



Adventures in Bridge

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Responding to 1-minor Openings Notes

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Responding with a Minimum Hand

Your first priority is to search for a Major suit fit. The easiest way to do this is to simply bid your major suit. Basic Responses in a Major:

- 1-Major – Natural, 1F
- 2-Major – Weak Jump Shift?
- 3-Major – Splinter
- 4-Major – To Play

Responding with a Strong Hand (Game Forcing)

- Bid a 4+card Major
 - Continue the Bidding
 - New Minor Forcing
 - 4th Suit Forcing
 - Extended New Minor Forcing
 - Rebid Major
- Inverted Minors
- Splinters
- 3NT
- 1D - 2C
- 1C – 1D

Responding with an Invitational Hand (10-11 points)

- Bid a 4+card Major
 - Continue the Bidding
 - New Minor Forcing
 - 4th Suit Forcing (by a Passed Hand)
 - Extended New Minor Forcing – 2-Level
 - Rebid Major
- Inverted Minors
- 2NT
- 1D – 3C -- 3/1 Invitational



Responding with a Minimum Hand (6-9 points)

- Bid a 4+card Major
 - Rebid Major if Appropriate
- 1NT
- Jump to 4-Major
- Jump to 5-minor

Responding with a Weak Hand (0-6 points)

- Jump to 2-Major -- Weak Jump Shift
- Jump raise to 3-Level – Preemptive Raise
- Jump to 4-Major
- Jump to 5-minor

Competitive Bidding

- Raising Partner
 - Vs. Overcall
 - Simple Raise
 - Q = LR+ - Cuebid is 10+ points, Fit
 - Jumps in Comp are weak and apply the Law of Total Tricks
 - Splinter
 - Vs. Double
 - Simple Raise
 - XX – 10+ points, usually not fit
 - Jordan – Fit
 - Splinter
- No Fit for Partner
 - Vs. Overcall
 - Freebid at 1-Level
 - Freebid at 2-Level
 - Freebid at 3-Level
 - Negative Double
 - Jump Shift -- Weak and Long Suit
 - NT Bids
 - Western Cuebid at 3-Level
 - Vs. Double
 - New Suit at the 1-level
 - XX – most 10+ point hands
 - New Suit at the 2-level
 - Jumps Shift -- Weak and Long Suit
 - NT Bids