

VS. RED & BROWN STICKER CONVENTIONS & TREATMENTS

THE COMPLEX DEFENSES

GENERAL APPROACH

Modify & Expand as Desired to Suit Your Partnership's Needs and General Principles

The primary goal is two-fold: to get back to your own normal auction as quickly as you can without letting them off the hook when they are in trouble.

o 3 DIFFERENT BASIC DEFENSES DEPENDING UPON:

o **Is the opening bid natural or artificial?**

o **Do we know their suit(s) from the outset?**

With variations and modifications to suit specific conventions.

o Start with "Double" if you think you *may* want to defend. Double is "Cards" in 2nd seat ((any good weak notrump or better, and many 5431's). First priority is given to "attempt to penalize if possible."

o If not passing a double, respond Lebensohl whenever possible (2NT negative)

o General Principle After the First Double: Negative Doubles by both sides until the weak hand shows values, and Penalty thereafter.

o Start with "Pass" if you *know* you want to defend. (PASS&DOUBLE is unilateral PENALTY double.

o Our bids are natural whenever that's logical and practical, but we take advantage of opportunities for 2-way bids and Q-bids for take-out, so that double is reserved for card-showing and penalties. (NOTE: we don't try to play in their known 5-card suits, such bids are Q-bids - usually either takeout or looking for stopper.)

o If an opponent's conventional opening bid has a weak possibility and a strong possibility, assume the weak meaning until proven otherwise.

o If an opponent's opening has two or more possibilities, one with a known suit and one with an unknown suit, assume that their suit is known. (If there's a conflict between this principle and the previous one, the former has priority. So, if their strong possibility includes a known suit, and their weak meaning is an unknown suit, we first assume that the bid is weak - therefore, their suit is unknown.)

- o Any artificial/conventional opening which promises 5+ length in the suit they've bid is presumed to be natural, even if there are other unknown possibilities
- o Double is Takeout in 4th or 8th seat (Respond Lebensohl)
- o PASS&DOUBLE (6th seat) is Penalty if we don't know their suit(s) at the outset, but light takeout if we do.
- o PASS&BID is Strong - an unbidable hand. Game-Forcing.
- o 3NT is natural (unless they've shown a solid suit).
- o When responder needs a Q-bid vs. a totally artificial auction, it's usually "cheapest minor."
- o If they pass out the artificial bid, we don't (in theory). Partner may have a game-forcing unbidable hand. However, in order to avoid allowing them to set a trap for us (knowing that we are "in a force"), we will occasionally risk a pass-out, especially when other factors indicate that partner does NOT have a strong hand.
- o Whenever We Overcall A Natural 2NT: "Stayman" and transfers.
- o Whenever We Overcall A Natural "2NT With Tricks": Respond Pass-or-Correct, No Stayman, No transfers.
- o Whenever We Show A Strong NT Or Better: via a card-showing double (vs. Flannery, Acol, etc), respond as if partner had overcalled 2NT natural. 2-level new-suit bids are merely to play, 2NT is a transfer to ♣'s (for signoff, Lebensohlish) and all bids above 2NT are "System On."
- o Whenever We Overcall A Natural 3NT: Stayman & Transfers,
- o New-Suit Bids by responder are non-forcing through 3♦, and forcing if 3♥ or higher. (You might also want to play that a 3-over-3 response is forcing, i.e., if partner overcalls 3♣ your 3♦ response is forcing.) Best is to follow your normal partnership principles here.

IMPORTANT QUESTIONS TO ASK (before the match):

What do their responses mean? What's forcing, what's invitational, and what's "Pass or Correct?"

Do they have any tendency to make any psychic responses?

What does it mean if they pass the artificial opening?

(Different after our double? What is their redouble?)

Do the opponents' methods and/or range vary in 3rd & 4th seat?



THE BASIC DEFENSE - #1

USED WHEN THE CONVENTIONAL OPENING BID IS NATURAL

No special agreements are necessary. Double is takeout, no force is created, respond Lebensohl below 2NT. Standard bidding methods will suffice. Generally, fall back on your normal defense to weak 2-bids whenever you can

Any bid which promises the suit they've bid is presumed to be natural, even if there are unknown possibilities attached to the bid (a 2♥ opening showing ♥'s and a minor is treated as a weak 2-bid in ♥'s - i.e., a natural bid).

THE BASIC DEFENSE - #2

USED WHEN THE OPPONENT'S CONVENTIONAL OPENING BID IS
ARTIFICIAL & THEIR SUITS ARE KNOWN.

(e.g., vs. Flannery, Precision 2♦, 2NT showing minors, Transfer
Preempts, 2♦ showing Majors, Tartan 2-Bids, etc.)

NOTE: Whenever they have an anchor suit, their suit is presumed
to be "known."

DOUBLE: Good 13+ balanced or semi-balanced. "We think we
prefer to defend if possible." Flexible hand, with
emphasis on defense.

Shows Good Weak NT or better: Whenever they don't
(or might not) have opening bid values, and
they are below 3NT. Tends to be balanced, but
can include some awkward 5431 shapes.

Shows Strong NT+ (usually balanced, as above):

When they opening bid values or better, or when
the opening bid is 3NT or higher. May be
shaded slightly, especially vs. 2♣/♦/♥
openings where we can stop at the 2-level.

Double creates a competitive force if the
conventional bid was at the 3-level or higher,
but no force exists at lower levels.

When doubler shows a weak NT+:

Respond Lebensohl.

When doubler shows strong NT:

Respond as if doubler had overcalled natural 2NT
(or 3NT) - Transfers, Stayman,

Later Doubles

Further doubles by both sides are PENALTY. (Be
careful not to confuse with later doubles when we
don't know their suit(s) at the outset, where
further doubles are negative.)

DOUBLE&DOUBLE: Penalty. As Above.

PASS&DOUBLE: Takeout. (We know their suit(s))

DOUBLE&PASS: Forcing when original double was Strong NT+. No
force when original double was Weak NT+.

PASS&BID: Good unbidable hand. Usually 2 places to play. Frequently primary length in a suit RHO might have had originally, but has subsequently denied.

OVERCALL: Natural. In response to an overcall, the "cheapest minor" is used as a Q-bid if there is none available.

2NT OVERCALL: Strong, Natural with Tricks (assuming that double is available to show good balanced hands). 16-18 with good long suit. Respond Pass-or-Correct, i.e., "cheapest contract I'm willing to play assuming the worst case." No Stayman or transfers. No force created by 2NT overcall.

When direct double is defined as takeout, 2NT is natural 15+.

Respond Stayman and Transfers.

3NT OVERCALL: Natural, creates force. Respond Transfers and Stayman (perhaps no Stayman - should be discussed)

PASS&2NT (or 3NT):

Minors (assuming we had no way to show minors on the first round). Any range.

PASS&BID: Good unbidable hand. Game-Force. Probably primary length in RHO's known suit. May be primary length in one of the suits RHO might have had but has subsequently denied. Sense of the auction will tell you which suit it must show.

NOTE: The Strong PASS&BID sequence does NOT apply to bids in passout seat. You must take some strong action here to show the GF hand. Simple bids are merely balancing.

NOTE: You may prefer to use Pass&2NT to show this sort of hand as well, rather than minors.

NOTE: Responder MUST protect in passout seat when they pass the artificial bid. (*See above under "General Approach" for important proviso.*)

NOTE: PASS&BID is NOT a strong sequence when opener subsequently shows one of the strong hand-types. It is probably just a hand which couldn't make a natural weak bid on the first round because that bid would have been defined as artificial and/or strong.

