## Overloading 1N − 3♦

3M

The 3+ response to 1N may be overloaded to mean **either** weak majors **or** strong minors.

By "*weak majors*", we mean a responding hand that is at least 5-5 in the majors, but less than invitational strength, 0 – 6 HCP, can be 0. For example: ♠ Q 9 8 5 3 ♥ T 8 7 6 3 ◆ J 6 ♣ 4

By "strong minors", we mean a responding hand that is 5/5 or 6/5 or 6/6 or 7/6 in the minor suits, and has at least mild slam interest. 5/4 hands are handled separately (modified Walsh).

**Strategy**: Opener assumes *weak majors* and takes preference for either ♥ or ♠. Responder <u>passes with the *weak majors* hand</u>, otherwise makes <u>a descriptive bid with the *strong minors*.</u>

	1N	3♦					
	3M	pass	3• was the weak majors hand				
Otherwise responder bids again							
	1N	3♦					

3N 5/5 Minors
4♣ 5/6 Longer ♣: 2-0=5=6 or 1=1=5=6, 4♠ Kickback, 4♠ escape to 4N
4♦ 6/5 Longer ♠: 2-0=6=5 or 1=1=6=5, 4♥ Kickback, 4♠ escape to 4N
4♥ 6/6 ♥-void: 1=0=6=6, may be treated as a ♥-exclusionary Keycard-ask
4♠ 6/6 ♠-void: 0=1=6=6, may be treated as a ♠-exclusionary Keycard-ask
4N 7/6 0=0=7-6: may be treated as 2-suited exclusionary ask

When responder shows 5/5, opener wishing to cooperate with a slam-try, may bid Kickback directly for either minor, or puppet via  $4\frac{1}{2}$  to find the major-suit distribution, or escape:

	1N	3♦	
	3M	3N	5/5 Minors
	4♣		Relay to ask for distribution in the majors
	4♦		Kickback for 🛧
	4♥		Kickback for 🔶
	4♠		Escape, asking partner to sign-off in 4N
	4N		6-Ace Keycard-ask
Distribution-ask:			
	1N	3♦	
	3M	3N	5/5 Minors, relay to ask

3M	3N	5/5 Minors, relay to ask					
4♣ 4♦		0=3=5=5 ♥-fragment		4N exclusionary-ask, 4♠ escape to 4N			
	47	3=0=5=5	▲-fragment	4N exclusionary ask, 4 <i>escape</i> to 4N			
	4♠	2-1=5=5	semi-balance	l, minimum, will pass 4N			
	4N	2-1=5=5	semi-balance	d, strong slam-try			

**Escape**: Responses are structured so that 4 may be used as an *escape* bid, an attempt by opener to subside in 4N if responder has only a mild slam-try. Responder may

- bid 4N to complete the escape, and opener will pass, or
- give a 4N 6-Ace Keycard response to refuse the escape.