

I. Responder's Negative Responses to Opener's 1♣.

Responder needs about 8 HCP for a positive response. With a dead flat hand and without an Ace or a King, Responder should have 9 HCP. With 8 HCP, it's better for Responder to have an Ace, a King, or a four card major. On the other hand, with an Ace and King, 7 HCP may suffice. Similarly, with an 8 LTC hand containing an Ace or a King, a positive response may be appropriate. Responder should be especially careful not to shade values for a balanced 1♠ response. Letting Opener disclose more about his hand may help Responder evaluate his own strength more accurately.¹

A. Constructive Negative Weak Jump Shifts: 2♥ and 2♠²

With 4-7 HCP, Responder cannot make a positive bid, but with a good six card major headed by the Ace, King, or Queen, and no void, he can make a weak jump shift. Responder should be sure to have most of his limited strength in the long suit. **Opener's 2NT** is *Ogust*. A good hand will have 6 or 7 HCP. A good suit will have two honors.

1. **Responder's 3♣** shows a bad suit and a bad hand.
2. **Responder's 3♦** shows a good suit but a bad hand.
3. **Responder's 3♥** shows a bad suit but a good hand.
4. **Responder's 3♠** shows a good suit and a good hand.

B. Very Weak Jump Shifts: 4♥ and 4♠³

1. Requirements.

With even less strength and more length than a constructive negative weak jump shift, Responder can bid four of a major. This bid requires a broken eight card suit and 2-7 HCP. Opener may have a void. Again the high card strength must lie primarily in the long suit. Opener will usually pass this preemptive bid. Opener can raise, ask for controls, or ask about trump.

2. Modified Control Asking Bids

If Opener bids a new suit, it is a *Control Asking Bid*. Responder answers as follows:

First Step	No control
Second Step	Second round control, either King or singleton
Third Step	First round control via a void.

Subsequent new suits by Opener also ask for controls with the same style of answers.

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1. Rule of Seven? Losing Trick Count minus Controls must be seven or less for a positive response.
 2. *Wei and Radin*, pp 50-53.
 3. *Wei and Radin*, pp 54-56.

3. Modified Trump Asking Bids

If Opener bids 4NT, he asks for trump honors by steps.

First Step	None of the top three honors.
Second Step	One of the top three honors.
Third Step	Two of the top three honors.

Subsequent new suit bids by Opener ask for controls as above.

C. One Diamond: Responder Has Neither Strength Nor Shape.

With less than 8 HCP and without the special distributional requirements for the preemptive responses, Responder bids 1♦. Responder's bids after 1♦ are as natural as circumstances allow. Opener's no trump rebid is nonforcing. If Opener rebids no trump, Responder can use all the standard no trump tools. Only Opener's jump rebid, showing the equivalent of a standard 2♣ opening and the three-suited 3♥, 3♠, 4♣, and 4♦ are forcing.

1. Opener Is Balanced.

- a. Opener's 1♣-1♦, 1NT shows 16-18 HCP. Responder may transfer Opener or use *Stayman* if he is strong enough—6HCP— to rebid 2NT or willing to pass 2♦.
- b. Opener's 1♣-1♦, 2NT shows 21-22 HCP. Responder may transfer Opener or use *Stayman* if he is strong enough—4 useful HCP— or willing to pass 3♦.
- c. Opener's 1♣-1♦, 3NT shows 25-26 HCP. Responder may transfer Opener with a six card major.
- d. With 19-20 HCP, Opener will have opened with 2♦; with 23-24 HCP, Opener will have opened 2NT, and with 27+ HCP, Opener will have begun with a forcing 2♦. See below.

2. Opener Has 16-22 HCP and At Least One Biddable Suit.

With 16-22 HCP, Opener shows his suit and Responder bids naturally. Responder is not forced to go to game, but should nonetheless be alert to the possibilities. None of the asking bids is operative. If they compete, we use the same parries we use when they compete over opening bids of 1♦, 1♥, or 1♠. Having opened 1♣, Opener has no need to jump to show his strength.

