# One Major Opening

## **2.1 General Agreements**

* 1 Major opening promises 5 cards. We open 1♠ with 5♣s and 5♠s
* 1NT Response is Semi Forcing on which we play Gazzilli.
* 2♣ response is a relay with at least 9+HCP
* 2♦/2♥(over1♠)/ responses are F1 (rebid non forcing).
* After 1M - 2♦ /1♠ - 2♦/2♥ : 2M rebid is catch all : 3 Support is GF : 3 new suit shows 5 cards
* After 1M–2 minor–3NT(opener) = 15-17 and 6 cards (more than 1 loser suit) and max 2 cards in partner’s suit
* After 1♠-2♥-3♥, 3♠ =Serious Slam Try in ♥s and 3NT = Spade Cue. Responder cannot support Spades after 1♠-2♥-3♥
* 1♠-2♥-4♥ = No slam interest with 3 card support.
* Splinters by opener after 2 over one show 4 card fit but no extras guaranteed.
* Splinters after 1♠-2♥ show 11-14 OR 17+. Good 14 to bad 16 splinter hands go via 3♥.
* Various types of 4 card raises /Un-Passed Hand/Passed Hand/Partner’s Major Overcall
* With passed hand 2♣ = 4 card drury(7-10 no singleton) 2♦ = 3 card drury(9-11 may have singleton)
* Short Suit/Long Suit - Game/Slam Tries After 1M-2M OR equivalent auctions
* After 1♥-1♠-3♥ auction, responder bid 3♠ and follow up with any other bid including 4♥ shows slam interest. Only 4♠ follow up by responder is to play in 4♠ with weak hand. Direct jump to 4♠ by opener is also weak hand with playability only in ♠s

## **2.2 4 Card Raises (Bergen Raises), Mini/Midi/Maxi/Void Splinters**

* 1M - 2M+1 (ie 1♥-2♠ /1♠-2NT) mini(7-10)/maxi(14-15)/maxi void(12+HCP)

Next bid is relay –

simple suit bid is singleton mini splinter

3M/4M = mini splinter in lost suit

3M+1 = maxi void splinter any

4♣/4♦/4♥ after 1♠ and 3NT(for ♠ maxi)/4♣/4♦ after 1♥ are maxi splinters

* 1M - 2M+2 = Jacoby (14+ HCP) on which,

First available bid shows some singleton – next bid relay – low-hi-hi response

2nd available bid shows 5422 – next bid relay – low-hi-hi response

3M = 6 cards

3NT = Higher Range

4♣/4♦/4♥ after 1♠ and 3♠ after 1♥ / show 10 cards in two suits

* 1M - 2M+3 = Limit+ on which last train game try, short suit(via puppet)/long suit slam tries.
* 1M - 2M+4 = Mixed 6 to-9 on which short suit(via puppet)/long suit slam tries.
* 1M - 3M = Preemptive on which short suit(via puppet)/long suit slam tries.
* 1M - 3M+1 = Midi Void Splinter (8-11 HCP)
* 1♠ - 4♣/4♦/4♥ and 1♥-3NT/4♣/4♦(3NT for ♠s) are midi splinters (10-12 HCP)

## **2.3 One Major – 2♣ Relay**

May Have the following hand types

* + - 3 card Limit raise in Major
    - 10-11 6 cards in Clubs
    - GF Clubs OR Balanced

Continuations:

2D => Minimum, No 4 Cards in Other Major

2M => 3 card Limit in Major

2OM => GF Relay with Clubs, priority club support

2NT => GF looking for 2nd suit if any

3C => 10-11 6 Clubs

3NT => 15-17 5332 2 cards in opener’s Major

4C => RKC

4NT => 18-19 5332 2 cards in opener’s Major

2H => 4 Cards in Other Major

Non Jump Support of Opener’s 1st Major is 3 card Limit (NF)

Support of Opener’s 2nd Major is GF

Serious / non Serious Slam tries apply here

Jump support in Opener’s 1st Major is 3 card support Slam interest.

