## Responses to 1♣

1♦\* No five-card major, no more descriptive bid

1M Natural, 5+ cards, could be light (3+)

1NT

2♣ Clubs NF, values for 3NT opposite R3

2♦\* Weak major, 6(7) cards, 3-7

2♥ 5♠ & 4+♥, NF, 4-6

2♠ 5♠ & 4+♥, NF, 7-9

2NT Two-way: Weak, to play 3♣ opposite R3 OR FG 5-5 clubs and another.

3♣ 5+ clubs, NF, values for 3NT opposite R3

## 1♣ – 1♦\*

1♥\* Three-way (all promise 4+ clubs in non-mini positions):

1. Bal R1, no major
2. Clubs and hearts
3. Minimum single-suited rebid

1♠ Clubs and spades

1NT Bal R3

2♣\* Clubs and diamonds

2♥ Clubs and hearts (FG or sound reverse?)

2♠ Clubs and spades (? As above)

## 1♣ – 1♦; 1♥

1♠ relay; usually 4♥ or any INV+ hand preferring opener declare

1NT Bal R1, no major

2♣ Min, 6+ clubs

2♦ Min, clubs and hearts

2♥ Better than min, clubs and hearts

1NT NF (all hands with 4♠ and not 4♥)

2♣ Nat, NF, clubs better partial (single-suited or ♣+♥)

2♣ NF, clubs

2♦ Nat, NF

## 1♣ – 1M; Weak Rebids

1♠ Clubs and spades

1NT Bal R1, unless 4-3-3-3, not 3M (perhaps 1♠?)

2♣ Single-suited clubs

## 1♣ – 1♥; Support and strong Rebids

2♦ Two-way:

1. Clubs and diamonds, extras
2. Bal R3, not 4♥

2♥ R1 values, 3CR, some very poor 4CRs

2♠ Nat, FG

2NT Nightmare 6+ clubs and 3♥, extras

3♣ Weak, better partscore if nightmare type

3♦ Game values, asking for description

3♣ 6+ clubs, extras, denies 3♥

3♦ Bal R3 with 4♥

3♥ 4CR with clubs (may be 4-4-4-1) poss. min values

## 1♣ – 1♠; Support and strong Rebids

2♦ Clubs and diamonds, extras

2♥ Two-way:

1. Clubs and spades, extras
2. Bal R3, not 4♠

2♠ R1 values, 3CR, some very poor 4CRs

2NT Nightmare 6+ clubs and 3♠, extras

3♣ Weak, better partscore if nightmare type

3♦ Game values, asking for description

3♣ 6+ clubs, extras, denies 3♠

3♦ Bal R3 with 4♠

3♥ 6+ clubs, 5+ hearts, playing strength, not high-card values

3♥ 4CR with clubs (may be 4-4-4-1) poss. min values

## 1♣ – 1M; 2M-1: Reverse or Bal R3

2M Weak: to play opposite R3, opener usually passes with R3 unless max. Otherwise natural continuations: 2NT typically reverse-type; 3M Max with fit (reverse or R3); 4M Super 3CR; 3♣ 6+ clubs better partial; 2♠ (4th suit over ♥) scramble with misfit; 3♦ (4th suit) strong scramble

2NT Values FG; assuming reverse, so stopper in fourth suit, expecting to play 4M opposite 3CR (3M)

3♣ Values, clubs, now 3M is 3CR etc.

3Rev Values, fit in rev-suit (as above)