to spade with four hearts and six spades

1N - 2♣
2N - ? (same after 3♣ rebids)

- 3♦ : Transfer to hearts
- 3♥ : Transfer to spades

- 4♦ : Transfer to hearts
- 4♥ : Transfer to spades

Rules

After Three Level Transfers

- * 3NT asks for control, starting from lowest available, up the line.
- * New suit bid at four level shows shortness.

1N - 2♣
2♥ - ?

- 2♠ : Game invitation with five spades and unbalanced hand
- 3♥ : Game invitation with four hearts
- 4♣ : Slam try with singleton club and 4+ hearts
- 4♦ : Slam try with singleton diamond and 4+ hearts
- 3♠ : Slam try in hearts with balanced hand or short spade
“Opener must bid 3NT, now 4♣ slam try with singleton spade;
4♦ slam try with spade void, 4♥ slam try with balanced hand,
4♠ Exclusion Blackwood and 4NT is RKCB”

1N - 2♣
2♠ - ?

- 3♠ : Game invitation with four spades
- 4♣ : Slam try with singleton club and 4+ spades
- 4♦ : Slam try with singleton diamond and 4+ spades
- 4♥ : Slam try with singleton heart and four spades
- 3♥ : Slam try in spades with any distribution.
“Opener must bid 3♠. Now 3 NT is slam try with (5-4-2-2);
4♣, 4♦ or 4♥ shows five cards suit with fit. If Responder has
a singleton, he can show it later. 4♠ is balanced slam invitation”

Rules

After Splinter or Slam Try with Long Suit

- * You should return to trump with bad hands.
- * With medium strength hands you should cue-bid at four level
- * With good hands:
 - If it is possible to decide on the contract by a key card question, you should apply RKCB with 4NT.
 - If a good side suit does not exist, and you think that it is better to make Partner the captain, you should respond at five level to RKCB as if your Partner has asked with 4NT

▪ Minor Suit Slam Tries After Stayman

ADVANCED

1N - 2♣
2♦ - ?

- 3♣ : Transfers to 3♦ with (1=4=4=4), (4=1=4=4), (4=4=4=1) distributions or 5+ diamonds and four cards major
- 3♦ : Game forcing with 4+ clubs, transfers to 3♥

1N - 2♣
2♦ - 3♣
3♦ - ?

- Pass : To play with four cards major and six diamonds
- 3♥ : Game forcing with short hearts and 4+ diamonds, can be (4=1=4=4)
- 3♠ : Game forcing with short spades and 4+ diamonds, can be (1=4=4=4)
- 3N : (4=4=4=1) distribution with (13-15) HCP
- 4♣ : Slam try with short clubs
- 4♦ : (4=2=5=2) or (2=4=5=2) distribution with 15+ HCP
- 4N : RKCB for diamonds

1N - 2♣
2♦ - 3♦
?

- 3♥ : Nothing special
- 3N : Minimum hand with (xx) clubs

1N - 2♣
2♦ - 3♦
3♥ - ?

- 3♠ : Game forcing with short spades and 5+ clubs
- 3N : Game forcing with short hearts and 5+ clubs
- 4♣ : Slam try with short diamonds
- 4♦ : (4=2=2=5) or (2=4=2=5) distribution with 15+ HCP
- 4♥ : Slam try with short hearts
- 4N : RKCB for clubs

Rules

After Opener's 2♦ Response

* Responder's 3♣ rebid shows diamonds and 3♦ rebid shows clubs.

- * Responder can bid directly 3NT with a short minor and (10-13) HCP.
- * Responder's first three steps show shortness. First step shows the major itself as bid, second step the other major, third step minor.
- * Responder's 4♣ bid shows shortness in minor.
- * Responder's 4♦ bid shows five cards minor, without shortness.
- * Over Responder's 4♣, Opener's 4NT shows bad hand with good stoppers, 4♦ shows good hand with four card Minor support and 4M shows at least (HXX) in this major with three cards support.
- * If Responder makes a slam try at four level with short hearts, Opener's 4♠ bid shows a good hand, 4NT or return to the original minor shows a bad hand.
- * If Opener's bid is 4NT or return to the original minor, Responder's next available step should be assumed as asking for key cards.

1N - 2♣
2M - ?

- 3♣ : Transfers to 3♦ with 4+ diamonds
- 3♦ : Transfers to 3♥, game forcing with 4+ clubs

1N - 2♣
2M - 3♣
3♦ - ?

