

Modified C/1MX: Modified Cappelletti over 1 of a Major Doubled

by

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Suit Specific Summary

Spades			
1♠	x	xx	Transfer to ♣, sequel clarifies
		1N	(Semi-)Forcing
		2♣	Transfer to ♦, sequel clarifies
		2♦	Transfer to ♥, sequel clarifies
		2♥	Transfer to ♠: Constructive 3-card raise
		2♠	Preemptive 3-card raise
		2N	4-card Limit Raise (may be stronger)
		3♣	Constructive 4-card raise with a singleton
		3♦	Constructive 4-card raise, semi-balanced
		3♥	Game-Forcing 4-card raise, anonymous splinter
		3♠	Preemptive 4-card raise
Hearts			
1♥	x	xx	Transfer to ♠, sequel clarifies
		1♠	Transfer to ♣, sequel clarifies
		1N	(Semi-)Forcing
		2♣	Transfer to ♦, sequel clarifies
		2♦	Transfer to ♥: Constructive 3-card raise
		2♥	Preemptive 3-card raise
		2♠	4-card Limit Raise (may be stronger)
		2N	Constructive 4-card raise with a singleton
		3♣	Constructive 4-card raise, semi-balanced
		3♦	Game-Forcing 4-card raise, anonymous splinter
		3♥	Preemptive 4-card raise

References

1. C/1MX: <http://users.cis.fiu.edu/~pestaina/c1mx.pdf>
2. Anonymous Splinters: <http://users.cis.fiu.edu/~pestaina/UniversalSplinter.pdf>
3. Symmetric Majors: <http://users.cis.fiu.edu/~pestaina/SymmetricMajor.pdf>

Objectives

The opponent's double means that the auction is competitive – it is more urgent

1. to show support for partner's major, or to reveal a misfit,
2. to show a second suit, and possibly a double fit,
3. to discover the combined strength of the partnership's hands.

HCP Generalizations

Minimum 4 – 7 hcp

Responder either preempts with support or passes without support:

- ✓ A direct raise to 2, 3 or 4 of opener's major is preemptive with 3-card, 4-card or 5-card support respectively.
- ✓ Without 3-card support, responder should usually pass, but may judge to offer a preemptive raise to 2 with honor-doubleton in opener's major.

Medium 7 – 10 hcp

Responder makes a constructive raise, or transfers into a second suit. Beginning at the redouble, *all bids below a single raise*, except 1N, are transfers to the next higher suit (**xx** → next suit, 1♠ → 2♣, 2♣ → 2♦, 2♦ → 2♥, 2♥ → 2♠):

- ✓ A transfer into a new suit, followed by a pass, shows a *good 6-card suit*.
- ✓ A transfer into a new suit, followed by a raise of opener's major, shows a *good 5-card suit and 2-card support*.
- ✓ A transfer into opener's major shows a *3-card constructive raise*.
- ✓ A bid of 1N is *semi-forcing*; 1N followed by a raise of opener's major, shows a *good 2-card raise*.
- ✓ The 2nd and 3rd steps after 2 of opener's major are *4-card constructive mixed raises*. The 2nd step promises a splinter, and opener may relay via the next step to ask for the splinter suit; the 3rd step is (semi-)balanced.

Maximum 10+ hcp

Responder makes an invitational or game-forcing raise, or bids 1N semi-forcing.

- ✓ A transfer into opener's major, followed by a re-raise, is a *3-card limit raise*.
- ✓ The 1st step after 2 of opener's major (1♠/2N or 1♥/2♠) is a *4-card limit raise* (Jordan/Truscott).
- ✓ The 4th step after 2 of opener's major (3♥ or 3♦) is an *anonymous splinter* with 4-card support, and is game-forcing.
- ✓ Pass, then double of the opponents' suit, implies a misfit and is for penalty.

Raising Opener's Major

Minimum 4 – 7 hcp

All *direct raises* are **Preemptive**.

