

The auction starting 1♥-1♠ is one of the worst uncontested sequences in standard bidding. The problem is that both opener and responder can have a wide range of strengths and shapes. It is often difficult for responder to establish a game force, for example. This method is designed to combine Gazzilli with part of my strong club methods to improve this auction substantially. Note that no change is made to the openings or initial responses. Opener's rebids after 1♥-1♠ are as follows:

1NT shows **either** 3+♦ or 17+ points, not suited for any other call  
 2♣ shows 4+♣, 11-16 points, 0-2♠, if max will not be 5/5 or 6/4  
 2♦ shows a spade raise, roughly 15-17 points in support with 3+♠  
 2♥ is natural, roughly 11-14 hcp  
 2♠ shows a spade raise, roughly 12-14 points in support with 3+♠  
 2NT shows 6+♥ and a 4+minor, roughly 15-17 points  
 3m shows 5♥ and five in the bid minor, roughly 15-17 points  
 3♥ shows 6+♥, roughly 15-17 points, denies 3♠ or a 4m  
 3♠ is a *game forcing* spade raise with 4+♠; with less bid 2♦  
 3NT and above have their normal meanings

The interesting continuations are after 2NT or 1NT rebids by opener. Other sequences are basically as in standard bidding, although one can sometimes take advantage of opener's denial of 3♠ in the later bidding. After 1♥-1♠-2NT:

3♣ asks the minor, and includes all weak hands  
 3♦ shows 4+♦ and not forcing  
     3♥ or 3♠ is to play now  
     4♣ is a forcing diamond raise  
     4♦ invites game  
 3♥ shows 4+♣ and not forcing  
     3♠ is to play  
     4♣ is just correcting, very non-forcing  
     4♦ is a forcing club raise  
 4m shows a ridiculous two-suiter and is GF  
 3♦, 3♥, 3♠ are natural and *game forcing*

After the  $2\heartsuit$  “good raise” a minimum responder can sign off in two of either major. Opener can bid 2NT as a forcing ask, or can agree spades with various other calls. The sequences are as follows:

- $2\heartsuit$  is not forcing, shows  $4\spadesuit$  and  $2\heartsuit$  with a weak hand
- $2\spadesuit$  is not forcing with a minimum
- 2NT is an asking bid, often only four spades
  - $3m$  is natural, implying 3514 or similar, forcing one round
  - $3\heartsuit$  shows  $3\spadesuit+6\heartsuit$ , minimum values
  - $3\spadesuit$  shows a minimum with  $4\spadesuit$
  - 3NT shows a maximum with  $3\spadesuit+6\heartsuit$  (choice of game)
  - $4m$  shows a maximum with  $4\spadesuit$  and short in the bid suit
  - $4\spadesuit$  shows a maximum with 4522 shape
- $3m,3\heartsuit$  is natural and forcing one round, at least a game try
- $3\spadesuit$  is a game try
- 3NT is choice of games,  $4\spadesuit$  and strong holdings in minors

Opener’s 1NT rebid includes the following hand types:

1. minimum with  $4+\heartsuit$
2. minimum with 2533 shape (with  $3\spadesuit$  normally bid  $2\heartsuit$  or  $2\spadesuit$ )
3. an 18/19 point balanced hand
4. a 17+ point 5/4 shape without  $3\spadesuit$
5. game-forcing hand without  $4\spadesuit$  (except a pure 3NT rebid)

After  $1\heartsuit-1\spadesuit-1NT$ , the continuations are somewhat Gazzilli-like. Basically with less than 8 points, opener bids whatever he would bid after  $1\heartsuit-1\spadesuit-2\heartsuit$  natural auction. Otherwise he can game force by jumping to the three-level, or can bid  $2\clubsuit$  to show general values. Note that opener will never have  $3\spadesuit$  unless holding a big balanced hand or GF values.

2♣ shows 8+ points (maybe a good 7); if GF fairly flat  
     2♦ shows a minimum with 5♥ and 3+♦, not forcing  
         2♥, 2♠ are simply correcting the partscore  
         2NT is a natural invite  
         3♣ is fourth-suit GF, a pretty flat hand though  
         3♦, 3♥, 3♠ are natural invites  
         3NT is to play  
 2♥ shows 17+ points with 5+♥ unbalanced but not 5/5  
     2♠ shows a six-card suit  
     2NT is a one-round force (opener rebids natural)  
     3m shows a five-card suit (without, tend to bid 2NT)  
     3♥ shows a 3-card original limit raise  
     3♠ shows a really good six-card suit  
 2♠ shows a game-forcing 3-card spade raise  
     2NT shows only four spades (opener bids naturally)  
     3m shows only four spades with a five-plus minor  
     3♥ shows a three-card limit raise  
     3♠ shows 5+♠ and confirms trumps  
 2NT shows 18/19 balanced  
 3m shows a game-forcing 5/5 hand (natural)  
 3♥ shows a game-forcing one-suiter with a very good suit  
  
 2♦ shows less than 8 points, to play if opener has ♥+♦  
 2♥ shows less than 8 points, to play if opener has ♥+♦  
 2♠ shows less than 8 points, to play if opener has ♥+♦  
 2NT shows 4♠ with 6+♣ and less than 8 points  
 3♣, 3♦ are game force with 5♠ and 4+ in the minor  
 3♥, 3♠ are natural and game force