

Against 1♣ opening, with four major and four diamonds bid major first, with four major and five or more diamonds and 13+ HCP bid 1♦ first

1♣ - 1♦
1M : Shows four card major and five clubs

If distribution (4-4-1-4); with 12-15 HCP also bid 1NT, with 18-20 HCP bid 2NT and with 16-17 HCP bid 1♥, and if Responder makes a preference, now bid 2NT.

1♣ - 1♦
1N : Four card major possible

After Opener's 1NT rebid, Responder's 2M shows five or more diamond and four card major, game-forcing.

1♣ - 1♦
1N - ?

- 2♣ : Sign-off with five diamonds and four clubs
- 2♦ : Sign-off with long diamonds
- 3♣ : 5+ diamonds, 4+ clubs game-invitation
- 3♦ : Game-invitation with long diamonds, unbalanced hand
- 3M : Splinter with long diamonds, game-forcing

Strong hand with 5+ diamonds or with 5+ diamonds and 4+ clubs, Responder must start 2♦ first; otherwise rebid can be problem with strong hands.

1♣ - 1M
1N - 2♦ : Sign-off with five diamonds and four or five card major. With five card major and four diamonds, Pass or rebid 2M for sign-off.

1♣ - 1♦
1♥ - ?

- 1♠ : Fourth Suit Forcing
- 1N : To play
- 2♣ : Sign-off with 3+ clubs
- 2♦ : Sign-off with long diamonds
- 2♠ : 6+ diamonds and 5+ spades, game-forcing
- 2N : Game-invitation with stopper
- 3♣ : 3+ clubs game-invitation

- 3♦ : Game-invitation with long diamonds, unbalanced hand
- 3♥ : Game-forcing with four hearts
- 3♠ : Splinter with four hearts
- 4♣ : Splinter with four hearts

1♣ - 1♦
 1M - ?

- 2M : Support Opener's major shows approx. 11 HCP at least (Hxx) in this major and denies stopper in the unbid major