NOTE: If you adopt this approach, you'll need to give it some discussion. Keep in mind that it really helps you bid your strong hands safely without wandering into a bad split, and it helps you to penalize the opponents when they are about to play in your long suit(s). It also tells responder that you DON'T have game-forcing strength when you act on the first round in the direct seat.

JUMP OVERCALL: Natural, one-suited. Intermediate (nf) if they are, or might be, preempting. Preemptive if they promise opening bid strength.

4m JUMP OVERCALL:

2-suited. 5/5+. Specific suits depend upon the opponents' methods. Natural with the other major where logical. Key on better major if opener shows both minors (Astro-linked).

4M JUMP OVERCALL:

Natural, but not strong. No force created. (Except when opener shows 5+ in same major, in which case 4M is big takeout for minors.)

2-LEVEL Q (or possible Q):

Takeout double of that suit. No force is created.

3-LEVEL Q:

Asks stopper. Creates Force. Jump or Non-Jump. May be delayed till 2nd round if bidder doesn't know what his Q-bid is on the 1st round.

4-LEVEL Q:

Strong Takeout, 2-suited, creates force.

PASS&Q-BID:

Asks for stopper. Presumably based on GF one-suiter. (Occurs only when we don't know their suit on the first round.)

PASS&JUMPSHIFT: Strong one-suiter. GF.

PASS&4M:

(Non-jump) Strong one-suiter, as above.

4NT:

BW (or Specific Ace BW if your partnership uses it), unless the opponents have opened with 4M or the equivalent. 4NT is takeout for minors vs. a 4M opening or the equivalent (e.g., Namyats)

4TH SEAT ACTIONS:

Generally have the same meanings as in direct seat except where illogical.

4TH SEAT:

When 3rd hand passes the artificial bid, double is take-out (as if RHO had opened weak-2 in the bid "suit"); Respond Lebensohl

All else is as if RHO had opened a weak-2 in the bid "suit." All systems on (i.e., normal partnership weak 2-bid defense).

When 3rd hand bids double is takeout of the known suit (standard bridge principles).

Suit bids are natural, including a "Q-bid" of RHO's artificial "suit."

6TH SEAT

Double

Light takeout

2NT or 3NT.

Minors. (You may prefer to use NT bids to show strong unbidable hands, i.e., PASS&BID sequences showing a strong hand with primary length in RHO's first suit and a balanced hand. But in passout

seat, NT bids should always be takeout (presumably minors).)

New-Suit Bids Strong unbidable hand (GF) if still in the direct seat. But, just balancing actions in the passout seat.

Cue-Bid Asks for Stopper

8th seat

Double Takeout

VARIATIONS & SPECIAL NEEDS:

Vs. Artificial 2NT:

Double is usually a bit better (good 14+). Pass if you can, but when not passing, respond "System On" as if you had overcalled 2NT.

Vs. 3-level (and higher) openings:

Your double is usually a bit better - good 14+

Vs. 3rd Seat Openings:

They may be stronger. ASK.

2nd Seat "Cue-Bid"

- As a rule, you won't have a direct Q-bid in 2nd seat. If you do, it's takeout of that suit. Overcalls in the bid "suit" are natural.
- However, when their artificial opening bid has *only one weak meaning* (e.g. 2♣ showing a strong 2♣ or a weak 2♦), we treat it the opening as a weak hand with a "known" suit, and our overcall in that "known" weak suit (e.g., 2♦) is takeout.
- In addition, whenever the opening bid includes 5+ cards in a *known* suit, we don't usually attempt to play there, so a bid in that suit is takeout - or stopper-ask - whichever is consistent with your normal methods. (If we ever DO want to play there, we use a PASS&BID or PASS&DOUBLE sequence.)

When the Opening Bid Promises 4+ in a Specific Suit.

There is a danger of their stealing our suit. xxxx is not an impossible holding when they make these "funny 2-bids" and aggressive players have been known to shade things with a 3-card suit. Therefore, we need to be able to bid the suit naturally. A 3-level overcall in their 4+ "suit" is natural. If the opening bid gives us the option of overcalling their "suit" at the 2-level as well, then we can do both: 2-level "overcall" is a cue-bid (takeout), and 3-level overcall is natural.

Passing Partner's Double of an Artificial Opening Bid:

If their pass (or redouble) shows, or suggests, length in the bid "suit," then you can't pass without trumps. And, if the opening bidder may have the suit he bid, then you can't pass without trumps. Therefore, your response may be very weak with only a four-card suit. However, if their bidding says nothing at all about the bid "suit," then responder should usually pass and hope to defend *something*, unless he has quite a good reason to bid.

When Their Opening Bid Guarantees 5+ Cards In A Known Suit:

Treat as weak-2 in that suit. Scrap the fancy defense and just use your normal weak-2 bid defense. If you have the option to Q-bid the known suit, treat the Q-bid as takeout and double as seeking penalties.

When Their Artificial Opening Guarantees Normal Opening Bid Strength (No Weak Options, e.g., Flannery):

Double, showing a NT hand, should start a bit higher - say, a good 14+. Treat as a Strong NT and respond "System On"

When Their Conventional Opening Promises (or Suggests) Length in the Bid Suit.

These will be passed more often than the purely artificial opening bids. So, be more cautious about passing in 2nd seat with good hands, particularly if you decide not to adopt a defense which allows for passing game-forcing hands in 2nd seat.

When They Pass the Artificial Opening:

For purposes of defining your bids, you can safely assume that RHO has length in the artificial suit (most of the time he will). Therefore, bid as if your RHO has made a natural opening bid in the suit passed. For example, if they pass out a Multi-2♦ opening, all of your bids and follow-ups in passout seat are the same as they would have been if 3rd seat had merely opened a natural Weak-2♦.

.Follow-Up Auctions

Follow your normal partnership methods and principles insofar as you possibly can. Initial doubles by responder should be takeout (or card-showing) on the 1st or 2nd round. When you are in need of a Q-bid response and there is none available, use the "cheapest minor."

THE BASIC DEFENSE - #3

USED WHEN THE OPPONENT'S CONVENTIONAL OPENING BID IS
ARTIFICIAL & THEIR SUIT(S) ARE UNKNOWN:

(e.g., vs. Multi 2♦, 2♠ Random Preempt, 2-Way, 3-Way & 4-Way
Openings, etc.)

NOTE: For the most part we try use the same defense as that used
vs. artificial bids when we DO know their suits (outlined
above). Those areas which are different when we *don't* know
their suits at the outset follow below:

DOUBLE&DOUBLE: **Negative by both sides until the weak hand shows
values and Penalty thereafter**, i.e., takeout,
responsive, or card-showing. (*Be careful not to
confuse with similar sequences when we know their
suit(s) at the outset, where further doubles are
penalty.*) No force is created when the weak hand
shows values with a two-level negative double.
However, a 3-level negative double creates a force
for us (i.e., follow normal partnership
principles).

PASS&DOUBLE: PENALTY. Applies whether 2nd seat later finds
himself in direct or balancing seat.
NOTE: This is the only flat-out PENALTY DOUBLE at
the 2-level of their mysterious artificial
openings. The possibilities are, in order:

1. In many cases doubler will have only trumps,
since good hands normally start with double
planning to involve partner, and to pass his
value showing "negative" double if they land in
a suit we intend to double.
2. Possible for doubler to have a hand which was
planning some later strong action ("PASS&BID"),
and was surprised to find that the opponents
landed in his suit.
3. Flat-out PENALTY DOUBLE of anything.

