

MINOR OPENER, NON-MAJOR RESPONSE SCENARIOS:

(assumes 12+ 1st-2nd seat, could be less 3rd or 4th)

1m - P - ?

Over 1C - responder options:

- 1D Weak to invitational, 4+ card suit. No 4-card major.
Game-forcing hand: may have 4-card major. If opener rebids 1N, responder can now reveal game-forcing hand by bidding the major.
- 1H/S [see Minor Opener, Major Suit Responses]
- 1N 6-9hcp, balanced hand, no 4-card major
- 2C [inverted minor] 13+hcp, 5+ card support, game forcing, usually implies no 4-card major
- 2D [crisscross] 10-bad12hcp, 4+ card support
- 2H/S jump-shift, weak [or by agreement strong]
- 2N 11-12hcp, balanced hand, no 4-card major
- 3C pre-emptive, 5+ card support
- 3D/H/S splinter
- 3N 13-15hcp balanced, no 4-card major
- 4C Minorwood

Over 1D - responder options:

- 1H/S [see Minor Opener, Major Suit Responses]
- 1N 6-9hcp, balanced hand, no 4-card major
- 2C 2/1 game forcing, may have 4-card major (club suit is longer). Opener could now show 4-card major.
- 2D [inverted minor] 13+hcp, 4+ card support, game forcing, usually implies no 4-card major
- 2H/S jump-shift, weak [or by agreement strong]
- 2N 11-12hcp, balanced hand, no 4-card major
- 3C [crisscross] 10-bad12hcp, 4+ card support
- 3D pre-emptive, 4+ card support
- 3H/S splinter
- 3N 13-15hcp balanced, no 4-card major
- 4C splinter
- 4D Minorwood