

1 \mathbf{m} opening

Krystyna Gasińska, Bartek Słupik

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1♣ – ?

- 1♦ = 0-6
- 1♥ = 4+♥
- 1♠ = 4+♠
- 1NT = 7-10, no 4M
- 2♣ = 12-14 BAL or ♣, **GF**
- 2♦ = no 4M, 5+♦, **GF**
- 2♥ = 5♠4♥ 6-9
- 2♠ = 11+ BAL, no 4M
- 2NT = 11-12 BAL
- 3NT = 15-17 BAL

1♦ – ?

- 1♥ = 4+♥
- 1♠ = 4+♠
- 1NT = 6-10, no 4M, no ♦ support
- 2♣ = 12-14 BAL or ♣, **GF**
- 2♦ = no 4M, 4+♦, **GF**

- $2♥ = 5♠4♥$ 6-9
- $2♠ = 11+$ BAL, no 4M
- $2NT = 11-12$ BAL
- $3NT = 15-17$ BAL

$1♣ - 2♣$
?

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

$1♦ - 2♦$
?

- $2♥ = ♥$ stopper
- $2♠ = ♠$ stopper
- $2NT = ♣$ stopper
- $3♣ =$ 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**