Practically speaking, what this "PASS&DOUBLE"
strategy means at the table is that, if they
make an artificial opening bid and we're
virtually certain we want to penalize them, we
will start with pass, then follow with a
PENALTY double. If we probably want to double,
but need cooperation, we will start with a

double and rely on the "negative doubles by both sides till the weak hand shows values" approach, after we've seen where they're going.

OVERCALL:

Natural in theory, but WE GENERALLY DON'T MAKE A SIMPLE OVERCALL IN A SUIT WHICH MAY BE THE OPENING BIDDER'S PRIMARY SUIT. Therefore, while many overcalls are theoretically defined as "natural" they are always suspect. Direct bids are often defined as Q-bids (stopper-asks). A strong one-suiter may have to pass and wait for the opponents to clarify. (A jump overcall is always natural - intermediate.)

2-LEVEL Q

(i.e., possible Q since we don't know their suits yet): Takeout double of that suit. No force is created. Frequently there is no direct seat Q-bid. However, if RHO is known to have primary length in one of two specific possibilities, our overcalls in those possibilities are Q-bids (generally either takeout or asking for stopper).

3-LEVEL Q:

(jump or non-jump) Rare, if not impossible, since opponents suits are unknown (i.e., 3Q is probably delayed until 2nd round since bidder doesn't know what his Q-bid is on the 1st round.) Asks stopper. Creates force.

When the opening bid shows one of two specific possibilities, direct bids in those suit(s) are Q-bids (stopper asks). (We don't make a simple overcall in a suit which may be RHO's primary suit.)

A strong one-suiter (GF) may have to pass and wait for the opponents to clarify so that he can Q-bid, or bid his suit on the next round when he knows where he stands.

RESPONDER'S Q-BID:

There is often no clear Q-bid available to responder (because we don't know their suit(s)). When needed, the cheapest minor is reserved for use as our Q-bid. For example,

- 3♥ is the only Q after (2♥)-Dbl-(P)
- 3♣ (Cheapest Minor) is our Q-bid after we overcall a natural 2♠, or after (2♥)-Dbl if 3rd hand bids anything artificial.
- After (2♥)-Dbl-(Natural Bid), our Q-bid is 3rd hand's suit.

4TH SEAT:

When 3rd hand bids anything defined as "Pass-Or-Correct," an initial double in 4th seat is some sort of good hand. 2-way, either penalty or takeout. 6th seat decides which based upon the

opponents' actions (opener is forced to reveal his hand).

Suit bids are natural, except "Q-bid" of RHO's artificial "suit." Since we'd double with length or shortness, the "Q-bid" asks for a stopper.

6TH SEAT

Double

Light takeout if we know their suits at the outset. But PENALTY when we don't.

VARIATIONS & SPECIAL NEEDS:

When the Opening Bid Has Only One Weak Possibility.

Assume that opener has the weak hand and bid accordingly. (e.g., 2♦ showing a weak 2♥ or a strong hand with ♦'s - we assume a weak 2♥ and our heart bids are not natural This may mean that you have no natural overcall in your own suit when opener has the strong hand. You may have to wait one round (use a PASS&BID or PASS&DOUBLE sequence).

When Their Opening Bid Includes No Strong Options:

Unless you have agreed that you won't pass out the artificial bid, be more careful about passing in 2nd seat with a good hand, since 3rd hand is quite likely to pass the artificial opening when he knows his partner has a weak hand.

When Their Opening Bid Includes any 3-suiter (Opening Bid+):

Be cautious about entering the bidding without sound values - it's not such an unlikely hand unless they also have *multiple* weak possibilities

Vs. Either/Or Artificial Openings & Multi-Way Bids:

Experience shows that it is best to treat these in the same way you handle a standard Multi 2♦. In 4th position, two-way doubles are simple and effective: Double of a Pass-Or-Correct bid is either penalty or takeout; other bids are natural (cue = stopper ask, 4m = two-suited). But this is an approach that needs work, and you may find that your preferred Multi defense works equally well. What is certain is that passing with any kind of good hand over one of these openings (either in 2nd or 4th seat), unless you have clearly defined rules and know exactly what to expect, can lead to major problems.

Most defenses against the opponents' conventions follow the pattern outlined above. Those that are off the normal pattern are noted under each convention (below).

DEFENDING SPECIFIC CONVENTIONS

The artificial methods outlined below are most of those I know of that are in use nowadays. There are surely many others - new ones crop up all the time. You can probably defend in the same general way against most - following the BASIC DEFENSE (above) and your partnership's general principles, but you will still need to look at each one of these you face at the table very carefully and see if there are any peculiar variations for which you will want to prepare.

I've tried to provide you with some details of each treatment, in the event that you decide that you might like to develop a more sophisticated defense of your own against any of them.

In some cases the BASIC DEFENSES will have to be modified to some extent, in order to handle the problems presented by the particular convention. Suggested modifications are noted under each convention as needed below. Where there is no note, use the BASIC DEFENSES (or make your own modifications as desired). I've left some room for you to make your own modifications to this sheet.

In cases where I know something of specific pairs, or teams, who have used certain methods in the past, this knowledge may be helpful to you, so I've made notes in parentheses for you. But you will still need to check out each pair's convention card before you play since methods change, and pairs change.

Against many of these artificial openings, you will be permitted to have your defenses at the table. But be careful to check this out at the playing site well ahead of time. The WBF Systems Policy, regarding the classification of conventions changes frequently, as do the rules regarding when you're allowed to bring your written defenses to the table. The policies have not yet been made available for Maastricht, so it is impossible to be certain at this time what you'll be allowed to have at the table. Your captain/coach will tell you at the appropriate time.

VS. 1♣: CARROT

- a) Strong
- b) Mini-NoTrump, 10-12

The BASIC DEFENSE will not be helpful.

Your general strategy should be to be fairly aggressive, since there is plenty of evidence to show that opener can encounter a number of later problems when he has a strong hand.

In Carrot, the responses to 1♣ are usually: 1♦=0-7 or any 13+; others are natural and NF. Opener can rebid a 3-card major with a mini no trump. So, if the opponents bid 1♣-1♦-1♥, they can have 9 opposite 0 or 20 opposite 20. And they may have as few as 3 ♥'s between them. This means that actions in 4th, 6th and 8th seats need to be defined.

The most straightforward defense is to double 1♣ when you would have opened 1♣, and otherwise ignore them. Any overcall is a normal opening bid. Respond to either just as if they had not bid at all - with all your normal constructive systems on. This will give you your system back as soon as possible, but won't give them much trouble.

Also playable is: Double = strong balanced; 1♦/m = natural, about 8-15; 1NT/2♣/2♦/2♥ = transfers, 16+; 2♠ and higher pre-emptive.

An improvement over the above is to employ some variation of CRASH - e.g., Double, 1♦ and 1NT show 2-suiters (color, rank, shape); 1♥ and 1♠ overcalls are natural.

Even better is a modified CRASH: e.g., Double = ♥ overcall; 1♦ = ♠ overcall; 1♥/♠/NT = CRASH, two-suiters (color, rank, shape); higher bids are pre-emptive.

A further modification to CRASH will give you even more flexibility: one-level bids as above; 2-level bids show the suit above or the two-suits below the suit you bid, with more shape than the one-level CRASH bids; 3-level bids are preemptive.

If using any form of CRASH:

- You can use similar steps in 4th seat after 1♣-(P)-1♦, but will need to discuss the modifications
- Good hands (16+) should start with Pass (either in 2nd seat or 4th seat), and then bid or double later to say "it may be our hand."
- Respond Pass-Or-Correct to all CRASH bids.

