

VS. RED & BROWN STICKER CONVENTIONS & TREATMENTS

THE SIMPLE DEFENSES

GENERAL APPROACH

Modify & Expand as Desired to suit your Partnership's Needs and General Principles

- o The primary goal is to get back to your own normal auction as quickly as you can. A secondary goal is to avoid complex auctions and artificial defenses. (Doubling the opponents is a distant secondary goal.)
- o Ignore them whenever you can.
- o Start with double if you think you probably want to defend
- o If you want to declare: Overcall, or Pass&Double (takeout), or Pass&Bid (weaker, or minors).
- o When their bid has a weak possible meaning and a strong one, assume the weak meaning(s) until proven otherwise.
- o When their bid has multiple possibilities, assume the one-suited meaning if you have to guess.
- o Our bids are natural whenever it's possible and reasonable, including overcalls in their 4⁺-cd. Suits. (but we don't try to play in their known 5-card suits).
- o 3NT is always natural, unless they've shown a solid suit.
- o Double is "Cards" in 2nd seat
 - o Double & Double is Penalty.
 - o Partner's 1st Double is Responsive (Cards)
 - o All Further Doubles are Penalty
 - o Respond Lebensohl whenever possible (2NT negative)
- o Double is Takeout in 4th, 6th or 8th seat
- o Pass&Double is Takeout
- o Pass&Bid is Weak (balancing) or Minors
- o New suits are normally non-forcing, but constructive. But...
- o If they haven't bid a suit naturally, we have no Q-bid. In this case, responder's new suit bids are F1.

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 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

(USED AGAINST MOST ARTIFICIAL CONVENTIONS.)

2ND Seat:

Db1 13-15 balanced or 19+ balanced (or any hand too good to overcall or jump); Respond Lebensohl.

Overcalls Usually Natural (including "cue" bid of the bid suit); after our overcall there is often no cue-bid (since they have no known suit), so change of suit is F1 (See below for exception)

2NT 16-18 (System On)

3-level Natural (including "cue" bid), Strong if a jump (Invitational, but nf)

4-level 4m is 5+5+ with that minor and an unknown major. Forcing. 4M is natural.

4TH Seat:

Db1 Take-out (as if RHO had opened weak-2 in bid "suit"); Respond Lebensohl

All else Same as in 2nd Seat

6TH Seat (OR 8TH Seat):

Db1 Take-out (respond Lebensohl)

2NT Minors

Suit-Bids Balancing

Cue-Bid Asks for Stopper

Doubles

Double is "cards" (hcp's) in 2nd seat.
Most other early doubles are takeout.
Initial double is takeout in any other seat.
Responder's first double is takeout.
Doubler's second double is penalty.
After the 2nd round, all doubles are Penalty.

VARIATIONS & SPECIAL NEEDS:

Vs. Artificial 2NT:

Your double is 15+ (can't differentiate NT ranges), respond "System On" as if you had overcalled 2NT.

Vs. 3-level (and higher) openings:

Your double is better - around 15+

Vs. 3rd Seat Openings:

They may be stronger. ASK.

2nd Seat "Cue-Bid"

- In general you don't have a direct Q-bid in 2nd seat. 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 is 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 promises 5+ cards in a *known* suit, we don't attempt to play there, so a bid in that suit is takeout (or stopper-ask - whichever is consistent with your normal methods).

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.

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 unless he has 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 Opening Bid Includes No Strong Options:

Be careful about passing in 2nd seat with a good hand, since responder is quite likely to pass the artificial opening when he knows his partner has a weak hand.

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 15+. Treat as 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 very careful about passing in 2nd seat with good hands.

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

When They Pass the Artificial Opening:

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. If you have no Q-bid response, then new-suit responses should be forcing.

(

If you want to go even simpler than the above, and still have good serviceable defenses, consider using the ACBL YELLOW-BOOK defenses.)

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 DEFENSE 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 DEFENSE (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. 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, and you respond accordingly (just as if they had not bid at all) - with all your systems on.

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.