1♠	x	2♠	3-card raise	1♥	x	2♥	3-card raise
		3♠	4-card raise			3♥	4-card raise
		4♠	3-card raise			4♥	3-card raise

Medium 7 – 10 hcp

Transfers to the bid major, and *symmetric mixed raises* are **Constructive**:

1♠	x	2♥	pass	1♥	x	2♦	pass
2♠	pass	pass	3-card raise	2♥	pass	pass	3-card raise
1♠	x	3♣	4-card raise Splinter	1♥	x	2N	4-card raise Splinter
1♠	x	3♦	4-card raise No Splinter	1♥	x	3♣	4-card raise No Splinter

Maximum 10+ hcp

A transfer to the bid major and re-raise is a 3-card **limit raise**; thus, the *symmetric Truscott or Jordan* (2N/1♠x, 2♠/1♥x) raise is strictly 4 or more cards, and at least a limit raise. Anonymous **splinters** are game-forcing:

1♠	x	2♥	pass	1♥	x	2♦	pass
2♠	pass	3♠	3-card limit	2♥	pass	3♥	3-card limit
1♠	x	2N	4-card limit (Truscott)	1♥	x	2♠	4-card limit (Truscott)
1♠	x	3♥	Anonymous Splinter	1♥	x	3♦	Anonymous Splinter

New Suit by Responder

Beginning at the redouble, *all bids below a single raise*, except 1N, are transfers to the next higher suit (xx → next suit, 1♠ → 2♣, 2♣ → 2♦, 2♦ → 2♥, 2♥ → 2♠):

Minimum 4 – 7 hcp

A transfer into a new suit followed by *pass* shows a good 6-card suit:

1♠	x	xx	pass	1♥	x	xx	pass
2♣	pass	pass	6 ♣s, to play	1♠	pass	pass	6 ♠s, to play
1♠	x	2♣	pass	1♥	x	1♠	pass
2♦	pass	pass	6 ♦s, to play	2♣	pass	pass	6 ♣s, to play
1♠	x	2♦	pass	1♥	x	2♣	pass
2♥	pass	pass	6 ♥s, to play	2♦	pass	pass	6 ♦s, to play

Medium 7 – 10 hcp

A transfer into a new suit followed by a *simple raise* of opener's major is **constructive** showing a good 5-card suit with 2-card support for the major:

1♠	x	xx	pass	1♥	x	1♠	pass
2♣	pass	2♠	5♣s 2♠s	2♣	pass	2♥	5♣s 2♥s
1♠	x	2♣	pass	1♥	x	2♣	pass
2♦	pass	2♠	5♦s 2♠s	2♦	pass	2♥	5♦s 2♥s
1♠	x	2♦	pass	1♥	x	xx	pass
2♥	pass	2♠	2♠s: H x	1♠	pass	2♥	2♥s: H x

Maximum 10+ hcp

A transfer into a new suit followed by a double raise of opener's major is **invitational** showing a good 5-card suit with 3-card support for the major:

1♠	x	xx	pass	1♥	x	1♠	pass
2♣	pass	3♠	5♣s 3♠s	2♣	pass	2♥	5♣s 3♥s
1♠	x	2♣	pass	1♥	x	2♣	pass
2♦	pass	3♠	5♦s 3♠s	2♦	pass	2♥	5♦s 3♥s
1♠	x	2♦	pass	1♥	x	xx	pass
2♥	pass	3♠	5♥s 3♠s	1♠	pass	2♥	5♠s 3♥s

A transfer into a new suit followed by a (*self-*)raise of the new suit is **invitational** with a self-sufficient suit of 6 or more cards (e.g. AKQxxx, AKxxxxx, AQJxxxx):

1♠	x	xx	pass	1♥	x	1♠	pass
2♣	pass	3♣	6+♣s	2♣	pass	3♣	6+♣s
1♠	x	2♣	pass	1♥	x	2♣	pass
2♦	pass	3♦	6+♦s	2♦	pass	3♦	6+♦s
1♠	x	2♦	pass	1♥	x	xx	pass
2♥	pass	3♥	6+♥s	1♠	pass	2♠	6+♠s

1N Forcing / Semi-Forcing

1N by responder should be played as forcing by an unpassed responder. It is the "catch-all", and begins a description of hand-types not described above.

- ✓ A raise of opener's major at responder's 2nd turn shows a constructive 2-card raise with honor-doubleton.
- ✓ A partnership must agree whether other uncontested continuations following 1N apply.