VS. 1♣: POLISH (WEAK NT, OR ♣'S, OR ANY STRONG HAND)

VS. 1♣: ANY 12-16 UNBALANCED, OR 15-17 BALANCED

No special defense necessary - they always have an opening bid. Treat it as you would any "short" ♣. Be sure you know what your ♣ bids mean in all positions, and in later rounds.

Your general strategy should be to be fairly aggressive with your overcalls, since there is plenty of evidence to show that opener can encounter a number of later problems when he has a strong hand.

Suggestion:

2♣ *Natural*

3♣ *Either stopper ask or natural preemptive (whatever is consistent with your normal partnership approach)*

Later ♣ Bids:

All are natural, except where a Q-bid is absolutely necessary (i.e., first-round 2♣ response to 2nd seat overcall is Q-bid because we need it, otherwise ♣'s are natural.) No splinters in ♣'s. No jump-Q in ♣'s.

VS. 1♣: STRONG, ARTIFICIAL AND FORCING (any 17+)

You probably already have your own defense to Strong ♣ openings. Some variation of CRASH is highly recommended. See above under 1♣: CARROT.

VS. 1♦: 9-15, 0+♦'S (WEAK PRECISION STYLE)

VS. 1♦: 10-16, 2+ CARDS (PRECISION)

No special defense necessary - treat as you would any "short" ♦. The weak Precision 1♦ will come up fairly often, and it may be your hand. You may also want to play in ♦'s fairly often, so be sure you know what your ♦ bids mean in all positions, and in later rounds.

Suggestion: Use the defense suggested vs. short 1♣ above (all references to ♣'s apply instead to ♦'s.)

VS. 1♦: 17+ UNBALANCED, 18+ BALANCED

No special defense necessary - treat as you would any "short" ♦. (See above)

Alternatively, you may prefer to use some variation of CRASH, or whatever defense you normally use vs. a strong ♣. (*recommended if you want maximize your accuracy and your defensive bidding potential*)

Your general strategy should be to be moderately (but not overly) aggressive with your overcalls, since opener can encounter a number of later problems in competition - though not so many as when the 1♣/1♦ opening is 2-way (i.e., either weak or strong).

VS. 1♦: 9-16, 4+♥'S, MAY HAVE LONGER MINOR (CANAPÉ)

- 2♦ Natural
- 3♦ Natural Preempt
- 1♥ Natural
- 2♥ Natural
- 3♥ Natural Preempt (or stopper ask if that's your normal partnership approach)

Otherwise, no special defense necessary - treat as you would any potentially "short" ♦. (see above) Q-bid response, when you need one, is cheapest minor.

You may prefer to use the BASIC DEFENSE (double to suggest you would like to defend).

The following are other possible agreements you may wish to adopt:

- 1♥ Takeout of ♥'s
- Double 5+♦'s

VS. 1♥: 9-16, 4+♠'S, MAY HAVE LONGER MINOR (CANAPÉ)

- Double Takeout of ♠'s
- 1♠ Natural
- 2♥/♠ Natural
- 3♥ Natural Preempt
- 3♠ Natural Preempt (or stopper ask if that's your normal partnership approach)

Later Bids in majors are all natural. Q-bid response, when you need one, is cheapest minor.

You may prefer to use the BASIC DEFENSE (double to suggest you would like to defend).

The following are other possible agreements you may wish to adopt:

- 1♠ Takeout of ♠'s
- Double 5+♥'s

VS: 1♠: 4+/4+ BOTH MAJORS

- 2♥/♠ Takeout
- 3♥/♠ Natural - good hands.

Later bids in majors are all natural. Q-bid response, when you need one, is cheapest minor.

The following are also possible agreements you may wish to adopt:

- Double 5+♠'s
- 2♥/♠ Natural
- 3♥/♠ Natural preempt

VS. MINI NOTRUMP (10-12)

Basic Strategy:

Be reasonably aggressive. Get into the bidding immediately with any promising 5/4, or they will rob you blind with this toy. (That's why they play it!)

Double Good Weak NT or better (14+, maybe good 13). Further doubles are negative (takeout, card-showing) by both sides until the weak hand shows values, and penalty thereafter. Virtually all good hands will start with double - the failure to double generally indicates a hand not strong enough in high-cards to double.

Other Use whatever defense you would normally use vs a 1NT opening, but be sure it is one which allows you to get in often and describe various hand types accurately. Landy (or the like) will not do the job.

Be sure to ask about their runouts when they are doubled. And ask what strength, if any, they promise when they pass 1NT.

Suggestions:

Cappelletti: better than most, but you'll have some difficult hands and some problems with accuracy about suit-lengths

Woolsey: much better, you'll achieve far more accuracy in determining suit lengths, but there are some hands that are hard to bid, especially strong hands since you have no card-showing double

Mohan: perhaps best, but harder to play and still not perfect (nothing is...).

Cappelletti: 2♣=one-suiter, 2♦=majors, 2M=natural with a minor
(5/4+ either way))

Woolsey: Double=usually 5-cd minor+4-cd. Major; 2♣=majors(2♦=no preference); 2♦=one major; 2♥=5♥'s+minor;
2♠=5♠'s+minor; 2N=minors; 3x=natural

A few problem hands must start with a lie:

- one minor (starts with 2♣ hoping to play at 2-level, passes 2♦ inquiry or corrects to 3m over 2x)
- very big hands(19+): start with double and rebid 2NT
- good 4441 (sing minor) start with 2♣
- 3145 in balancing seat start with double, even w/no 4-cd major

Mohan:

2♣ Majors
2♦/♥ Transfer (may be to 4-cd suit)
2♠ 5/5, ♠'s and a minor
2NT 5/5+, ♥'s and a minor
3♣/♦ Natural
3♥/♠ Shortness. Big Minor two-suiter.

Transfer to major followed by 3m is 4-6 (4M-6m)
5431's usually start with double - may transfer to 5-cd major and pass.

(If you want to go further into this, see the article in your folder on defending the mini-notrump by Eric Kokish.

VS. 1NT: ROMEX (20+, ANY DISTRIBUTION)

Use your normal Strong NT defense, but don't enter without sound values and good suits, and be aware that opener may have any distribution.

VS. 2♣: ARTIFICIAL, STRONG AND FORCING

Some form of CRASH is highly recommended for interfering when you have distributional hands. For example,

Double Red Suits or Black Suits (Color)
2♦ Majors or Minors (Rank)

2NT ♣'s and ♥'s, or ♦'s and ♠'s (Shape)

VS. NATURAL WEAK TWO-BIDS

VS. 2M NATURAL WITH AN UNKNOWN MINOR (5+M, 4+m)

VS. ALL NATURAL TWO-BIDS (PRECISION 2♣, ACOL, STRONG 2♦)

No special defense is necessary. Treat all of these as natural weak 2's in the bid suit, for purposes of defining the meaning of your bids.

2nd Seat

Dbl Take-out, Respond Lebensohl

Cue-bid Asks for a stopper

3-level If a jump, Intermediate, NF

4♣/♦ Very strong 2-suiter with bid-minor and the other major. Forcing.

4th Seat Same

Variations & Special Needs

Vs. Opening Bid Strength:

If their conventional bid shows an opening hand or better (Precision 2♣, Acol 2-bids, etc.) our jump overcalls are pre-emptive rather than intermediate (including 4m showing 5/5).

Vs. Acol 2-Bids:

All agreements are the same as those vs. weak 2-bids, except that we don't make a natural 2NT overcall vs. a strong opening bid. So, 2NT shows the minors.

