

Supporting Partner's Opening Bid of One-of-a-Suit

(With and Without Interference)

1. All Responses Apply for Either a Minor *or* a Major Suit Opening by Partner
2. All Bids Evidence the Necessary Number of Supporting Pieces Verifying a "Golden Fit" of 8-Pieces or Better
3. All Pre-Emptive Bids Evidence Enough Supporting Pieces Bringing the Partnership Total Equivalent to the Number of Tricks Committed by the Pre-emptive Call

WITHOUT INTERFERENCE

1A
Pass
????

AFTER OVERCALL

1A
1B
????

AFTER TAKE-OUT DOUBLE

1A
Double
????

PRE-EMPTIVE

4A or 5A
(4-8 HCP's)
(Subject to # Pieces)

3A, 4A or 5A
(0-5 HCP's)
(Subject to # Pieces)

3A or 4A or 5A
(0-5 HCP's)
(Subject to # Pieces)

CONSTRUCTIVE - COMPETITIVE

2A
(6-10 HCP's)
Losing Trick Count = 9

2A
(6-10 HCP's)
Losing Trick Count = 9

2A
(6-10 HCP's)
Losing Trick Count = 9

INVITATIONAL

3A
(11-12 HCP's)
Losing Trick Count = 8

"2B"
(11 HCP's or More)
Losing Trick Count
8 or Fewer
(Is Not Alertable)

"2-NT"
(11 HCP's or More)
Losing Trick Count
8 or Fewer
"JORDAN" - Is Alertable

GAME VALUES

Bid New Suit
Then Bid Game
(13 + HCP's)
Losing Trick Count = 7