

# Suction

## A Defense over 1NT and Strong 1 or 2 Club Openings

Bill Hall/Mike Savage Version

### 1. OVER STRONG 1 NOTRUMP:

**Db1** = Clubs or Hearts and a minor (Hamilton). See below in **blue**.

**2C** = Diamonds or Hearts and Spades Majors

**2D** = Hearts or Spades and Clubs Blacks

**2H** = Spades or Clubs and Diamonds Minors

**2S** = Spades and Diamonds (*Pointy*)

**2NT** = Clubs and Hearts (Six Clubs and four Hearts)

Continuations over Db1 after a pass and **2C** by partner (**semi-forced**):

**Pass** = Clubs

**2D** = Diamonds and Hearts (*Reds*)

**2H** = Clubs and Hearts (Usually five Hearts & four or five Clubs)

**2S** = Six Clubs and four Spades

**2NT** = Six Clubs and four Diamonds

### 2. OVER WEAK 1 NOTRUMP (upper limit 15 or less): You *could* keep the same structure as over strong 1NT but we make these changes over weak, shown in **red**:

**Db1** = Penalty

**2C, 2D & 2H** = All have the same meaning as they do over strong 1NT above.

**2S** = Clubs or Diamonds and Hearts Reds

**2NT** = Clubs and Hearts (*Rounded*)

**3C** = Diamonds and Spades (*Pointy*)

### 3. BASIC GENERAL RESPONSES TO **SUCTION** OVER 1NT (Continuations):

A. **SUCTION** primarily shows the suit above your bid or the two suits above that.

**Almost always accept the transfer to partner's presumed one-suiter.**

B. After partner of the bidder of **SUCTION** accepts the transfer, bidding the next higher suit shows the two-suiter but any other suit bids shows four of the suit bid and six of the one-suiter (bidding notrump shows the "unbiddable" 4/6).

C. With three plus cards in the single suit and four plus cards in one of the two suits, bid at the *highest* level that seems right. Partner will pass, raise or correct.

D. If you have a very good suit of your own, bid it at the two-level.

E. Bid **2NT** as a general invitation with an "uncertain" fit but a good hand.

F. Over **Db1** by Responder (partner to the 1NT opener):

**Pass** = Length in the suit doubled and shortness in indicated suit.

**Rdbl** = Good hand and with or without a fit.

G. Over a **Two of a Suit** by Responder (partner to the 1NT opener):

**Db1** = Shows values, no certain fit, asks partner to bid, or pass if it's their suit. Double of "4<sup>th</sup> suit", the one partner **can't** have, is penalty.

4. **SUGGESTED DEFENSES vs. SUCTION OVER 1NT:**

**Dbl (or Rdbl)** = Eight **good** or more HCP. We play it or they play it doubled.

Rebids by the Opening side after the opponents bid a suit:

**Dbl** = Penalty; in the immediate seat, showing good trumps and in the pass-out seat, penalty also but *may* be on power, not trumps.

**2 of a Major** = If they accept the one suit shown or one of the two suits shown, at the two level, a bid of 2 of a major not shown by the opponents, in the pass-out seat, shows a four-card suit and is forcing.

**2NT** in the pass-out seat = Invitational. Denies strength in opponent's suit.

**2 of a Major** (over 2C or above) = To play.

**2NT, 3C, 3D, 3H** = Invitational **or better** transfers. Generally bid game or show HCP concentration with a maximum, in response.

Over **Dbl** by the opponents: Systems are on (Stayman, Jacoby, etc.).

Over **2C** by the opponents: **Dbl** = Eight **good** or more HCP, penalty oriented.

**2D** = Stayman.

**2H/2S** = To play.

**2NT** = Lebensohl.

5. **SUCTION** after **STRONG 2C (or STRONG 1C):**

**Dbl** = Diamonds or Hearts and Spades Majors

**2D** = Hearts or Spades and Clubs Blacks (1D)

**2H** = Spades or Clubs and Diamonds Minors (1H)

**2S** = Clubs or Diamonds and Hearts Reds (1S)

**2NT** = Clubs and Hearts (*Rounded*) (**1NT**)

**3C** = Diamonds and Spades (*Pointy*) (**2C**)

**Jump Overcalls** = Natural and preemptive

6. **SUCTION** after **2D RESPONSE to Strong 2C (or 1D RESPONSE to Strong 1C):**

**Dbl** = Hearts or Spades and Clubs Blacks

**2H** = Spades or Clubs and Diamonds Minors (1H)

**2S** = Clubs or Diamonds and Hearts Reds (1S)

**2NT** = Clubs and Hearts (*Rounded*) (**1NT**)

**3C** = Diamonds or Hearts and Spades Majors (2C)

**3D** = Diamonds and Spades (*Pointy*) (**2D**)

**Jump Overcalls** = Natural and preemptive