VS. 2♣: ANY 0-7 (*Sweden*)

This toy is extremely difficult to defend against. The BASIC DEFENSE will work reasonably well, but responding to double is tricky. You may wish to make some modifications.

Pass the double if you possibly can - they are way out on a limb (but ask first about inferences regarding RHO's ♣ holding).

A possible improvement to the BASIC DEFENSE: After double, responder pretends that partner's opening 1NT has been overcalled with a natural 2m and acts accordingly (Lebensohl, transfers, etc. - whatever you would normally play over 1NT-(2♣_{artificial}))

Another playable approach is: Double=any 16+, Lebensohl responses; responses above 2NT as if partner overcalled

a natural 2NT (system on); other overcalls limited to about 15 (2NT overcall for minors).

VS. 2♣: WEAK-2 IN ANY SUIT (*Denmark, Iceland, Great Britain*)

The BASIC DEFENSE will suffice, but can be improved upon if you are so inclined. Keep in mind that 2♣ is likely to be passed by 3rd hand, with or without ♣'s. You can't afford to pass a direct-seat double aggressively, since opener may have ♣'s.

Suggestion:

Double	Should have at least three ♣'s or compensating defensive values since 2♣-Dbl-Pass is not an unlikely development (opener may have ♣'s)
2♦	Takeout in direct seat, natural in 4th
Other Overcalls	Natural
PASS&BID	Primary ♦'s (the suit we lost)

VS. 2♣: STRONG BALANCED OR ACOL-TWO-BID IN ANY SUIT (*France*)

You probably don't want to get involved without sound values - they always have a good hand. If you do, use the BASIC DEFENSE, but double should start higher and express good defensive prospects.

VS. 2♣: WEAK, 4+♥'S AND 5+ MINOR (*Sweden: Gothe-Anderssen*)

2♥	Takeout
3♥	Natural (Intermediate - they can have ♥xxxx)

You may wish to play 2♥ natural also, rather than takeout, to handle hands not good enough to bid 3♥. Either way is playable. If so, you'll have some difficult hands to bid when you're short in ♥'s. Starting with double is acceptable with, say, 4135 - but far from ideal.

VS. 2♣: 11-16, any 3-suiter (or 5-5-3-0)

Enter with caution - must have good suit.

VS. 2♣: 2-WAY (Poland)

- a) Weak-2 in ♦'s
- b) Acol 2♣

2♦ Takeout. We assume weak 2♦ (since they have only one weak possibility).

3♦ Use your normal methods vs. a natural 2♦ opening (e.g., 2-suited takeout, or stopper-ask).

Other As if they opened 2♦ weak

Follow-Ups AS if they opened 2♦ weak

VS. 2♣: 2-WAY

- a) any 3-suiter (11-16)
- b) 6+ ♣'s (11-16)

It's probably ♣'s, but enter with caution - must have a good suit.

3♣ Whatever you would normally play over a natural 2♣ opening (e.g., 2-suited takeout, or stopper-ask)

PASS&BID Primary ♣'s (the suit we lost) but be careful since, if opener doesn't have ♣'s, things aren't splitting well for us.

VS. 2♣: 3-WAY (Great Britain)

- a) Weak-2 in ♦'s
- b) Weak with Majors
- c) Acol 2♣

The BASIC DEFENSE will suffice, but you may wish to use 2♦ takeout, in which case PASS&BID is strong with primary ♦'s (the suit we lost)

VS. 2♣: 3-WAY (*Iceland: Palsson/Kristinsson*)

- a) Weak-2 in ♦'s
- b) 5+5+ in ♥/♠ or ♠/♣, 4-10
- c) 24-25 balanced

The BASIC DEFENSE will suffice, but you may wish to use 2♦ takeout, in which case PASS&BID is strong with primary ♦'s (the suit we lost)

VS. 2♣: 3-WAY (*European treatment*)

- a) Weak 2-minor
- b) 6-10 three-suited
- c) 15-18 three-suited

The BASIC DEFENSE will suffice, but you may wish to use 2♦ takeout, in which case PASS&BID is strong with primary ♦'s (the suit we lost)

VS. 2♣: 4-WAY (*European treatment, Sweden?*)

- a) Weak with ♦'s
- b) Weak with majors
- c) Strong bal
- d) Any game-force

The BASIC DEFENSE will suffice, but you may wish to use 2♦ takeout, in which case PASS&BID is strong with primary ♦'s (the suit we lost)

VS. 2♣: 4-WAY (*European treatment, Sweden?*)

- a) Weak with ♦'s
- b) Weak with majors
- c) Weak with ♠'s and ♣'s
- d) Strong bal

The BASIC DEFENSE will suffice, but you may wish to use 2♦ takeout, in which case PASS&BID is strong with primary ♦'s (the suit we lost)

VS. 2♦: ANY 0-7 (Sweden)

See above: Defense Vs. 2♣: any 0-7

VS. 2♦: 17-20 3-SUITED OR 11-16 ANY 5530

Must have sound values and good suit(s) to enter the bidding.

VS. 2♦: 19-20 BAL

VS. 2♦: ANY GF (France)

You won't want to get involved without a lot of shape. Consider something where you can show one-suiters and 2-suiters. e.g., CRASH.

VS. 2♦: FLANNERY (10-16, 5+♥'S & 4♠'S)

Double is strong NT+ (Respond Lebensohl). 2♥ = takeout of ♥'s. 2♠ Minors. 2NT Strong NT with tricks. 3♠ Natural preempt.

You may prefer to play 2♠ natural, and 2NT for minors (the standard Flannery defense), but experience suggests that it is not as useful a treatment.

VS. 2♦: REVERSE FLANNERY (10-16), 5+♠'S & 4+♥'S

Double is Strong NT+, 2♥ Natural, 2♠ takeout of ♠'s, 2NT minors.

You may prefer to play 2NT as Strong NT with tricks, and 2♠ as minors - but it causes some problems when you want to suggest playing in hearts - say, 1435.

VS. 2♦: 3-SUITED, SHORT ♦'S (11-16, PRECISION STYLE)

Overcalls (in any suit) promise some ♦ length (for safety).
PASS&BID Strong hand with primary ♦'s (too good for 3♦
overcall). Bid is secondary suit.

VS. 2♦: WEAK WITH BOTH MAJORS (4+/4+)

2♥/♠ Takeout, opening bid with some length in the bid major
and shortage in the other major
3♥/♠ Natural, intermediate, NF. (they will often have xxxx
in a major when they use this toy, and xxx is not
unheard of.)

You may prefer 2♥/♠ overcalls as natural bids (not
good enough for 3-level overcall) - not an unreasonable
treatment. But, you'll have some problems when you
want to suggest playing in a major with, say, 1345 or
3145. Of course, you can start with double with these
hands, but you're going to have a hard time doubling
them with no four-card major holding over-the-suit, and
you'll lose your own constructive major auctions
occasionally.

VS. 2♦: WEAK, 4+♠'S AND 5+MINOR (*Sweden: Gothe-Anderssen*)

2♠ Takeout
3♠ Natural (Intermediate - they can have ♠xxxx)

You may wish to play 2♠ natural also, rather than
takeout, to handle hands not good enough to bid 3♠.
Either way is playable. If so, you'll have some
difficult hands to bid when you're short in ♠'s.
Starting with double is acceptable with, say, 1435 -
but far from ideal.

VS. 2♦: 8-16, MAJORS OR MINORS

BASIC CRASH DEFENSE (See VS. 2♥: CRASH (below))

VS. 2♦: MULTI (*Great Britain, Poland, Germany, USA, many others*)

- a) weak-2 in a major
- b)c)d), etc... ??