- Pass : To play
- 3♥ : Game forcing with short clubs and 5+ diamonds
- 3♠ : Game forcing with shortness in Opener's major and 5+ diamonds
- 3N : (4-1-4-4) distribution, singleton in Opener's major with (14-15) HCP
- 4♣ : (4-1-4-4) distribution, singleton in Opener's major with 16+ HCP
- 4♦ : (4-2-5-2) distribution, four cards in unbid major and five diamonds with 15+ HCP
- 4N : RKCB diamonds

1N - 2♣
2M - 3♣
3♦ - 4♣
?

- 4♦ : Four card diamond support
- 4♥ : Four card club support
- 4N : Minimum hand denies fit
- 5N : Maximum hand denies fit

1N - 2♣
2M - 3♦
3♥ - ?

- 3♠ : Game forcing with short diamonds and 5+ clubs
- 3N : Shortness in Opener's major and five clubs with (14-15) HCP
- 4♣ : Shortness in Opener's major and 5+ clubs with 16+ HCP
- 4♦ : (4-2-2-5) distribution, four cards in unbid major and five clubs with 15+ HCP
- 4N : RKCB clubs

1N - 2♣
2M - 3♦
3♥ - 4♣
?

- 4♦ : Club support minimum
- 4♥ : Club support maximum
- 4N : Minimum hand denies fit
- 5N : Maximum hand denies fit

Rules

After Opener's 2M Response

- * Responder's 3♣ rebid shows 5+ diamonds or 4+4 minors
- * Responder's 3♦ rebid shows, denies four diamonds and 5+ clubs
- * Responder can bid directly 3NT with shortness in Opener's major and (10-13) HCP
- * After three level transfers, Responder's first step shows shortness in minor; second step, 3NT and 4♣ shows shortness in Opener's major and 4♦ bid always shows (4-2-2-5) distributions

MINOR TRANSFERS

1N - 2♠
?

- 2N : Shows bad hand
- 3♣ : Shows good hand

In order to invite game with balanced hand and without using Stayman, the Responder uses 2♠ bid, then passes the 2NT rebid of the Opener, or if the Opener shows a maximum hand, bids 3NT.

1N - 2N
?

- 3♣ : Shows good clubs
- 3♦ : Shows good diamonds

Rules

- * After major transfers, 4NT is slam invitation, 5NT is for contract choice at six level, and jump with new suit shows shortness for slam.
- * After minor transfers, new suit shows shortness in this suit.

TEXAS

1N - ?

- 4♦ : Transfer to hearts
- 4♥ : Transfer to spades

Rules

- * Texas can also be used after an overcall. It is on up to and including 3♣ overcall, but it is off at 3♦ and over.
- * After Texas, 4NT is RKCB; new suit shows void and asks for key cards

GERBER

It is used only after Partner's 1NT or 2NT opening. Direct bid of 4♣ is used by Responder when he has a long minor and interested in Aces without need for support. If Responder finds out that aces are missing he places the contract to 5 Minor. Responses to Gerber: 4♦: 0-4, 4♥: 1, 4♠: 2, 4NT: 3 aces

▪ AFTER 3M

ADVANCED

1N - 3♥
?

- 3♠ : Shows four good spades
- 3N : Shows good stoppers in heart
- 4m : Shows very good hand with four card fit or three card fit and (Hx) support in other minor
- 4♥ : Shows very good hand with (3-3) minors
- 4N : Shows (3-3) minors
- 5m : Shows four card fit

1N - 3♥
3N - ?

- 4♥ : Slam invitation with void in hearts and at least (5-5) minors
- 4m : Slam try with shorter minor
“Now Opener’s first step bid supports five card minor; second step bid supports four card minor.”
- 4N : Slam invitation with (2-1-5-5) distribution

1N - 3♥
4♣ - ?

- 4♦ : Asking for clarification
- 4N : RKCB

1N - 3♥
4♣ - 4♦
?

- 4♥ : Four card fit with heart ace
- 4♠ : Three card fit with four spades
- 4N : Four card fit with heart ace and (Hx) of diamonds
- 5♣ : Four card fit without heart ace

1N - 3♥
4♦ - ?

- 4♥ : Asking for clarification
- 4N : RKCB

1N - 3♥
4♦ - 4♥
?

- 4♠ : Three card fit with four spades
- 4N : Four card fit with heart ace
- 5♣ : Four card fit with heart ace and (Hx) of club
- 5♦ : Four card fit without heart ace

1N - 3♠
?

