

<b>800 DEFENSES AGAINST THE OPPONENTS' METHODS</b>
--

Defenses tend to follow the general pattern described in Section 886 below. Variations and deviations are described under the specific convention.

---

### 800 THEY BID OVER OUR 1NT OPENING

---

*(Follows Pattern & Basic Partnership Principles - See 886)*

Anytime they bid anything over our NT opening, our primary aim is to get back to our normal auction, while at the same time maximizing our chances of collecting penalties. Double is normally at least somewhat penalty.

Vs. artificial bids double will be a hand that wants to defend, with at least 2-cd length in the artificial "suit" they've bid. With fewer than 2 cds., and no clear action, we pass ("forcing") and wait for them to clarify, then treat their bid as a normal natural overcall (use Lebensohl, Negative Double, etc.).

Negative Double thru 3♠ (over natural overcall only). New suits after negative double are invitational.

- If available, a 2-level Q-bid functions as a negative double, and a direct double is highly penalty-oriented, leaving Pass&Double available for a cooperative double.

South African Texas is on if they bid through 2NT

Smolen is still on after Stayman, if they double 2♣ or bid 2♦. Lebensohl (FASS) is always on, unless we have specific agreement to the contrary. 2-level is non-forcing, 3-level forcing. With 3 ways to bid a suit, 2NT starts invitations. Otherwise, no invitations (except negative double). In some cases we systemically ignore the interference, in which case there is no Lebensohl.

Responder's penalty double creates a GF if we don't defend.

- o 1N-(2♠)-P-(P); X-(P)-P: GF if they run.
- o 1N-(2♦<sub>majors</sub>)-X-(3♠); X-(P)-4♣: Forcing.

If they pass an artificial overcall, we don't! Reopening double

is length (3<sup>+</sup>).

"PASS&DOUBLE" is normally negative, unless otherwise specified. (Occasionally we have another way to make both a negative double and a penalty double, in which case "PASS&DOUBLE" is cooperative.)

IMPORTANT NOTE: We have a theoretical "agreement" that, when the opponents pass out an artificial bid, we don't allow them to play there undoubled (e.g., 2♦-Flannery, 2♣-artificial over our 1NT, Michaels Q-bid, 2♦Multi, etc.) If they happen to have landed on their feet, and we have nowhere to go, we pay off. This is necessary since many of our strong-hand defenses depend upon a first-round pass, waiting for them to clarify. It may still be our hand, even when the hand in pass-out seat is weak.

Even when they've made the right decision, treating the auction as "forcing" doesn't necessarily lead to a bad result for us. It usually doesn't, or we wouldn't play it this way. And, it's not unlikely that, when they choose to pass the artificial bid, they had no right decision to make.

However, because of the ethical trap we set for ourselves with this agreement (if we alert it we're screwed, if we don't we're cheating), we will occasionally pass the hand out anyway, just to keep things honest. This way we have no definite agreement, only a tendency. If we are always going to bid, our good opponents are always going to pass and set us up for a number. We can't afford to give them that advantage. Therefore, we watch the ethics of the situation very carefully, and hope we guess right about when to pass. Best times to pass are obviously when no one is Vul (smaller loss if we miss a game, and less likely to miss a big penalty); when RHO has a big problem in third seat; and when we have minimal values for our prior bidding.

Best times to bid with light hands are when we have some shortness in the suit they've bid (i.e. partner is more likely to have been trapped with length and unable to bid.)

The bottom line is that we voluntarily take an occasional bad result by "violating" partnership and passing out a hand that belongs to us; but, in the long run we will come out way ahead using the PASS&BID and PASS&DOUBLE sequences (i.e., making the assumption that the auction won't die).

---

801 THEY BID OVER OUR NT OPENING WITH ARTIFICIAL DOUBLE OR 2♣

---

*(Follows Pattern & Basic Partnership Principles - See 886)*

**If They Make an Artificial Double** (e.g., double showing an unknown one-suiter) we pretty much ignore them and stay on structure. However, we do gain a few useful bids: Redouble is penalty oriented. "PASS&DOUBLE" is negative. "PASS&BID" is as if they had made natural overcall (Lebensohl, negative doubles, etc.)

**If They Bid 2♣-Artificial**, showing an unspecified suit or suits, again we ignore them. Use our normal methods with one modification: Double is defined as "Staymanish" (not promising a 4-cd major) with at least game-invitational values and at least 2 ♣'s (or compensating high-cd strength) so that the doubler doesn't mind defending.

- o Emphasis is on defense if we start with double. So, while double is *defined* as Stayman, we try to defend.
- o Opener is expected to pass the double unless he has an unsuitable hand for defense (or other good reason to bid). Opener can, and does, pass with a doubleton ♣. However, if the third-hand opponents' pass promises ♣'s, opener's pass requires defense to ♣'s (i.e., trumps).
- o "PASS&DOUBLE" is negative (i.e., back on structure).

As always, if the opponents pass the artificial 2♣ bid, we don't let them play there undoubled, in theory (but see #800 above). Therefore, although there is nothing inherently forcing in a pass over 2♣, we are completely safe to pass with a good unbidable hand. If 2♣ is passed, opener reopens with double regardless of his ♣ length since responder's ♣ length is virtually unknown.