- a. **Opener bids 1♥ or 1♠ over 1♦.** Responder should use modified *Bergen Raises* if he has support for opener's major suit. In judging how high to bid with the Bergen raise, responder should assume Opener has 16 HCP and a five card major. With the strength less equally divided, the efficiency of the strength will be lower and Responder should seek 26 combined points before bidding game. Responder, however, if blessed with support for Opener's major can count dummy points instead of only HCP in assessing strength. Subject to judgment about the virtues of any particular hand, Responder needs about a king less than opposite an ordinary opening bid. Once Responder has made a limited response, Opener is fully in charge, for Opener is nearly unlimited. With a limited opening bid, Opener's HCP range is 11 to 15; after 1♣, it is 16 to whatever would justify a game forcing rebid. With only a five card suit, Opener might be very strong, yet cautious until

finding the major suit fit.

1. **Responder's direct raise** to 2♥ or 2♠ shows three card support and less than 5 DP. Opener's new suit is a *Help-Suit Game Try*.
 2. **Responder's 1NT** followed by a bid of 2 of opener's major shows three card support with 5-6 DP.
 3. **Responder's 1NT** followed by 3 of opener's major shows three card support with 7-8 DP.
 4. **Responder's 2NT** shows three card support with 9+ dummy points.
 5. **Responder's jump to 3♣** shows four card support with 5-6 DP.
 6. **Responder's jump to 3♦** shows four card support with 7-8 DP.
 7. **Responder's jump to 3** of opener's suit shows four card support or longer with less than 5 DP.
 8. **Responder's jump to game** shows four or more cards in support and 9+ DP.
 9. **Responder's 2♣ and 2♦** are not forcing. Responder should have a long, bad suit with nothing in the majors. Opener is welcome to pass.
 10. Over Opener's 1♥, **responder's 1♠** shows four or more cards in spades. If Responder latter supports Opener's hearts,
 - a. **Responder's 2♥** shows less than 4 DP.
 - b. **Responder's 3♥** shows more than 5 DP.
 11. **Responder's Pass** shows none of the above. Responder should hesitate to use a forcing 1NT "to try to improve the contract." If there is a misfit, it is better to quit low where Opener's high cards might eke out seven tricks than to get higher. The field may well be even higher before they quit.
- b. **Opener bids 2♣ or 2♦.** Opener's minor suit rebid is not forcing.
1. Responder can raise to 3 with three card support and 5+ DP.
 2. If Responder has fewer than three cards in Opener's minor and has a five card major, he can bid two of his major. Opener can raise to three of the major with support and Responder can carry on to game with good values and shape.
 3. With 5-7 HCP and only two of Opener's minor, Responder can bid a non-forcing 2NT.
 4. Otherwise, Responder can pass Opener's 2♣ or 2♦.
3. **Opener has 23+ HCP and At Least One Biddable Suit.** With more than 22 HCP, Opener jumps in his suit.
- a. **Opener's rebid** of 2♥, 2♠, 3♣, or 3♦ over 1♦ is a *Support Asking Bid*. The requirements to show trump support are the same, but Responder needs less strength: either 8 DP or two controls—an Ace or two Kings—to show strength.
 - b. **If Opener rebids his suit**, then
 1. If Responder showed support, Opener is asking *Which Faces* but

2. If Responder denied support, then Opener is asking exact length (0, 1, 2).
 - c. **Opener's new suit** after Responder has shown support is a *Control Asking Bid*.
 - d. **Opener's new suit** after Responder has denied support is a *Second Suit Support Asking Bid* (0-2, 3, 4, . . .)
4. **Opener has Three Suits.**
 - a. **Opener has 16-20 HCP.** Opener rebids either 1♥, 1♠, or 1NT, whichever is the least deceptive.
 - b. **Opener has 20+ HCP.** Opener bids 3♥, 3♠, 4♣, or 4♦ to show his singleton (*Grotesque Positive*.) Responder's suit bid usually names the contract.
5. **Opener has a Single-Suited Hand.**

If Opener has just more than a *Namyats*, then slam is unlikely over a 1♦ response and the risk of passing with a self-sufficient trump suit may be too high. Opener's 4♥, 4♠, 5♣, and 5♦ are therefore signoff bids.

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