- 3N : Shows good stoppers in spades
- 4m : Shows very good hand with four card fit or three card fit and (Hx) support in other minor
- 4♥ : Shows five or four good hearts
- 4♠ : Shows very good hand with (3+3) minors
- 4N : Shows (3+3) minors
- 5m : Shows four card fit

1N - 3♠
3N - ?

- 4♠ : Slam invitation with void in spades and at least (5-5) minors
- 4m : Slam try with short minor
"Now Opener's first step bid supports five card minor; second step bid supports four card minor, 4NT shows very good stoppers and no support for any minor."
- 4N : Slam invitation with (1-2-5-5) distribution

1N - 3♠
4♣ - ?

- 4♦ : Asking for clarification
- 4N : RKCB

1N - 3♠
4♣ - 4♦
?

- 4♥ : Three card fit with four hearts
- 4♠ : Four card fit with spade ace
- 4N : Four card fit with spade ace and (Hx) of diamonds
- 5♣ : Four card fit without spade ace

1N - 3♠
4♦ - ?

- 4♥ : Responder wants to play 4♥ with (1-3-4-5), if Opener has 3 card fit and 4 hearts
- 4♠ : Asking for clarification
- 4NT : RKCB

1N - 3♠
4♦ - 4♥
?

- Pass : To play
- 4♠ : Four card fit with ace of spades
- 5♣ : Four card fit with spade ace and (Hx) of clubs
- 5♦ : Four card fit without ace of spades

1N - 3♠
4♦ - 4♠
?

- 4N : Three card fit
- 5♣ : Four card fit with ace of spades
- 5♦ : Four card fit without ace of spades

▪ Slam Tries with Balanced Hands

1N - 4N 17+ HCP
?

- Pass : To play with (14-15-) HCP
- 5X : Shows lowest 4 card suit with (16-17) HCP or 15+ HCP with (4-2-3-4) distribution
- 6X : Shows 5 card suit with 15+ HCP

1N - 4♠ (16-17) or 18+ HCP
?

- 4N : Shows minimum
- 5X : Shows lowest 4 card suit with (16-17) HCP

Over Opener's 5 level positive response, partnership goes step by step to find (4-4) fit "**Baron**". If there isn't (4-4) fit, returned 5NT shows lower limit and 6NT choose of contract.

After 4♠ response, if Opener shows minimum, Responder can continue with Baron to find (4-4) fit and grand slam try is possible if Opener shows maximum.

▪ How To Bid with Special Distributions

(5+5) Majors

- * With a weak hand use Stayman and if your Partner bids 2♦, return to 2♥. Opener can Pass with three cards or return to 2♠ if he has doubleton hearts.
- * With 7-8 HCP, transfer to 2♠ and rebid 3♥. If Opener does not have a useful hand, he can Pass 3♥ or return to 3♠, and with a suitable hand bid game.
- * With good 8+ HCP bid directly 3♦. Opener must show support at three level or bid 3NT if not suitable for majors and has very strong stoppers in both minors. After Opener's three level support, bid game if you are not interested in slam. If you are interested in slam you can bid your shortness at four level or you can use RKCB with 4NT.

5♥ and 4♠

- * With a weak hand use Stayman and over 2♦ response, return to 2♥.
- * With an invitational hand, transfer to 2♥, then bid 2♠. If Opener does not have a useful hand, he can Pass 2♠ or return to 3♥ to play, or can bid 2NT with minimum and good stoppers. If Opener has a suitable hand and support, he must bid 4M directly or can bid 3NT with good minor stoppers and a maximum.
- * With GF hand use Stayman and over 2♦ response jump to 3♠. "Smolen"

5♦ and 5♣

- * With weak hand bid 2NT, if Opener's hand is not suitable for diamonds and returns to 3♣, you can Pass.
- * With (8-9) HCP bid 3♣. If Opener does not have a very good hand, he must Pass or return to 3♦. If Opener is maximum with very good major stoppers, he must bid 3NT or with four cards support and very suitable hand he can bid directly 5♣/5♦.
- * With GF hand jump to three level with short major.

5 Major and 4+ Minor

- * With a weak hand, transfer to major then Pass
- * With an invitational hand, normally transfer to major then rebid 2NT
- * With 10+ HCP,
 - (5-2-4-2) distribution transfer to major then rebid 3NT or rebid minor with slammish hand
 - If there is a void or singleton, transfer major and rebid minor at 3 level
In this case, Opener must return major with 3+ cards, otherwise shows stopper at 3 level or rebid 3NT with good stoppers in unbid suits or raise minor with good hand, very suitable honor quality and 4+ support