



<p><i>This series of articles began in January, 2008</i></p>	<p><i>What Should we Play?</i></p> <p><i>Part 6</i></p> <p><i>1-of-a-major Follow-ups</i></p> <p><i>By Larry Cohen</i></p>	<p>Grand Asia Bridge Cruise w/ Larry Cohen</p> <p>Larry will give his unique "vu-graph" lectures daily.</p> <p>Enjoy Regent's 6-star luxury cruises with a bridge program hosted by 23-time National Champion, Larry Cohen—Fall 2009.</p>
		

1-of-a-Major Openings In Comp & Passed Hand

Last month, we discussed 1-of-a-Major Openings. Now, in part 6 of this series ([click here for all the articles](#)), we delve into the follow-ups by a Passed Hand, and then in competition.

Passed Hand Responses to Opening 1♥ or 1♠

Before discussing interference, let's examine the following auctions:

	Responder		Opener
	Pass	Pass	1♥
Pass	??		

	Responder		Opener
Pass	Pass	Pass	1♥
Pass	??		

	Responder		Opener
	Pass	Pass	1 ♠
Pass	??		

	Responder		Opener
Pass	Pass	Pass	1 ♠
Pass	??		

In each case, the 3rd or 4th seat opening was 1-of-a-major. For the responder, what should change? Last month, when responder was an UPH (“unpassed hand”) there were all sorts of strong possibilities (such as a Jacoby 2NT raise, Splinter bids, 2/1 Game-force responses). Now, the responder has at most 11, maybe 12 points. Everything is different. Everything, that is, except a single raise. 1M-2M should retain the same meaning as by an UPH.

New suit on 2 level

A 2/1 response in a new suit should be natural (other than a Drury 2♣ bid, discussed later on). So,

(Pass)	Pass	Pass	1 ♠
Pass	2♥		

Shows hearts. What strength? About 9-11 HCP. It is natural (5+ card suit), and not forcing. It will usually not be a 6-card suit (no weak two-bid). It should be a decent five-card suit, as a 1NT response to 1♠ would be preferable with something like:

♠4 ♥Q8764 ♦QJ2 ♣AJ32.

For a passed hand 2♥ response to 1♠, I’d have something like:

♠54 ♥AQJ94 ♦K108 ♣532.

Responses of 2NT or Higher

A 2NT response can no longer be a Jacoby 2NT raise (game forcing). You can use it as natural (11-12, balanced, probably a doubleton in support). Or, you could define it as something special. Rather than use anything complex, I’d recommend that most intermediates leave it as undefined. I prefer a passed-hand 1NT response to be up to 11 (maybe a terrible 12) points.

I like to play jumps in new suits as fit-showing. They promise 4-card support and a concentration in the suit jumped into. For example:

(Pass)	Pass	Pass	1♠	I would bid 3♦ with:
Pass	3♦			♠Q1098 ♥43 ♦AQJ54 ♣54.

If you play Bergen Raises, be sure to discuss if they are on by Passed Hands (I recommend NO—preferring PH jumps to be fit-showing).

Jump raises by a passed hand (if you are using Drury) are a strange animal. I recommend that a 3-level raise is 4-5 trumps and weakish (at most 9 points in support).

Drury

I'm not a convention pusher, but this one is in my top 10 for sure. After a 3rd or 4th seat major-suit opening, I strongly recommend using 2♣ as an artificial raise. It shows 3+ trumps and 10+ in support (counting shape). This allows your partnership to get out on the 2-level if the opening was light. Without Drury, the responder would have to make a limit raise and get your side to the three-level (too high) when opener is on the light side.

How to respond to Drury? Modern day methods dictate that opener “signs off” in 2MAJ with a minimum (no game interest). So:

(Pass)	Pass	Pass	1♠
Pass	2♣*	Pass	2♠

*Drury

2♠ = No game interest. (could be a very light opener, or just some minimum)

Anything by opener other than 2♠ is naturalish and shows game interest (or more!). Technically, this is called “reverse Drury” since it is opposite of how it was first invented. However, this is the way everyone plays it today.

Some players use 2-way Drury. Two clubs is described as above, but shows exactly 3-card support. With 4+-card support, the Drury bid is 2♦. This forfeits a natural 2♦ response, and also adds some memory strain (not a good one to forget).

Drury is *not* used after a minor-suit opening, and should *not* be on in competition (if they double or overcall)—be sure to discuss this!

OVER INTERFERENCE

Now that we've covered responding by a Passed Hand, let's discuss interference. We'll start with their overcall. If you want to sound modern, you can refer to these auctions as "in comp." That is short, of course, for "in competition." And that means the opponents (damn them) are in our auction again.

They Overcall

If they overcall, single raises are unchanged in meaning.

