

## 1 Club-1 Diamond Artificial Game Force

An alternate bidding style over the strong 1♣ opening has also been implemented. It features a "real" game-forcing 1 response, a double-negative 1 response and largely natural responses on semi-positive hands. The "strong" 1 response initiates a true game force and demands relay responses from the 1♣ opener. Theoretically it may be inferior to have the "strong" 1♣ hand being described, but in practice in the slam zone, particularly using OP hand valuation, the responder is often nearly as strong as or stronger than the 1♣ opener. The gain cases come from clearer development of auctions that should end in partscore or game depending on the degree of fit. Both hands are free to use judgment in non-forcing auctions, including passing non-natural bids where appropriate. This structure is only for use in first and second seat after a pass by the direct-seat opponent. Methods for dealing with interference by the fourth-seat opponent are described below, however the semi-positive responses create a one-round force, with penalty doubles and redoubles available.

### Responses to 1 Club

- 1 Game-forcing, any shape, 19+OP.
- 1 Semi-positive, 4+ Spades any shape, 15-18OP.
- 1 Double negative, any shape, 7-14OP.
- 1NT Semi-positive, 0-3 Spades balanced or 3-suited, 15-18OP.
- 2♣ Semi-positive, two-suited with Hearts and a Minor, 15-18OP.
- 2 Semi-positive, two-suited with Minors or single-suited with 6+ Diamonds, 15-18OP.
- 2 Semi-positive, single-suited with 6+ Hearts, 15-18OP.
- 2 Semi-positive, single-suited with 6+ Clubs 0-2 Diamonds, 15-18OP.
- 2NT Semi-positive, single-suited with 6+ Clubs 0-1 Hearts, 15-18OP.
- 3♣ Semi-positive, single-suited with 6+ Clubs 0-1 Spades, 15-18OP.

### After 1♣-1

The 1 response initiates game-forcing relays, and the 1♣ opener gives relay responses in the normal manner. Bases for HCP, AKQ controls and AK controls are determined in the normal manner from the 19+OP requirement. Reverse relays (See: **Relay Structure**) apply after the 1♣ opener rebids 1 through 2. Two bidding styles exist for interference by fourth hand (and subsequent interference):

#### Style One - Basic

Normal relay interference agreements (See: **Relay Structure**) apply; relay responses shift up a maximum of three steps (so 1♣-(P)-1-(2) is the lowest auction to break relays). After higher interference takeout passes and penalty-style doubles apply, with Rubensohl available after interference at the two-level where none of relay responder's shape has been shown.

#### Style Two - Advanced

This style uses the advanced style (See: **Relay Structure**) of treatment after a strong pass of one-level interference to the 1♣ opening. Both hands can have penalty opportunities and relay captaincy can be transferred. Now 1♣-(P)-1-(1NT) is the lowest auction to break relays.

### After 1♣-1

The 1 response shows any semi-positive hand (15-18OP) with four or more Spades. It has a frequency similar to the total frequency of the 1NT, 2 and 2 responses combined, while allowing easy natural relay breaks in notrumps and all suits at the two level. A further relay is available to investigate game and slam. In competition, 1 establishes a one-round force, and doubles and redoubles are penalty-oriented.

- 1 Near game-force relay.
- 1NT Natural, non-forcing, 1-2 Spades (rarely 0 or 3). Responder may try for game rebidding a canapé suit, or naturally with 2NT or 3. 2 indicates a non-forward-going hand with 6+ Spades.
- 2 Natural, non-forcing, often five-card suits where Spade support is not held. Responder may show a canapé suit, rebid Spades with six, raise opener's suit with fit, or bid 2NT invitationally with strong short suits.
- 2 Natural, non-forcing, often five-card suits where Spade support is not held. Responder may show a canapé suit, rebid Spades with six, raise opener's suit with fit, or bid 2NT invitationally with strong short suits.
- 2 Natural, non-forcing, more often than 2/2 bid on a five-card suit concealing three-card Spade support.
- 2 3-4 Spades, non-forcing, could be canapé on a Minor suit.
- 2NT 4+Spades, with 0-1 in an unspecified side suit, highly invitational.
- 3 Fit-showing jumps with good 6+ card suits and three-card Spade support.
- 3 Fit-showing jumps with good 6+ card suits and three-card Spade support.
- 3 Fit-showing jumps with good 6+ card suits and three-card Spade support.