Suggestion:

- 2♣ Natural
- 3♣ Natural preemptive (or stopper-ask if that's consistent with your normal partnership approach)

Later ♣ Bids:

All are natural, except that a 1st-round 2♣ response to a 2nd seat overcall is a Q-bid - because we need it; otherwise ♣'s are natural. No splinters in ♣'s. No jump-Q in ♣'s.

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

1♥ Natural
2♥ Natural

1st round ♦ response to overcall is Q-bid, otherwise later bids in both ♦'s and ♥'s are all natural.

Otherwise, no special defense necessary - treat as you would any potentially "short" ♦.(see above)

VS. 1♦: 17+ UNBALANCED, 18+ BALANCED

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

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

1♠ Natural
2♥/♠ Natural
3♥/♠ Natural preempt.

Later Bids in majors are all natural. No Q-bid available, so new suit response is F1.

VS: 1♠: 4+/4+ BOTH MAJORS

2♥/♠ Natural
3♥/♠ Natural preempt.

Later bids in majors are all natural. No Q-bid response is available, so a new suit response is F1.

VS. MINI NOTRUMP (10-12)

Basic Strategy:

Get into the bidding immediately with any promising 5/4, or they will rob you blind with this toy.

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.

Other Use whatever defense you would normally use, but be sure it is one which allows you to get in often and describe various hand types.

Suggestion

Cappelletti: 2♣=one-suiter, 2♦=majors, 2M=natural with a minor.

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

(See the article on defending the mini-notrump by Eric Kokish & Karen McCallum.)

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

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

VS. 2♣: ARTIFICIAL, STRONG AND FORCING

Some form of CRASH is 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

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

VS. 2♣: ANY 0-7 (*Sweden*)

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

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)

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♦
Follow-Ups As if they opened 2♦

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)

VS. 2♣: 3-WAY (*Great Britain*)

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

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

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

VS. 2♣: 3-WAY (*European treatment*)

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

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

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

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

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

VS. 2♦: ANY 0-7 (*Sweden*)

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♠ Natural. 2NT minors.

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

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

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 (they will often have xxxx in a major when they use this toy, and xxx is not unheard of.)

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

2♠ Takeout

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

VS. 2♦: 8-16, MAJORS OR MINORS

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 - the BASIC DEFENSE should apply to all. Assume it's a weak-2♥/♠ bid. But, look at their convention card before each match. And ask questions.

VS. 2♦: 2-WAY (*Great Britain*)

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

Just 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 takeout of spades, 2NT minors, 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

VS. 2♥: WEAK WITH BOTH MAJORS (4+/4+)

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

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.

VS. 2♥: 2-WAY

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

- 2♠ Takeout. (they have only one weak possibility)
3♠ Stopper-Ask.

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

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;)

VS. 2♠: ANY WEAK TWO-SUITER

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♠: 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 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;

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)

VS. 2NT: WEAK PREEMPT IN EITHER MINOR

VS. 2NT: WEAK PREEMPT IN ANY SUIT

VS. 2NT: WEAK 2-SUITER EXCLUDING ♣'S

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

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)

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.

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

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. (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

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

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: GAMBLING (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. (All further doubles by both sides are penalty oriented - "Cards")

4♣/♦ Take-out, including some length in the bid-minor, with shortage in other minor - emphasis on majors.

Pass&Double Light Takeout.

Pass&Bid Minor: One-suited (can't bid direct 4m without majors)
Major: Too light for direct overcall.

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

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)

Double Lighter take-out of the suit they have opened
Cue-bid Strong takeout (Michaels): 2-suiter (5-5 or better)
 with the other major and an unknown minor (4NT
 response asks for minor)
4NT Takeout for both minors
Pass&Double Strong balanced - primarily penalty.
Pass&Bid Light (balancing)

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 BASIC DEFENSE if 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 General Approach will work. 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. Alternatively, you might want to take a look at some of the more complex defenses I've provided - there will probably be something there that will work for you.

If you need further help you can contact me (Kate McCallum) anytime at ktm3@mediaone.net. Fax: 603-778-3196. Tel: 603-778-3136.