**If The Artificial Bid In Question Shows A Specific Suit**, our double keys on defending that suit. Otherwise, we ignore them as above. Transfer to their real suit is a suggestion that we play there - they may be fooling around.

---

**802 THEY MAKE AN ARTIFICIAL OVERCALL OVER OUR NT OPENING**


---

*(Follows Pattern & Basic Partnership Principles - See 886)*

Double is penalty of their real suit (or anchor suit). Opener is expected to pass. 2-level Q-bid functions as a negative double. Lebensohl on. Opener must protect (in theory) if the artificial bid is passed around to him (double with 3<sup>+</sup> length, otherwise bid). Therefore, with extreme shortness in the bid suit and an unbidable forcing hand, responder either Q-bids at 2-level (neg double) or passes and waits to return to his normal auction where he can make a negative double (or cooperative double if 2-lev Q-bid was available for neg double), Q-bid, etc. Pass is safe, cannot be passed out (in theory). If we don't know their anchor suit, defense is the same, but no Q-bid. Therefore, we pass and wait to make a negative double on the next round. Direct double is penalty of at least one of the suits they may have. Invites opener to double.

---

**802-B THEY MAKE AN ARTIFICIAL EITHER/OR OVERCALL OVER OUR NT OPENING**


---

*(Follows Pattern & Basic Partnership Principles - See 886)*

When they overcall something artificial which has two or more possibilities, along the lines of 1A-2B overcalls (otherwise known as "Sally," or the misnomer, "Suction"):

We assume that they have the known one-suiter (if such a suit is one of the possibilities) since this is the more likely hand, and we need something upon which to base our understandings. Our Q-bid is the likely long suit (the 1A suit).

Our defense parallels our Landy Defense. See 805 below. (They can steal our major at the 2-level but not if we have an invitational hand or better.)

- Double is penalty oriented (may be invit. in the 1A suit).
- 2Q = negative double (the 1A suit)
- Our Lebensohl stopper inferences are based on their likely one-suiter, if such a suit exists. (again the 1A suit)
- 2NT followed by a Q-bid (1A) asks for a stopper (only one "known" suit)
- 3NT = stopper in 1A.
- Responder's direct 3-level bid in the 1A suit is natural and forcing - Lebensohl. (They can't steal it)

- Double followed by 3(1A) = natural invitation
- "Pass & Double" is cooperative since no negative double is needed.
- Pass followed by 2NT is probably a hand that intended to make a cooperative double of the 1A suit. (We don't need any sort of takeout bid at this point, since we would have bid a direct 2Q.)

---

### 803 THEY MAKE TRANSFER OVERCALL AFTER OUR NT OPENING

---

*(Follows Pattern & Basic Partnership Principles - See 886)*

**After 2♣ transfer:** Ignore and stay on structure. Utilize double to penalize 2♦ in our normal "PASS&DOUBLE" approach. Pass is forcing. *(But, see #800 above for proviso.)*

**Vs. Higher Transfers:**

- Q-BID: Negative double. At least game-invitational.
- DOUBLE: Penalty of real suit. (2<sup>+</sup>-cnds in bid suit.)
- "PASS&DOUBLE:" Cooperative. (Exactly 3 trumps.)
- Lebensohl is on (FASS).
- Opener "must" protect if the artificial bid is passed. *(But, see #800 above for proviso.)*

---

### 804 THEY MAKE NATURAL OVERCALL AFTER OUR 1NT OPENING

---

*(Follows Pattern & Basic Partnership Principles - See 886)*

Direct Double is Negative. Competitive values (not necessarily game invitational) or better with at least 2 cards in their suit. Does not promise any specific length in unbid suits. *(New suits later by negative doubler are invitational.)*

Opener must reopen with double with a doubleton in their suit. Some discretion is expected at the 3-level. Responder is careful about passing with a game-force because of the slight danger that we will play there undoubled.

Lebensohl (FASS) is on. With 3 ways to bid a suit, 2NT starts invitations. With only 2 ways to bid a suit no invitation is available (other than a negative double).

Same approach vs. 2-suited overcalls if bid suit is one of their suits (i.e., bid is natural). Treat as natural one-suiter.

If they overcall 3♥ or higher: Woolsey 4-Suit Transfers. Transfer to their major = both minors, transfer to their minor = both majors.

---

**805 THEY BID LANDY 2♣**

---

(Follows Pattern & Basic Partnership Principles - See 886)

Modified as of 6/95 to allow for better competitive tools when we don't want to double them.

They may have a weak 4-cd major, and we don't want to lose our suit when we may have a game there. Therefore, we follow the principle that "they can steal our major if we were only going to bid it at the 2-level as a sign-off, but not if we have an invitational hand or better."

2M: negative double focusing on the minors, presumed to be 4<sup>+</sup>/4<sup>+</sup> in the minors, 5/4 is normal. (2♥ is invitational or better, 2♠ is merely competitive). **REMEMBER**. Recent change: 7/00. We played the Q-bids the other way around. (**NOTE**: The same principle is used anytime their artificial takeout gives us 2 Q-bids.)

