

Chapter 3: Opening 1♦ - The Catchall Bid

In Key Lime Precision, the 1♦ opening is often the most used bid within the system. The reason for this is the fact that the 1♦ opening is in essence the last choice of bids when determining which bid you choose to use. Opening 1♦ denies a biddable 5 card major; it also denies a biddable 5 card club suit coupled with a 4 card side major. It also shows an inability to open NT when either the shape or the points in hand do not fall within the strict requirements we use to open the variable 1NT with. Thusly it's a bid that denies much - yet it does offer the nice concept of limiting one's hand at their first turn, a major strength of any forcing club system.

One of the easiest parts of Precision is answering to 1♦ because almost all continuations are natural, just like in SAYC or 2/1. Responder's first duty is to show a major, an inverted raise in diamonds, or a balanced hand. Afterwards, the partnership finds by natural bidding the best place to play.

When responding in NT, use the following point scale:

1♦ - 1NT → 7-10 (can be a good 6, use judgment)

1♦ - 2NT → 11-13

1♦ - 3NT → 14-17

A single raise to 2♦ is inverted, and promises at least 4 diamonds. Always set the one round force **BEFORE** bidding a major, to allow partner a rebid. This forces the partnership to at least 2NT or further, **NOT TO GAME**. This also permits responder to show extras or bid game on their own.

In KLP, new minor forcing doesn't work due to the fact that the 1♣ opener is artificial. Thus we use 2 Way Checkback Stayman, which I feel is a superior treatment over new minor forcing (NMF). It occurs only in this sequence:

1♦ - 1M

1NT - 2♣/♦

2C → inviting, promises 5 in major, asking for 3 pieces

2D → G/F, promises 5 in major, asking for 3 pieces

Over an overcall all support bids of diamonds are weak in overtone, except for one situation. We use Flip-Flop 2NT and a jump shift into the other minor to discern between a preemptive diamond raise and a constructive raise. This only occurs after a takeout double has been made. Otherwise, all continuations are natural.

TRANSFER OVERCALLS AFTER 1♦-X

After a takeout double of 1♦, transfer overcalls allow the partnership to show a suit, take away a bid of the opponents, and conceal any possible lack of strength. The responses are:

- XX → 4+♥, any strength
- 1♥ → 4+♠
- 1♠ → 8+HCP, balanced
- 1NT → 4+♣
- 2♣ → ♣, invitational or better
- 2♦ → competitive raise
- 2♥ → 5-4 in the majors, weak
- 2♠ → 5-4 in the majors, invitational