

# First Responses Quick Reference

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### General Principles:

- New suit bid (level 1): forcing (unless responder passed initially).
- NT bids: limited (exception: 2NT over 1♥/♠ can be forcing).
- Raise/support: not forcing (except game-forcing conventions).
- Goal: find major fit, consider NT if stoppers, minor suit as last resort.

### Responding to 1♣ or 1♦:

- 0-4 HCP: Pass (unless holding 6-card major + Ace).
- 1NT: 6-9 HCP, balanced, no 4-card major.
- 1♦ over 1♣: 5+ cards, 5+ HCP.
- 1♥/1♠: 4+ cards, 5+ HCP.
- 2♣/2♦: 6-9 HCP, 5+ cards in opener's minor (not forcing).
- 3♣/3♦: 10-12 HCP, invitational.
- 2NT: 10-12 HCP, balanced, no 4-card major.
- 3NT: 13-15 HCP, balanced, no 4-card major.
- 2 of a major (jump shift): 17+ HCP, 5-6+ cards, slam try.
- 4NT: Blackwood (ace-asking convention).

### Responding to 1♥ or 1♠:

- 0-4 HCP: Pass (except 6-card suit + Ace).
- 1♠ over 1♥: 5+ HCP, 4+ spades.
- 1NT: 6-9 HCP, balanced, no 3-card support or 4-card other major.
- 2 of a minor: 4+ cards, 10+ HCP.
- 2♥/2♠: 6-9 HCP, 3+ card support.
- 3♥/3♠: 10-12 HCP, invitational.
- 4♥/4♠: 0-10 HCP, 5+ card support, preemptive.
- 2NT: Jacoby (13+ HCP, 4+ support, game-forcing).
- 3NT: 13-15 HCP, balanced, no fit, no 4-card other major.
- Splinter: 4 of new suit jump (singleton/void + support + 11-14 HCP).
- 4NT: Blackwood (ace-asking convention).