

# Simple Run-outs of 1NT Doubled for Penalty

## Playing *Systems On*, Redouble for the Minors and More

Bare/Savage method presented by Mike Savage

When they double your 1NT for penalty and you have reason to believe they may be right—and you have a hand that may have a better place to play, hoping to escape the double—here are some ways to help you find it.

**1NT – Dbl** (penalty): *Basic run-outs to the two-level by responder with a weak hand—and more* (in green).

**Rdbl** = Run-out to clubs or diamonds. Opener must bid 2C and responder will pass or correct to 2D.

**2C** = Garbage Stayman: after a 2D response & responder now bids 2H, opener must pass or bid 2S.

**2D** = Transfer to hearts.

**2H** = Transfer to spades.

**2NT** = A weak five-five or longer two-suiter with the minors.

**2S** = At least mildly invitational with 5-5 or longer in the minors.

Responses to 2S: **2NT** = Interest in a minor game & asks responder to bid his short suit.

**3C/3D** = To play, showing opener's minor of choice with a minimum.

**3H/3S** = Cue-bid showing game interest and a fit in at least one minor.

**3C/3D** = Invitational or better Major 2-suiter and the minor bid is a stiff or a void (self-splinter).

**3H/3S** = Invitational or better Minor 2-suiter and the major bid is a stiff or a void (self-splinter).

OPTIONAL

**1NT – Dbl – P – P**: *Basic run-outs to the two-level by opener* (not often used as opener usually elects to pass).

**Rdbl** = Shows a unknown 5-card suit, doubt about making 1NT and suggests that responder bid 2C.

**Pass** = Shows a good 6, 7-8 HCP and confidence that 1NT redoubled will make.

**2C** = Bid with any lesser hand. Opener will pass 2C or correct to his long suit.

**2C** = Shows four clubs and another higher-ranking four-card suit (usually only with good suits).

**2D** = Shows four diamonds and another higher-ranking 4-card suit (usually only with good suits).

**2H** = Shows four hearts and four spades (with *poor* suits, it may be best to just pass—and pray!).

Responses: Responder should pass as soon as a 4-3 fit is found unless it is 100% there is a 4-4 fit.

However if the 4-3 fit is doubled, responder *may* choose to try to find a higher 4-4 fit.

Playing these run-outs after **1NT-Dbl** (penalty), here are suggested guidelines for when and how to use them:

### Both Majors:

1. With a very weak 2-suiter in the majors (4-4, 5-4, 5-5, etc.) you simply bid 2C and if opener responds 2D, you bid 2H (Garbage Stayman style) and partner picks his longer major or if they are equal, he bids 2S.
2. With a weak major 5-5+ two-suiter and one is much stronger, transfer to that major (especially if hearts).
3. With a mildly invitational five-five or longer major two-suiter, you can transfer to hearts and then bid 2S.
4. With a strongly invitational or better major 2-suiter, bid 3C/3D as a self-splinter (showing a stiff or void).
5. With a good enough 5-5, 6-5, 6-6 major 2-suiter, bid 2H (transfer to spades) and then over 2S, jump to 4H.

### Both Minors:

1. With a weak 5-5+ minor 2-suiter (willing to play at the 3-level) bid 2NT & pass partner's choice of minor.
2. With a weak minor 2-suiter, you could also Rdbl to one of them at the 2-level, especially if much stronger.
3. With a mildly invitational or better minor 2-suiter, bid 2S (asks opener to bid his longer—or if equal, better minor) and over a 3C/3D response *pass* unless game is still possible (3H & 3S now would show shortness).
4. With a strongly invitational or better minor 2-suiter, jump to 3H or 3S showing a stiff or void in the suit bid.

### A Major and a Minor:

1. With a weak hand, if both suits are equal in strength or with a stronger minor, Rdbl to the minor and if you get doubled again, you *could* bid the major. If the major is much better, directly transfer to the major.
2. With equal strength suits (+/-) & values to play at the 3-level, transfer to the major and then bid the minor.
3. With two good suits and strength to play at the 4-level, transfer to the major and then bid four of the minor.