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WALSH

Wizard of Oz Bridge System

After partner's 1♣ opening, you should bid your major suit first with a four-card major suit and four diamonds. However, you should bid 1♦ first with a four-card major suit and 5+ diamonds.

S	W	N	E	84	KJ8	75	KT62
1♣	---	?		Q97	AQJ4	KT83	93
				AJ973	K9642	AQ74	Q9864
				852	3	A95	Q5
				1♦	1♦	1♥	1♠

Opener's Rebids over 1♦ Response

* The opener should show his four-card major with 4-5 distributions.
* If opener has balanced hand with one or two four-card major he should bid 1NT with 12-14 HCP and 2NT with 18-19 HCP.
* If the opener has a 4=4=1=4 distribution, he should bid 1NT with 12-15 HCP and 2NT with 18-19 HCP. With 16-17 HCP, he should rebid 1♥ first and plan to make another bid if the responder makes a low level choice.

T2	AQ85	KT94	QJ97
AQJ6	KQJ6	2	AK85
73	5	AT7	9
KJT97	KJ74	AKJ53	KJ96
1♥	1♥	1♠	1NT

S	W	N	E
1♣	---	1♦	---
?			

Responder's Second Round Bids

* **If Opener Rebids 1NT**

S	W	N	E
1♣	---	1♦	---
1NT	---	?	

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

Responder must first start with 2♦ with a strong hand with 5+ diamonds or 5+ diamonds and 4+ clubs, otherwise rebid might be a problem with these hands.

S	W	N	E
1♣	---	1M	---
1NT	---	?	

- 2♦ : Sign-off with five diamonds and four or five-card major.
- 3♣ : Sign-off with 5+ clubs and four-card major.
- 3♦ : Game invitation with five-card major and five diamonds

* **If Opener Rebids 1M**

S	W	N	E
1♣	---	1♦	---
1♥	---	?	

- 1♠ : Fourth Suit Forcing
- 1NT : To play
- 2♣ : Sign-off with 3+ clubs
- 2♦ : Sign-off with long diamonds
- 2♥ : ~11 HCP with Hxx fit and denies a stopper in the unbid major
- 2♠ : 6+ diamonds and 5+ spades, game forcing
- 2NT : Game invitation with stopper(s)
- 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

S	W	N	E				
1♣	---	1♦	---	842	A73	KT8	AK4
1♥	---	?		J97	AQ4	863	865
				AJT73	K9642	AQ754	Q984
				85	JT	52	752
				Pass	1♠	1NT	2♣

S	W	N	E				
1♣	---	1♦	---	753	A52	K72	K82
1♥	---	?		KJ7	Q4	763	AQJ5
				AKT84	AT862	AKJ986	A9864
				52	J86	5	K3
				2♥	3♣	3♦	3♥

Advantages of Walsh

* Over 1♦ response to 1♣ opening, skipping the major suits and rebidding 1NT helps the bidding in the following ways:

  - When there are not enough points to play a game, it gives the partnership a chance to play an optimal 1NT, 2♣ or 2♦ contract.
  - When the partnership has enough points to play a game and the Responder doesn't have a four-card major, 3NT can be bid without using any conventions.
  - When the partnership has enough points to play a game and the Responder has five diamonds and a four-card major, reaching the correct 3NT, 4M or 5♦ contract is not a problem.

* Since rebidding 1M promises five clubs and a four-card major, it is easier to compete, bid a game or bid a slam with a 5-3 club fit.
* It is possible to penalize opponents with a surprise distribution if opponents balance the 1NT rebid.
* Most importantly, it is very difficult for the defense to lead and defend against no-trump contracts after the 1NT rebid; this is the biggest advantage of the Walsh convention.