1♥	(1♠)	2♥
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2♥ = normal meaning (6-10 and support)

If they jump overcall, no special agreements are needed:

1♥	(2♠)	3♥
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3♥ = just a raise (but probably not a 6-count on the 3-level, maybe 7+ - 10). A cue-bid of 3♠ would show a much better raise (in this case, enough for game).

New suits are natural and one-round forces:

1♥	(1♠)	2♣
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2♣ = natural, forcing (but not to game—even if you play 2/1 game forcing).

What about a *jump* raise in competition?

1♥	(1♠)	3♥
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In "Standard" this would be a limit raise. The modern (better) treatment is to use this jump as weak (4 trumps and at most 7 points in support). I'd make this bid with something like:

♠52 ♥KJ65 ♦98 ♣76432.

What do you do if you really have a limit raise (\spadesuit A2 \heartsuit KJ65 \diamondsuit 98 \clubsuit Q6532)?

1 \heartsuit	(1 \spadesuit)	2 \spadesuit
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Cue-bidding the opponent's suit should show a limit-raise (or better) in support. It shows at least 3 trumps and 10+ in support. Opener can attempt to sign off in 3 of the major with a minimum. Of course, this bid says nothing about spades—it is just a coincidence that you have the ace in this example.

They Double

Again, the single raise is unaffected (but see Bromad below). What about jump raises?

1 \heartsuit	(X)	3 \heartsuit
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The jump raise should again be played as preemptive, something like 0-7 points and 4-card support (I wouldn't have "0" if vulnerable!). What if you really have a limit raise?

1 \heartsuit	(X)	2NT
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This conventional raise (called "Jordan") is the modern (recommended) way to show a limit (or better) raise after the opponents double. A redouble also shows a good hand (10+), but denies 3-card support. For a summary of all major-suit raises in and out of competition, read [my article for Better Bridge](#).

What about bids that are not raises? A new suit should be natural, and most players use it as forcing if it is on the one-level, non-forcing otherwise. So:

1 \heartsuit	(X)	1 \spadesuit
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1 \spadesuit = Natural, 4+ \spadesuit , forcing one round

1 \heartsuit	(X)	2 \diamondsuit
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2 \diamondsuit = Natural, 5+ \diamondsuit , Not forcing (you would redouble with 10+, so this is usually less than 10)

Most of the people I teach and write for would be best off stopping here. Rather than learning fancy conventions, make sure you have all the basics down. Everything above (how to cope with a 1 MAJ opening opposite a passed hand and in competition) is everyday bridge. You have to have agreements with your partner.

BROMAD

Warning: This section is intended for advanced players, or those with ironclad memories (or a death wish).

The top experts are implementing a treatment that is gaining in popularity. When a 1♥ or 1♠ opening is doubled, they are using a convention that has many different names; I call it BROMAD (more in a moment). After 1-MAJ (DOUBLE) :

A raise to two of the major is very weak – about 3-7 points in support and 3-card support.

A bid (artificial) in the suit 1-under is a better raise—about 7+ -10 points in support.

So, After 1♥ (Double) :

2♥=A lousy (preemptive-type) raise with 3 trumps [with 4, you'd bid 3♥]

2♦=A legitimate raise with 3 or maybe 4 trumps (7+ to 10)

Examples after 1♥ (Double) :

♠43 ♥KJ3 ♦76543 ♣432 : bid 2♥ as a super-light (preemptive) raise.

With,

♠A53 ♥KJ3 ♦76543 ♣42 : bid 2♦ (one-under) to show a legitimate raise.

Both of these actions are alertable, of course. Marty Bergen developed this idea in the 1980's and named it Bergen Raises Of Major After Double (BROMAD). In recent years, the idea has been expanded so that all bids starting with 1NT (after they double 1-MAJ) are artificial. 1NT shows clubs, 2♣ shows diamonds, etc. The one-under bid is still a good raise, and the direct raise is still weak. This “expanded Bromad” is sometimes called “transfers after opponents' takeout double.”

This expanded version is spelled out on the next page:

After 1♠ (X): { Similar schedule after 1♥ is doubled }

1NT = clubs. Could be just a club suit, or might be ♣KQ103 intending to later raise spades (while getting in the club feature first—maybe to direct the opening lead, or to help partner evaluate his hand for competing in spades).

2♣=Diamonds. Again, could be just diamonds, or might be a spade raise with diamond cards.

2♦=Hearts. (Heart suit, or a spade raise with heart cards).

2♥=One-under – so a good raise (7+ -10)

2♠=Bad raise.

Again, my **WARNING!** Do not try this at home (unless you just love to toy around and get into trouble). To read about one of my most embarrassing moments (showing the dangers of BROMAD), [click here](#).

Next month – Wrap-up on 1-level openings (fourth suit forcing, checkback, reverses and more)

For descriptions of most conventions mentioned in this series, see the [ACBL page on Commonly Used Conventions](#).

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