#### After 1 -1 -1

This structure is analogous to the 1 -1 relay structure with the Spade and Heart suits interchanged and the level raised by one step.

- 1NT Balanced, 4-5 Spades, **or** a three-suited hand short in Hearts, with continuations analogous to 1 -1 -1 -2 (See: **1 Diamond and 1 Heart Opening**) with the shown Major swapped.
- 2 4+Hearts, unbalanced, (including three-suited with both Majors) with continuations analogous to 1 -1 -1 -1NT (See: **Relay Structure**).
- 2 4+Diamonds, unbalanced, symmetric continuations (See: **Relay Structure**).
- 2 5+Clubs, 4+Spades, unbalanced, symmetric continuations (See: **Relay Structure**).
- 2 4 Clubs, 5+Spades, unbalanced, symmetric continuations (See: **Relay Structure**).
- 2NT 6+Spades, 0-2 Clubs, unbalanced, symmetric continuations (See: **Relay Structure**).

#### After 1 -1

This response shows a double negative hand type of 7-14OP. Continuations are exactly as described after the "normal" 1 -1 -1 -1 (See: **Negative Response Structure**) and the further 2 relay is also described in Very Strong Relays (See: **Strong Relays**). In competition, bidding is natural except where Rubensohl (See: **Relay Structure**) applies.

#### After 1 -1NT

This semi-positive response shows a balanced or three-suited hand that does not have a spade suit. A 2 $\heartsuit$  near game force relay and five natural bids are available to opener. Since the weak hand is now declaring notrumps, when opener is merely seeking a choice of a major-suit game or 3NT he should use whichever of the 3 $\heartsuit$ , 3 $\spadesuit$  and 3 rebids is appropriate. In competition, 1NT establishes a one-round force, and doubles and redoubles are penalty-oriented.

- 2 $\heartsuit$  Near game force relay.
- 2 Natural, non-forcing, possibly a five-card suit, but normally six. Responder should raise with fit.
- 2 Natural, non-forcing, possibly a five-card suit, but normally six. Responder should raise with fit.
- 2 Natural, non-forcing, possibly a five-card suit, but normally six. Responder should raise with fit.
- 2NT Natural, non-forcing, possibly a five-card suit, but normally six. Responder should raise with fit.
- 3 $\heartsuit$  Natural, non-forcing, possibly a five-card suit, but normally six. Responder should raise with fit.
- 3 Shows 4 Hearts and seeks to play 3NT or 4 $\heartsuit$ . Responder may choose 3NT with 3433, or may choose to bid 4 $\heartsuit$  or transfer with 4 $\heartsuit$ .
- 3 Shows 5 Hearts and seeks to play 3NT or 4 $\heartsuit$ .
- 3 Shows 5 Spades and seeks to play 3NT or 4 $\heartsuit$ .
- Games To play.

#### After 1 $\heartsuit$ -1NT-2 $\heartsuit$

This structure focuses on right-siding heart contracts - the 2 response is the one that does **not** hold a Heart suit.

- 2 Balanced, 4-5 $\heartsuit$ , continuations after a 2 relay are analogous to 1 $\heartsuit$ -1 $\heartsuit$ -1NT-2 $\heartsuit$  (See: **1 $\heartsuit$ -1 $\heartsuit$  Openings**) omitting the three-suited step, i.e. 2 shows 5 $\heartsuit$  (332), 2NT shows 4 $\heartsuit$  and 4 $\spadesuit$  and 3 $\heartsuit$ /3 $\spadesuit$  + are 3424/2434/3433+.
- 2 Balanced, no four or five card Major suit, continuations after a 2 relay are identical to 1 $\heartsuit$ -2 (See: **Relay Structure**) but shifted up one step.
- 2 1444
- 2NT 0544
- 3 $\heartsuit$  0454
- 3 0445 (with zoom).  
etc.