There are numerous multi variations - BASIC DEFENSE #3 should apply to all, with modifications as suggested below. Assume it's a weak-2♥/♠ bid. But, look at their convention card before each match. And ask questions.

2♥/♠ Takeout of that suit (respond Lebensohl)
PASS&BID Strong with primary length in the *other* major (the one opener does not hold). Bid is secondary suit.

VS. 2♦: 2-WAY (*Great Britain*)

- a) weak-2 in any suit
- b) strong 3-suiter

Not exactly another multi-variation

VS. 2♦: 2-WAY

- a) weak 2♥
- b) strong with ♦'s

2♥ Takeout.
3♥ Stopper-ask. We assume weak 2♥ (since they have only one weak possibility).

VS. 2♦: 2-WAY (*Poland: Kwiecien/Pszczola*)

- a) 5+♥, 3-10
- c) 5+♠/5+m, 3-10

Vs. 2♦: 2-WAY

- a) Weak-2 in ♥'s
- c) Opening bid with 4 ♥'s and 5 ♣'s

2♥ Takeout (they have only one weak option).

3♥ Natural. Opener may have only four ♥'s.

VS. 2♦: 3-WAY (*Iceland: Palsson/Kristinsson*)

- a) Weak-2 in ♥'s
- b) 5+5+ in ♦/♠ or ♦/♣, 4-10
- c) 26-27 balanced

VS. 2♦: 4-WAY (*Poland*)

- a) weak 2♥
- b) weak with ♠'s and ♦'s
- c) weak with the minors
- d) strong balanced

VS. 2♥: WEAK, 4 ♥'S & 5+ MINOR

3♥ Natural. (Opener may have ♥xxxx)

VS. 2♥: 10-13, 4 ♥'S & 5+ MINOR

3♥ Natural. (Opener may have ♥xxxx)

VS. 2♥: REVERSE FLANNERY (10-16), 5+♠'S & 4+♥'S

Double is Strong NT+, 2♠ is minors, 2NT is Strong NT with Tricks, 3♥ natural.

VS. 2♥: OPENING BID, 3-SUITED, SHORT ♦'S

You probably won't want to get involved unless you have ♦'s. If you have one of the other three you'll want to have a very good long suit.

VS. 2♥: WEAK 5/5 OR 5/4 INCLUDING FIVE ♥'S

(Including a number of variations, some promising a specific minor.) Treat as weak-two in ♥'s and use your normal weak 2-bid defense

VS. 2♥: ANY WEAK 2-SUITER

BASIC CRASH DEFENSE (See VS. 2♥: CRASH (below))

VS. 2♥: WEAK WITH BOTH MAJORS (4+/4+)

2♠ Takeout.
3M Natural. (They will often have xxxx in a major)

Be careful about passing good hands in 2nd seat, unless you have agreed that responder can't pass out 2♥. The opening bid is not unlikely to be passed by 3rd hand.

VS. 2♥: 2-WAY: WEAK-2 IN ♠'S, OR 4+♠'S & 5-MINOR (WEAK)

2♠ Takeout.
3♠ Natural. (They will often have xxxx in a major)

VS. 2♥: 2-WAY (*Poland: Kwiecien/Pszczola*)

- a) 5+♠, 3-10
- c) 5+♥/5+m, 3-10

VS. 2♥: 2-WAY

- a) strong in ♥'s
- d) weak in ♠'s

- 2♠ Takeout. (they have only one weak possibility)
- 3♠ Stopper-Ask. (If you want to have some fun, you can play this 2-way as they do: Preemptive or Stopper Ask - let them guess whose hand it is too...)

VS. 2♥: 2-WAY

- a) strong in ♥'s
- b) weak with ♠'s + minor

- 2♠ Takeout. (they have only one weak possibility)
- 3♠ Stopper-Ask. (If you want to have some fun, you can play this 2-way as they do: Preemptive or Stopper Ask - let them guess whose hand it is too...)

VS 2♥: CRASH, ♥/♣ or ♠/♦, Weak (*Lithuania: Samalius/Zibaitis; Sweden: Gullberg/Andersson*); Red Suits or Black Suits (*Great Britain, Poland*)

BASIC CRASH DEFENSE:

- Overcall: No natural overcall available. Any non-jump bid is takeout of that suit. If you're not good enough to make a jump overcall at the three-level you don't want to be in the bidding until RHO clarifies.
- Double: Cannot pass partner's direct seat double aggressively, since opener may have the suit he opened.
- 3-level Jumps:

Natural, Intermediate (nf)
 4-level Jumps:
 Counter-Crash, 2-suited, 5/5+, good suits. Exercise caution, and pay attention to vulnerabilities, since RHO may occasionally have your suits.
 4m Natural with a major. (Respond Pass-Or-Correct)
 4♥ Majors
 4♠ Minors
 All Else Follow BASIC DEFENSE #3

VS. 2♥: 3-WAY (*Iceland: Palsson/Kristinsson; Germany: Auken/Von Arnim*)

- a) Weak-2 in ♠'s
- b) 5+5+ in ♥/♦ or ♥/♣ 4-10
- c) 28+ balanced

VS. 2♥: 3-WAY (*Poland*)

- a) weak with ♠'s
- b) weak with ♥'s and ♣'s
- c) strong balanced

VS. 2♠: WEAK PREEMPT IN A MINOR (*Poland, Iceland, Germany, USA*)

VS. 2♠: WEAK PREEMPT IN ANY SUIT (*USA: Sokolow-Seamon; Meyers-Montin; Palmer-Deas; Zia-Rosenberg; Meckstroth-Rodwell; Quinn-Breed;*)

Double Should have at least 3 ♠'s (or compensating high-card strength), since (2♠)-X-(P) is an not an unexpected development.

The BASIC DEFENSE #3 will handle this toy fairly well, but you may decide to to play double = 5+ ♠'s; 3♠ takeout for minors.

Another possibility, especially useful if you don't like to use the PASS&BID approach with strong hands, is to play double = strong balanced; 2NT/3m/3♥ are all transfers, 3♠ takeout for minors.

VS. 2♠: ANY WEAK TWO-SUITER

Double Should have at least 3 ♠'s (or compensating high-card strength), since (2♠)-X-(P) is an not an unexpected development.

BASIC CRASH DEFENSE (See VS. 2♥: CRASH (above))

VS. 2♠: WEAK, 4+♠'S & 5+MINOR

VS. 2♠: 10-13, 4+♠'S & 5+MINOR

3♠ Natural. (♠xxxx is possible in opener's hand)

VS 2♠: 5+♠'S & 4+MINOR, WEAK

Treat as weak-two in ♠'s. No special defense is necessary.

VS. 2♠: WEAK WITH ♠'S AND ♣'S

3♣ Takeout.

3♠ Natural if opener can have four ♠'s. Stopper-ask if he promises 5+ ♠'s.

VS. 2♠: PREEMPT IN ANY SUIT

You may just use the BASIC DEFENSE, but you may decide instead to double with 5+ ♠'s, moderate hand, or very strong (GF), and overcall 3♠ intermediate with 6+ ♠'s.

VS. 2♠: ROMAN, OPENING BID, 5+♠'S & 4+♣'S

No special defense necessary - treat as weak-2 in ♠'s.

VS. 2♠: BOTH MINORS (Any Range)

Double Normal (13-15 or 19+) Should be somewhat minor-suit oriented (i.e., defense as opposed to offense).

3♣/♦ Takeout, major-suit oriented. 3♣ stronger (leaving room for 3♦ Q-bid from responder).

