

1♣♦ opening

Krystyna Gasińska, Bartek Słupik

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1♣ – ?

- 1♦ = negative
- 1♥ = 4+♥
- 1♠ = 4+♠
- 1NT = 7-10, no 4♥♠
- 2♣ = **GF**
- 2♦ = 5+♦, **GF**, may have 4♥♠
- 2♥ = 5♠ 4♥ 6-9
- 2♠ = 11+ BAL, no 4♥♠
- 2NT = 11-12 BAL
- 3NT = 15-17 BAL

1♦ – ?

- 1♥ = 4+♥
- 1♠ = 4+♠
- 1NT = 6-10, no 4♥♠
- 2♣ = **GF**, no 4♥♠
- 2♦ = no 4♥♠, 4+♦, **INV**⁺
- 2♥ = 5♠ 4♥ 5-11
- 2♠ = 11+ BAL, no 4♥♠

- 2NT = 11-12 BAL
- 3NT = 15-17 BAL

1♣ – 1♥/1♠
?

- 2♣ = 5+♣, 12-15 ~~BAL~~
- 3♣ = 6+♣, (15)16-18 ~~BAL~~

1♣ – 1♥
2♣ – ?

- 2♦ = GF (→ all NAT)
- 2♠/2NT = INV art (bids above 3♣ = accept)

1♣ – 1♠
2♣ – ?

- 2♦ = GF
- 2♥ = INV NAT
- 2NT = INV (bids above 3♣ = accept)

1♦ – 1♥
?

- 1NT = 12-14 BAL
- 2♦ = 6+♦

1♦ – 1♥
2♦ – ?

- 2♠ = GF art (→ all NAT)
- 2NT = INV art, F to 3♦

!!

!!

1♦ – 1♥
2♦ – 2NT
?

- 3♣ = any minimum or ♣ values

- $3\diamond = 7+\diamond$, **GF**
- $3♥ = 3♥$, **GF**

$1\diamond - 1♠$
?

- $1NT = 12-14$ BAL, may have $1♠$
- $2\diamond = 6+\diamond$

$1\diamond - 1♠$
 $2\diamond - ?$

- $2♥ =$ **GF** art
- $2NT =$ **INV** art, **F** to $3\diamond$

!!

$1\diamond - 1♠$
 $2\diamond - 2♥$
?

- $2♠ = 3♠$ ($2NT =$ **ASK LSF**)
- $2NT = NAT$
- $3♣ = 4♥$

!!

$1\diamond - 1♠$
 $2\diamond - 2♥$
 $3♣ - ?$

- $3\diamond =$ agreeing \diamond
- $3♥ =$ agreeing $♥$

$1\diamond - 1♠$
 $2\diamond - 2NT$
?

- $3♣ =$ any minimum or $♣$ values
- $3\diamond = 7+\diamond$, **GF**
- $3♥ = ♥$ values max ($4\diamond =$ **NF**)
- $3♠ = 3♠$ max

1♣ – 2♣
?

- 2♦ = BAL
- 2♥ = 5♣ 4♥ ~~BAL~~
- 2♠ = 5♣ 4♠ ~~BAL~~
- 2NT = 5♣ 4♦ ~~BAL~~
- 3♣ = ♣ ~~BAL~~

1♣ – 2♣
2♦ – ?

- 2♥ = 5♣ 4♥ ~~BAL~~
- 2♠ = 5♣ 4♠ ~~BAL~~
- 2NT = 12-14/18+ BAL
- 3♣ = 6♣, no 4♥♠
- 3♦ = 5♣ 4♦, **GF**
- 3NT = 15-17 BAL

1♦ – 2♦
?

- 2♥ = ♥ stopper
- 2♠ = ♠ stopper
- 2NT = both major stoppers
- 3♣ = NAT
- 3♦ = sign off (threshold for invite)

bidding higher suit denies lower stopper

1♣♦ – 2♥
?

- 2NT = **ASK LSF**

!!

1♣ – 2♠

?

- 2NT = BAL min
- 3♣ = 5+♣ min
- 3♦ = 5+♣ **GF**
- 3♥ = 1-♥, 5+♣ **GF**
- 3♠ = 1-♠, 5+♣ **GF**
- 3NT = to play

1♦ – 2♠

?

- 2NT = BAL min
- 3♣ = 4+♣ min
- 3♦ = 5+♦ min
- 3♥ = 1-♥, 5+♦ **GF**
- 3♠ = 1-♠, 5+♦ **GF**
- 3NT = to play

Two way checkback

After any 1x – 1y – 1z sequence (except: 1♣ – 1♦ = negative).

1x – 1y

1z – ?

- 2♣ = any invite, forces 2♦
- 2♦ = any **GF**