

Manx Diamond — Strong Club System Partnership Reference

Partnership reference – updated 10 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. 2D=8+ both majors (MD) . Jump major=weak 5-6pts 6-card. 1NT=8-10 (may have 4-major). 2NT=11-13 (may have 4-major). 3NT=14+ (all controls, slam invite) .	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. 2D=game try (MD for majors) . 2NT=16+ all controls .	Natural — treat MD like Stayman; 2NT denies 4-major. After 2C, opener's 2D (MD) asks for 4-major ; 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. Jump out 14+ game force . 1NT=8-10 2-card support. 2NT=16+ no 4-card support .	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: 2D (MD, non-promissory) invites opener's 4-major. 3D strong (MD) 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. 3D=strong+major interest (MD) . 3C=4♣ no 4-major, weak. 4C(suit)=strong game invite ♣. 2NT=♦ control twice. 3NT=14+ with ♦ control twice .	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. Raise to 4 with outside strength 16+ & 2-card support .	Natural if looking for a game
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.

Slam Bidding

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

NT Slam — Aces (4C)

4D=0	4D
4H=1	4H
4S=2	4S
4NT=3	4NT

Suit Slam — Aces (4NT), 5 Aces*

5C=0/3	5C
5D=1/4	5D
5H=2	5H
5S=2+Q trumps	5S

NT Slam — Kings (5C)

5D=0	5D
5H=1	5H
5S=2	5S
5NT=3	5NT

Suit Slam — Kings (5NT)

6C=0	6C
6D=1	6D
6H=2	6H
6S=3 · 6NT=4	6S
6NT	

*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.

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.