Alternatively, you may want to use 3♥/3♠ overcalls as merely competitive, and 3♣/3♦ to show slam interest in the corresponding major.

VS. 2♠: BOTH MAJORS (Any Range)

4m Both minors as expected, but 4♣ is weaker. (Need to be able to correct to 4♦ to get out of the auction.)

VS. 2♠: 2-WAY

- a) Weak preempt in any suit
- b) Weak with both minors

VS. 2♠: 2-WAY (*Poland: Kwiecien/Pszczola*)

- a) 6+♣/♦, 3-10
- b) 5+♥/5+♠, 3-10

VS. 2♠: 2-WAY

- a) Strong with ♠'s
- b) Weak with ♥'s + minor

3♥ Cue-bid. Whatever it would mean over natural weak 2♥, perhaps stopper-ask, or two-suited takeout. (We assume ♥'s + minor - the only weak possibility).

Double You may want to use the BASIC DEFENSE, but it would probably be better to use double as takeout of ♥'s, or perhaps to show 5+ ♠'s.

VS. 2♠'S: 2-WAY

- a) Strong with ♠'s
- b) Weak with ♣'s

3♣ Takeout. (They have only one weak option). You could also use 3♣ as a Stopper-Ask. Or it could be 2-way.

Double You may want to use the BASIC DEFENSE, but it would probably be better to use double to show 5+ ♠'s, or perhaps as light takeout of ♣'s.

VS. 2♠: CRASH, ♥/♦ or ♠/♣, Weak (*Lithuania: Samalius/Zibaitis; Sweden: Gullberg/Andersson; Poland*); ♥/♦ or ♠/♣, 8-16;

BASIC CRASH DEFENSE (See VS. 2♥: CRASH (above))

VS. 2♠: 3-WAY

- a) Weak with ♦'s
- b) Weak with majors
- c) Weak with ♠'s and ♣'s

VS. TRANSFER PREEMPT

Cue-bid Take-out.
Jump Q-bid Stopper Ask if below 3NT.
Other Your normal methods vs. natural preempts - but you may decide to treat double as either card-showing or as showing five cards in the suit doubled.

VS. 2NT: BOTH MINORS, 5/5, 5/4, 4/5 (ANY RANGE)

(Some of these define the major-suit shape specifically: 3-1

or 1-3)

Double 13+ balanced (can't differentiate NT ranges).
Should be somewhat minor-suit oriented (i.e.,
defense as opposed to offense).

3♣/♦ Takeout, major-suit oriented. 3♣ stronger
(leaving room for 3♦ Q-bid from responder).

Alternatively, you may want to use 3♥/♠ overcalls
as merely competitive hands, and 3♣/♦ Q-bids to
show game(or slam) interest in the corresponding
major.

VS. 2NT: 8-12 OR 16-19, 5/5 IN ♣'S & ANOTHER

VS. 2NT: ♣ PRE-EMPT OR STRONG TWO-SUITER WITH ♣'S

VS. 2NT: OPENING BID WITH 6+♣'S

3♣ Takeout (Opener always has ♣'s). You can go 2-way here - stopper-ask or GF two-suited takeout. But if you just want to be competitive (not GF) you're sort of stuck.

VS. 2NT: WEAK PREEMPT IN EITHER MINOR

VS. 2NT: WEAK PREEMPT IN ANY SUIT

The BASIC DEFENSE #3 will handle this toy fairly well, but you may decide to play that double = strong and balanced, with responses as to your 2NT opening or 2NT overcall (your choice); overcalls are natural, 4m jump is two-suited. This makes it awkward to show a very strong one-suiter (you can double first, but may be crossed up by partner's response; you'll do better with the PASS&BID approach here).

Another possibility, especially useful if you don't like to use the PASS&BID approach with strong hands, is to play double = strong balanced; 3♣/3♦/3♥/3♠ are all transfers, 3NT takeout for minors (double then bid 3NT if you want to play there). Or, play 3NT natural and Pass&Bid 3NT for minors. Just be consistent with your general principles within your partnership.

VS. 2NT: WEAK 2-SUITER EXCLUDING ♣'S

VS. 2NT: BOTH MAJORS (Any Range)

4m Both minors as expected, but 4♣ is weaker. (Need to be able to correct to 4♦ to get out of the auction.)

VS. 2NT: 2-WAY (*Great Britain*)

- a) Weak pre-empt in a minor, or
- b) Strong pre-empt in a major

VS. 2NT: 2-WAY

- a) Weak pre-empt in a minor, or
- b) Strong with both minors

VS. 2NT: 2-WAY

- a) weak with both minors
- b) weak with both majors

BASIC CRASH DEFENSE (*See VS. 2♥: CRASH (above)*)

VS. 2NT: 2-WAY

- a) weak in ♦'s
- b) weak with both majors

VS. 2NT: CRASH, ♣/♦ or ♥/♠, Weak (*Lithuania: Samalius/Zibaitis; Sweden: Gullberg/Andersson*)

NOTE: This may be stronger in 3rd & 4th seat (12-16)

BASIC CRASH DEFENSE (*See VS. 2♥: CRASH (above)*)

VS. 2NT: 3-WAY

- a) 5 ♥'s & 6-minor
- b) 20-22, 4441 or 4414
- c) 15-17 both majors

3♥

Takeout - opener always has ♥'s. (Note that 3♥ will function as a stopper-ask even when defined as takeout, since partner will usually lean toward 3NT when he has a stopper.)

VS. 3♣: PRE-EMPT IN ♦'S

3♦ Takeout

VS. 3♣: ANY SOLID SUIT

3NT Takeout - big two-suiter. (Let's not play in 3NT when they can run a solid suit.)

VS 3♣: 8-12 OR 16-19, 5/5 ♦'S + MAJOR

3♦ Takeout (opener always has ♦'s).

VS. 3♣: WEAK WITH BOTH MINORS

3♦ Takeout.

VS. 3♣: 2-WAY, (Great Britain)

- a) Weak with ♦'s
- b) Weak with both majors

VS. 3♣: 2-WAY

- a) preempt in ♦'s
- b) strong 3-suiter

3♦ Takeout. We assume weak with ♦'s (since they have only one weak possibility).

VS 3♣: 2-WAY

- a) Weak with ♦'s
- b) Strong 2-suiter

3♦ Takeout. We assume weak with ♦'s (since they have only one weak possibility).

VS. 3♦: ♥ PREEMPT

3♥ Takeout.

VS. 3♦: PREEMPT IN EITHER MAJOR (*Great Britain*)

VS. 3♦: 8-12 OR 16-19, 5/5 IN MAJORS

3♥ Takeout (minors), Strong

3♠ Takeout (minors), Competitive

VS. 3♦: WEAK WITH BOTH MAJORS

3♥ Takeout (minors), Strong

3♠ Takeout (minors), Competitive

VS. 3♦: 2-WAY

a) ♦ preempt

b) 9 solid ♥'s

Assume ♦ preempt. No special defense necessary
(Double is takeout, 3♥ natural, etc.)

VS. 3♦: 2-WAY, (*Great Britain*)

a) Weak with ♥'s, or

b) Weak with both black suits

VS. 3♦: 2-WAY

- a) Weak with ♥'s, or
- b) Weak with ♠'s + minor

VS. 3♦: 2-WAY

- a) ♥ preempt
- b) strong 2-suiter with ♥'s

3♥ Takeout.

