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Responding to 1-Major Openings Notes

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Responding with a Strong Hand (Game Forcing Values)

Your priority when responding to 1-Major with is to find a major suit fit. With a strong hand you have enough values to make most any bid. With partner having shown a 5+card major you have a good start to finding a Major suit fit in their suit.

- Large Fits – 4+cards
 - Jacoby 2NT
 - Splinter
- Smaller Fit – 3-card
 - 2/1 GF
 - Some partnerships play 3NT is 3334.
 - 1♠ over 1♥ opening with 4-3-3-3-3 or 5-3 in the Majors.
- No Fit for Partner (0-2 card support)
 - 1♠ over 1♥ opening with usually 5+card.
 - 1♠ - 2♥ - 5+cards
 - 1-Major – 2♦ - 4+cards
 - 1♥ - 2♣ - 4+cards
 - 1♠ - 2♣ - 3+cards (usually 4+cards)
 - Some partnerships play 3NT as 2/3-4-4

Responding with an Invitational Hand (10-11 points)

- Fit for Partner's Major
 - 4+card Limit Raise – Direct 3-Major
 - 3-card Limit Raise – Go thru 1NT, then 3-Major
- No Fit for Partner's Major
 - 1♠ over 1♥ with 4+cards
 - 1NT Semi-Forcing (or Forcing), then some strong action later.
 - 3/1 Invitational Jump – 6+card suit



Responding with a Minimum Hand (6-9 points)

- Fit for Partner's Major
 - Constructive Raise
 - Limping Raise – Start with 1NT and next bid “2-Major”
 - Jump to 4-Major
- No Fit for Partner's Major
 - 1♠ over 1♥ with 4+cards
 - 1NT Semi-Forcing (or Forcing), then some cheap action.

Responding with a Weak Hand (0-6 points)

Usually we pass without competition, but there are some hands with a fit where we bid.

- Limping Raise – Start with 1NT and next bid “2-Major”
- Jump to 4-Major

Competitive Bidding

- Raising Partner
 - Vs. Overcall
 - Simple Raise
 - $Q = LR+ - \text{Cuebid is } 10+ \text{ points}$
 - Jumps in Comp are weak and apply the Law of Total Tricks
 - Splinter
 - Vs. Double
 - Simple Raise
 - XX – 10+ points, could have 3-card support
 - Jordan – 4+card cards
 - Splinter
- No Fit for Partner
 - Vs. Overcall
 - Freebid at 2-Level
 - Freebid at 3-Level
 - Negative Double
 - Jump Shift -- Weak and Long Suit
 - NT Bids
 - Vs. Double
 - XX – most 10+ point hands
 - New Suit at the 1-level
 - New Suit at the 2-level
 - Jumps Shift -- Weak and Long Suit
 - NT Bids