

1 Diamond Opener, Game Contract

Board 12 North - 6 - (8)

Dlr: West ♠ 8654

Vul: N-S ♥ AT753

♦ 4

♣ Q76

West - 14 - (6)

♠ Q

♥ KQ9

♦ KJT83

♣ K432

East - 11 - (10)

♠ AJT

♥ J64

♦ A652

♣ JT9

South - 9 - (8)

♠ K9732

♥ 82

♦ Q97

♣ A85

W N E S

1♦ P 2NT P

3NT P P P

Par: EW 3N; -400;

Double Dummy Makeable Contracts

NT ♠ ♥ ♦ ♣

N: 1

S: 1

E: 3 1 4 3

W: 3 1 4 3



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Opener has no 5-card major. Diamonds are longer than clubs, so open 1D.

Responder has 11 high card points (HCP) and good support for diamonds. The 1D opener will usually have at least 4 diamonds, so responder knows they have an 8-card fit.

However, for scoring purposes you should prefer a NT or major contract, playing in the minor only if there is no other choice.

Responder does not have a 4-card major to bid.

With 11-12 HCP, it is good to respond 2NT to a minor suit opening bid.

Opener now knows that they have 25+ HCP between them, and raises to a 3NT game contract.

Note that if they kept bidding diamonds and made a 4D contract, they would score only 130 points, while 3NT scores 400.