

# Manx Diamond — updated 9 July 2026

## Opening Bids

Bid	Opener's Hand	Responder's Options	Opener Rebid
1♣	16+ NV / 17+ V	Cannot pass. 1D=<8pts. 8+pts=bid 5-card major. 2C=8+ both minors. <b>2D=8+ both majors (MD)</b> . Jump major=weak 5-6pts 6-card. 1NT=8-10 (may have 4-major). 2NT=11-13 (may have 4-major). <b>3NT=14+ (all controls, slam invite)</b> .	Jump 22+ in suit. 1NT=16-18. 2NT=19-21. 3NT=22+ all controls. Stayman (both 1NT/2NT) finds major fit; then 4NT=5-ace Blackwood, 4C=aces over NT.
1♦	11-15 NV (no 5-major, min 2♠, may have singleton club)	Pass if weak with 4+♦. Natural if weak but bid any 4-card major. Weak 2s ok. 1NT=no major 6-9. 2C=10-12 minors or 4-major. <b>2D=game try (MD for majors)</b> . <b>2NT=16+ all controls</b> .	Natural — treat MD like Stayman; 2NT denies 4-major. After 2C, opener's <b>2D (MD) asks for 4-major</b> ; none=2NT sign-off.
1♥/1♠	11-15 (5 cards; repeat=6)	Natural 8-10 to level of fit. Natural 10+ new suit 2-over-1. <b>Jump out 14+ game force</b> . 1NT=8-10 2-card support. <b>2NT=16+ no 4-card support</b> .	Natural. 4NT for Aces (except 4C over 2NT for Aces).
2♣	12-15 NV / 13-16 V (any singleton/void except ♠, one 4-major; min 3♣)	Cannot pass unless weak, with clubs length & poor majors. Bid longest suit — except: <b>2D (MD, non-promissory)</b> invites opener's 4-major. <b>3D strong (MD)</b> asks for 4-major.	Repeat ♣ if suit length, but MD from responder=bid 4-major. 2NT=sign-off if unfavourable (e.g. length in singleton major).
2♦	12-15 NV / 13-16 V (void/singleton♦, no 5-major, two 4-major — MD opening seeking major fit)	Cannot pass — MD opener. Natural; bid 4/5-major at 2-level if weak. <b>3D=strong+major interest (MD)</b> . 3C=4♣ no 4-major, weak. 4C(suit)=strong game invite ♣. 2NT=♦ control twice. <b>3NT=14+ with ♦ control twice</b> .	Natural to level of fit. Pass with 4-card support. Bid best major after 3D (MD); control passes to Responder.
2♥/2♠	Weak 6-10 (6 cards)	Natural to level of fit. 2NT=asking quality (Ogust).	3C=low HCP weak, 3D=low HCP good, 3H=high HCP weak, 3S=high HCP good, 3NT=AKQJxx
3♣/♦ /♥/♠	Weak 6-10 (7+ cards)	Natural. <b>Raise to 4 with outside strength 16+ &amp; 2-card support</b> .	Natural if game likely.
1NT	13-15 NV / 14-16 V	8+ Stayman & transfers. 2NT=invite to 3NT if max.	Natural; control passes to responder after Stayman.
2NT	13-15 both minors 5+	Bid better minor.	Natural but careful when V.

## General Bidding Rules

- Openings: rule of 19 at one-level, rule of 20 at two-level. 11 points flat, 1D is a pass.
- Fourth-in-hand 1D opening is rule of 15 — points plus number of spades. Further bids natural or artificial by agreement.
- Cannot pass with void or singleton support — consider cross ruffs on any trump fit.
- Bid to **level of fit**: 8 cards = level 2, 9 cards = level 3.
- If maximum, consider another suit as forcing one round, then support partner later.

## Slam Bidding

**Minimum:** 28 pts & 9 combined cards for slam when cross ruff if void/singleton. Otherwise 31+ points.

NT Slam — Aces (4C):	Suit Slam — Aces (4NT) — 5 Aces*:
4D=0 · 4H=1 · 4S=2 · 4NT=3	5C=0/3 · 5D=1/4 · 5H=2 · 5S=2+Q trumps
NT Slam — Kings (5C):	Suit Slam — Kings (5NT):
5D=0 · 5H=1 · 5S=2 · 5NT=3	6C=0 · 6D=1 · 6H=2 · 6S=3 · 6NT=4

\*King of trump suit = 5th ace (when suit agreed or implied)

## Defence & Signals

- **Ruff signal:** High card = want higher suit back as entry. Low card = want lower suit back.
- **Discard:** Low = lower of other 2 suits. High = higher. Middle (6/7) = suit may be ok.
- **Play in suit:** High = hate. Low = love.
- **Count:** High-low = even cards. Low-high = odd cards. Giving count is important.
- **Leads:** Ace led = also has King. King led = also has Q. Q led = QJ10. J led = J109+.
- **Leading partner's suit:** Lead highest to clarify distribution.
- **vs NT:** 4th highest unless internal sequence (e.g. Q1098x → lead 10). Rule of 11 applies.
- Leading partner's suit may be dangerous if opponents overcalled into NT.

## Interference Strategy

- **After opp 1NT:** 2C=minors, 2D (MD)=majors, X=penalties (16+).
- **After opp suit bid:** X=opening pts no stopper. 1NT=stopper 14-16 pts. Bidding their suit=17+ (next level). NT overcall if borderline.
- **Doubles:** First chance=takeout. Second chance=penalties. Doubling an artificial bid (transfer, cue bid etc)=length.
- **Weak jump overcall:** 6-9 pts, 6-card suit. 3-level jump = 8-12 pts.
- **Single overcall:** 8+ pts, 5-card. 2-level overcall: 10+ pts, 5-card. 2NT=5-5 minors (unusual NT); strong club hand may still open.
- Alert any bid 2-level and below.
- **Over our 1C if interfered:** Pass <5pts. X=takeout 6-9 (short in their suit). 10-15pts (or stopper)=bid nearest NT (forcing to game). 15+pts=bid their suit (slam interest).
- **Over our 1D if interfered:** X=I have the other major. NT over a major=I can stop this major. Or bid opposition suit at next level=game interest.
- **If 1NT (13-15) interrupted, systems on.** Opp 2C over partner 1NT → X=majors (Stayman), 2D=transfer to ♥ etc.
- **If opp double our 1NT (penalties):** Leave with 5+ pts. Escape via transfers with ≤5 pts to 6-card suit. Redouble=SOS asking opener to look for weak fit in minors.
- **Opp open 3 minor:** X=takeout. **3 major:** X=penalties, 3NT=takeout.