VS. 3♦: 4-WAY (*Denmark: Blakset-Christiansen*)

- a) ♦ pre-empt
- b) very weak 3-suiter with short ♦
- c) very weak with a suit other than ♦
- d) weak with both minors

Very difficult to defend against. Use the BASIC DEFENSE #3, and be prepared to double them aggressively. Probably best to assume that opener has ♦'s until proven otherwise. Later doubles should generally be penalty, especially when and if opener clarifies his hand.

VS. 3♥: ANY SOLID SUIT

3NT Takeout - big 2-suiter. (We don't want to play 3NT vs. a solid suit)

VS. 3♥: BOTH MAJORS, WEAK (*Italy, Great Britain*)

Double Shows a ♥ stopper and asks partner to bid 3NT with a ♠ stopper. 3♠ shows a ♠ stopper.

VS. 3♥: 2-WAY

- a) ♥ preempt
- b) 9 solid ♠'s

Assume ♥ preempt. No special defense necessary
(double is takeout, 3♠ natural, etc.)

VS. 3♥: 2-WAY, (Great Britain)

- a) Weak with ♠'s, or
- c) Weak with both minors

VS. 3♥: 2-WAY

- a) ♠ Preempt
- b) Strong 2-suiter with ♠'s

3♠ Takeout or Stopper-ask - whichever is consistent with your partnership's general style, but note that it can be 2-way since partner will always bid 3NT with a stopper. (Opener always has ♠'s.)

VS. 3♥: 4-WAY (*Denmark: Blakset-Christiansen*)

- a) ♥ pre-empt
- b) very weak 3-suiter short ♥'s
- c) very weak with a suit other than ♥'s
- d) weak with both minors

Very difficult to defend against. Use the BASIC DEFENSE #3, and be prepared to double them aggressively. Probably best to assume that opener has ♥'s until proven otherwise. Later doubles should generally be penalty, especially when and if opener clarifies his hand.

VS. 3♠: SOLID MINOR

VS. 3♠: ANY SOLID SUIT

3NT Any two-suiter. (We don't want to play 3NT with RHO having a solid suit.)
Other Use the same defense as to 3NT (below)

VS. 3♠: 2-WAY, (*Great Britain*)

- a) Weak with ♣'s, or
- b) Weak with both red suits

VS. 3♠: 2-WAY

- a) ♠ pre-empt
- b) 9 solid ♣'s

No special defense necessary. Assume natural ♠ preempt and use your normal methods (but be careful about bidding 3NT if you're long in ♠'s and/or short (or weak) in ♣'s)

VS. 3♠: 4-WAY (Denmark: Blakset-Christiansen)

- a) ♠ pre-empt
- b) very weak 3-suiter with short ♠'s
- c) very weak with a suit other than ♠'s
- d) weak with both minors

Very difficult to defend against. Use the BASIC DEFENSE #3, and be prepared to double them aggressively. Probably best to assume that opener has ♠'s until proven otherwise. Later doubles should generally be penalty, especially when and if opener clarifies his hand.

VS. 3NT: WEAK WITH BOTH MINORS

- 4♣ Strong takeout, majors - some slam interest.
- 4♦ Takeout, majors - competitive.

Alternatively, you may want to use 4♥/♠ overcalls as merely competitive, and 4♣/♦ to show slam interest in the corresponding major.

VS. 3NT: 2-WAY

- a) ♣ preempt
- b) strong 2-suiter with ♣'s

- 4♣ Takeout. Assume club preempt.
- Other Use defense to Gambling 3NT (below).

VS. 3NT: ♣ PREEMPT

- 4♣ Takeout.
- Other Same as to Gambling 3NT (below)

VS. 3NT: ANY SOLID SUIT

Use the Gambling 3NT defense (below), but be alert to the possibility that opener may have a major.

VS. 3NT: LONG MINOR (4m PREEMPT)

VS. 3NT: GAMBLING (SOLID MINOR)

2nd Seat

Double Strong balanced, Penalty Oriented. May have a major, but often not.

4♣ Takeout. Major-suit orientation.

4♦ Slam-try Transfer: Slam-try in unspecified suit. Respond "Pass-Or-Correct," i.e., "cheapest contract I'm willing to play assuming the worst case."

4M Overcall Natural, limited - no slam interest.

5m Overcall Natural, limited - no slam interest.

Pass&Double Light Takeout.

Pass&Bid Minor: One-suited (can't bid direct 4m since otherwise defined)
Major: Too light for direct overcall.

4th Seat: Same as in direct seat, except that double is balancing - cards, not limited to penalty orientation. May or may not have majors. Not wildly distributional.

Follow-Up:

Responder's double after the initial card-showing double is responsive with both majors. NOT takeout or negative as would normally be the case. Responder's double is often passed since the 1st double is not especially major-suit oriented.

VS. 3NT: GOOD 4-MAJOR PREEMPT

VS. 3NT (SOLID MAJOR)

VS. 4♣/♦: NATURAL PREEMPT OR GOOD 4♥/4♠ OPENING (Germany)

Treat as natural 4m preempt, no special defense necessary. (4M overcall natural)

VS. NAMYATS (4♣/♦: SOUTH AFRICAN TEXAS)

Deviates quite a lot from the BASIC DEFENSE (and from normal partnership principles) because of several unusual factors that are not usually present:

- o the high-level,
- o we know their suit,
- o we have a clear Q-bid
- o we know we will get another bid on the next round.

Double Light takeout. Not card-showing or penalty as we would normally play. No force created. (4Q is strong takeout.)

Cue-bid Strong takeout (Michaels): 2-suiter (5-5+) with the other major and unknown minor (4NT response asks for minor). Creates force.

4NT Takeout for minors. Creates force.

Overcall Strong, creates a force - at least some slam interest. Pass&Bid is weaker.

Double&Double: Still takeout. More high-cards. No force created.

Pass&Bid Light (balancing). No Force. Maybe just saving.

Pass&Double Strong balanced. PENALTY - even though we know their suit on the first round. (Necessary because we have no card-showing double on the first round to set up a Double-Double sequence.)

VS. 4♣: 2-WAY

- a) ♦ preempt
- b) strong 2-suiter with ♦'s

4♦ Takeout.

VS. 4♣: 2-WAY

- a) Natural preempt
- b) Strong 4♥

Treat as natural preempt (4♥ overcall is natural)

VS. 4♦: 2-WAY

- a) Natural preempt
- b) Strong 4♠

Treat as natural preempt (4♠ overcall is natural)

VS. 4♦: 2-WAY

- a) ♥ preempt
- b) strong 2-suiter with ♥'s

4♥ Takeout.

VS. 4♥: 2-WAY

- a) ♠ preempt
- b) strong 2-suiter with ♠'s

4♠ Takeout.

VS. 4NT: BOTH MINORS

5♣ Takeout, majors - slam interest.

5♦ Takeout, majors - no slam interest.



If you encounter an unusual convention which is not on this list, attempt to follow the appropriate BASIC DEFENSE insofar as you can. In some cases you will need to make modifications. Find out what they play *before* you sit down at the table, and discuss whether your basic approach will be adequate. If not, try to match it up with something similar above, or discuss with your captain or coach how you might modify it to meet your specific needs. In addition, I'm happy to provide my own partnership notes to anyone who wants them, but be warned, they are extremely complex and not easy to play without extensive discussion.

(If your partnership wants to go further with this, and prepare the best possible defenses to each conventional opening (and doesn't mind doing a lot of work) I'll be happy to offer further suggestions and/or provide my own partnership notes which are quite detailed. If you need further help on anything, you can contact me (Kate McCallum) anytime at ktm3@mediaone.net. Fax: 603-778-3196. Tel: 603-778-3136.