Serious / non Serious Slam tries apply here

2NT is GF looking for club 3card /2 card honor club fit

2OM => GF Relay with Clubs, priority club support

2NT => GF looking for 2nd suit if any

3C => 10-11 6 Clubs

3D => looking for Diamond stopper for 3NT

3NT => 15-17 5332 2 cards in opener’s Major

4C => RKC

4NT => 18-19 5332 2 cards in opener’s Major

2S => 4+Clubs 15+ HCP

3C => 4 Diamonds 15+HCP

2NT => 18+HCP OR 6 card Major(not solid) 15-17HCP 3 cards in Clubs

3D => 5 Diamonds 15+HCP

3OM => 4+4 in minors 15+HCP

3M => Sets the Major (max one loser suit) 15+HCP

3NT => 6 card Major(not solid) 15-17 HCP, no cards in Clubs

In all above sequences, serious/non serious slam tries apply if Major support comes at 3 level

## **2.4 Game & Slam Tries after 1M – 2M OR equivalent raises**

This includes

1M – transfer raise to 2M OR weaker 2M raise after opponent’s T/O DBL

1M – 2 overcall, a simple raise by partner and RHO passes

1M – 2M with Passed Hand

1M – 2C/2D drury auctions

* + We have short suit game/slam tries starting with 2M+1 puppet.
  + All other Bids below 3M are long suit tries.
  + In case of Heart opening 2NT is either long suit in spades OR 18-19 balanced.
  + Long suit Slam tries are made with a direct jump to above 3M and below 4M.
  + Short suit slam tries start with 2M+1 puppet but on relay jump to show slam interest with short suit
  + Void Slam try starts with puppet of 2M+1 followed by 3M+1 in relay

All these game/slam tries require two working cards from partner equivalent of a Ace and a King.

In case responder has 3 cards, on a game try, responder cue bids above 3M level.

So if opener requires 3 cards for slam, opener should start with simple game try.

## **2.5 Slam Tries after 1M – 2M OR equivalent raises**

After 1M – 4 card raises,

* + We have short suit slam tries starting with 3M+1 puppet.
  + All other Bids below 4M are long suit tries.
  + In case of Heart opening, 3NT is suit in spades.

All these slam tries require two working cards from partner equivalent of a Ace and a King.

## **2.6 Gazzilli**

* + 1M – 1NT – 3C/3D/3H(in case of 1S opening) shows 5-5 with 15-17
  + 1M – 1NT – 2NT shows either two suiter with 17+ HCP OR GF hand with M

3C asks => 3D/3H(after 1S)/3NT show D/H/C 5 cards

3M = single suiter GF

3S after 1H opening and 2NT rebid shows 6-4 GF

* + 1M – 1NT – 2C is Gazzilli and continuations are:-
    - 2D to show 8+ hcp on which opener bids
      * 2M to show week hand with 5 Major and 4+ Clubs
      * 2OM to show 5-4(any) hand with 17+hcp
      * Next bid is relay on which opener shows the 4 card suit
      * Responder can also bid his own suit
      * 2NT to show 18-19 balanced
      * 3m/3H(in case of 1S opening) to show 6-4 hand with 16+hcp
    - 2H is weak hand with hearts in case of 1 Spade opening
    - 2S is both minors (5+4+) weak hand in case of heart opening
    - 2NT is puppet to 3C to sign off in one minor
    - 3C/3D/(also 3H in case of Spade opening) 6-7 points, good suit

**2.7 After interference on 1M opening**

2.6.1 After T/O DBL

* RDBL = Penalty for at least two suits OR 3 card GF raise.
* Transfers till 2M-1, 2M-1 = constructive raise (Only unpassed), 2M = weak raise
* With Passed hand 2C/2D are 4card support 7-11/ 3 card support 9-11.
* 2M+1 = mini splinter any
* 2M+2 to 3M-1 are fit jumps
* System on for 3M+1 to 4M-1
  + 1. After 2 level simple overcall
* Change of suit at 2 level = F1
* Jump to 4 level of a suit which could be bid at 2 level is splinter
* Jump shift in other suits are fit jumps.