

# Supporting Partner's Opening Bid of One-of-a-Suit

(With and without Interference)

1. All Responses Apply for Either a Minor or a Major Suit Opening by Partner
2. All Bids Evidence the Necessary Number of Supporting Pieces Verifying a "Golden Fit" of 8-Pieces or Better
3. All Pre-Emptive Bids Evidence Enough Supporting Pieces Bringing the Partnership Total Equivalent to the Number of Tricks Committed by the Pre-emptive Call

## WITHOUT INTERFERENCE

1A  
Pass  
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## AFTER OVERCALL

1A  
1B  
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## AFTER TAKE-OUT DOUBLE

1A  
Double  
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## PRE-EMPTIVE

4A or 5A  
(4-8 HCP's)  
(Subject to # Pieces)

3A, 4A or 5A  
(0-5 HCP's)  
(Subject to # Pieces)

3A or 4A or 5A  
(0-5 HCP's)  
(Subject to # Pieces)

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## CONSTRUCTIVE - COMPETITIVE

2A  
(6-10 HCP's)  
Losing Trick Count = 9

2A  
(6-10 HCP's)  
Losing Trick Count = 9

2A  
(6-10 HCP's)  
Losing Trick Count = 9

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## INVITATIONAL

3A  
(11-12 HCP's)  
Losing Trick Count = 8

"2B"  
(11 HCP's or More)  
Losing Trick Count  
8 or Fewer  
(Is Not Alertable)

"2-NT"  
(11 HCP's or More)  
Losing Trick Count  
8 or Fewer  
"JORDAN" - Is Alertable

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## GAME VALUES

Bid New Suit  
Then Bid Game  
(13 + HCP's)  
Losing Trick Count = 7