#### After 1 $\heartsuit$ -2 $\heartsuit$

After this response showing a semi-positive with Hearts and a Minor, 2 is a game-force relay, suit bids are natural and non-forcing and 2NT asks for the Minor suit. In competition, 2 $\heartsuit$  establishes a one-round force, and doubles and redoubles are penalty-oriented.

- 2 Game-force relay.
- 2 Natural, non-forcing often three-card support.
- 2 Natural, non-forcing.
- 2NT Asks for responder's Minor suit, with natural continuations.

- 3♣ Natural, non-forcing.
- 3 Natural, non-forcing.
- 3 Natural four-card support, invitational.
- 3 Splinters, 0-1 in the suit bid, at least four card support and slam interest.
- 4♣ Splinters, 0-1 in the suit bid, at least four card support and slam interest.
- 4 Splinters, 0-1 in the suit bid, at least four card support and slam interest.
- Games To play.

**After 1♣-2♣-2**

- 2 4+ 4+ two-suited, continuations symmetric (See: **Relay Structure**) but shifted up two steps.
- 2 5+ 4♣ two-suited, continuations symmetric (See: **Relay Structure**) but shifted up one step.
- 2NT 5+ 5+♣, continuations symmetric (See: **Relay Structure**) but shifted up one step.
- 3♣ 4 5+♣ 0-1, continuations symmetric (See: **Relay Structure**) but shifted up one step.  
etc.

**After 1♣-2**

Responder has one of two semi-positive hand types: single-suited Diamonds or a Minor two-suiter. Again a game-force relay and largely natural bidding is available. In competition, 2 establishes a one-round force, and doubles and redoubles are penalty-oriented.

- 2 Game force relay.
- 2 Natural, non-forcing.
- 2NT Natural, non-forcing, suggestive of misfit.
- 3♣ Natural, non-forcing.
- 3 Natural, at least three Diamonds.
- 3 Natural, non-forcing.
- 3 Splinters, 0-1 in the suit bid, at least four card support and slam interest.
- 4♣ Splinters, 0-1 in the suit bid, at least four card support and slam interest.
- 4 Serious invitation to 5.
- Games To play.
- 4NT To play in responder's better Minor.

**After 1♣-2 -2**

- 2 4+ 5+♣, symmetric continuations (See: **Relay Structure**) but shifted up two steps.
- 2NT 5+ 4♣, symmetric continuations (See: **Relay Structure**) but shifted up two steps.
- 3♣ 6+ 0-2♣, symmetric continuations (See: **Relay Structure**) but shifted up two steps.  
etc.

**After 1♣-2**

After this semi-positive response showing at least six Hearts, the 2 bid is available as a game-force relay. In competition, 2 establishes a one-round force, and doubles and redoubles are penalty-oriented.

- 2 Game-force relay, symmetric continuations (See: **Relay Structure**) but shifted up one step.
- 2NT Serious invitation with three or more Hearts.
- 3♣ Natural, non-forcing.
- 3 Natural, non-forcing.
- 3 Courtesy raise, usually two Hearts.
- 3 Natural, non-forcing.
- 4♣ Splinters, 0-1 in the suit bid, at least four card support and slam interest.
- 4 Splinters, 0-1 in the suit bid, at least four card support and slam interest.
- Games To play.

**After 1♣-2 /2NT/3♣**

After these semi-positive responses showing at least six Clubs, the cheapest non-3♣ bid is available as a game-force relay. 3♣ and new suits are natural and non-forcing. In competition, these bids establish a one-round force, and doubles and redoubles are penalty-oriented.

After 1♣-2 -2NT-3♣ showing the four balanced hand types the resolution is 6322/6232/6223/7222.

There is no change to 1♣-2 -2NT-3 + showing 6+ 0-1♣, however 1♣-2NT-3 -3 + and 1♣-3♣-3 -3 + have been moved up one step and to accommodate this. The 3 step shows either of the relevant 7(32)1 shapes. This ambiguity is not resolved after a 4♣ ask, which becomes an AKQ control ask.