3M: natural GF (Lebensohl) - as always

Double is penalty oriented (of at least one major), strong desire to defend, as always.

Lebensohl is on with some necessary modifications as follows:

- No Q-bids
- Direct 3NT is stoppers in both majors, as always,
- 2NT (Lebensohl) followed by 3M shows a stopper (when they have two known suits we bid the suit where we have a stopper, as always). **REMEMBER**. 3M is not a natural invitation as it would have been in a normal Lebensohl structure.

Double followed by 3M is natural and invitational.

"PASS&DOUBLE" is cooperative (no change), since negative double is available on the 1st round (Hxx in the major doubled).

Pass followed by 2NT is a hand that would have made a cooperative double of the other major (2NT not needed for takeout since we make direct negative double with 2M). **REMEMBER**. (It actually turns out to be 4/4 in minors most of the time, since 3/2 in majors.)

- With a non-forcing, non-invitational major one-suiter, we just pass. Bid it later if appropriate.
- To invite in a major, start with double (penalty of one major), planning to bid the major later if appropriate (i.e., if they land in the other and we can't double).
- Can take the same approach with a game-forcing major one-suiter, if interested in defending.
- **NOTE**: Double followed by 3M is invitational - not forcing.

- With a game-forcing hand in a major (not interested in defending), bid it immediately at the 3-level, forcing (Lebensohl).
- The only NATURAL bid in a major on 1st round is a jump to the 3-level.

The same defense applies to any opposing 2♣ or 2♦ takeout showing both majors.

- If they use 2♥ to show the majors, we attempt to apply the same principles, but double is negative (invitational or better) since 2♥ is natural, and 2♠ is a negative double with merely competitive values (reversed for common sense - we prefer to defend when we have more...) **REMEMBER.**

---

## 806 THEY DOUBLE US IN 1NT

---

*(Follows Pattern & Basic Partnership Principles - See 886)*

### McTurk Runouts - General Principles:

- 1) **WE DON'T PLAY 1NT DOUBLED. WE MUST REDOUBLE OR RUN. REMEMBER.**  
Based on the assumption that the opponents are right when they double us in 1NT. However, they have a huge edge in the scoring table if we elect to play 1NTX. Therefore, we make them take the same risk - i.e., "game if we make it."
  - **EXCEPTION:** Non-vul at *matchpoints only* - we may occasionally choose to sit it out. -100 may be a good score or the best score available. The scoring table is no longer lopsided in favor of the defense - but even here we still tend to follow the general principle that we won't play there.
- 2) **We assume that we're going to be doubled somewhere** (except on the rare occasions where responder has strong hand). The structure is designed to get us out to an 8-cd (or 9-cd) fit if we have one, while guaranteeing that we reach at least a 7-cd fit (and giving the opponents maximum ambiguity when we're very weak, and maximum opportunity to bid on the hands where we want out).
- 3) The structure is necessarily complex because this is a situation where so many IMPs are at stake, and the simpler, standard structures leave a lot of holes...
- 4) **Bids are presumed natural until proven otherwise.**

**STRUCTURE**

- **Pass forces opener to redouble** - may be to play, but may be the start of some runout sequences.
- **A bid by either of us is natural until proven otherwise** - but may be 2 other suits. (Bidder runs when doubled)
- **Redouble is usually 4x3** (there are other, much less likely, possibilities). Forcing.
- Several ways to bid one-suiters. **In general, direct actions show interest in bidding on. Delayed actions are an attempt to get out as low as possible.**
- Several ways to bid 2-suiters. **In general, direct actions show higher-suit longer. Delayed actions show equal length or lower-suit longer** (we want out of the auction with equal length, so we give them maximum chance to bid). (Memory Aid: Lower-Later)

**Initially:**

- **Pass Forces Redouble:** One of three possibilities
  - To play
  - 1-suited weak
  - 2-suited with higher suit longer
- **Any Suit Bid Is Presumed To Be Natural Until Proven Otherwise, but may be based on two other suits.**
- **If the bid is natural, it is at least moderately constructive** (partner can make Trick-Total competitive call with four-card support)
  - **When the bidder later runs from a double, he shows two other suits.**
- **Direct Redouble:** One of three possibilities
  - 4x3 (usually)
  - ♠'s, one-suited with some interest in further bidding on based on 6-cd length (i.e., highest unbid)
  - Majors equal length (presumably 4-4), balanced (i.e., 2 highest unbid)

**After a Suit-Bid** (applies either to a direct suit-bid, or after a 1<sup>st</sup>-round pass):

- **If The Opponents Double**
  - o Pass if one-suited
  - o Redouble = the next two suits (touching suits)
  - o Run To A New Suit = non-touching suits (this one and another, i.e., either ♦'s + ♠'s, or ♥'s + ♣'s).
- **If They Don't Double The Artificial Scramble, we don't worry about it.** The assumption is that we're in trouble and are about to be doubled somewhere - we're just trying to land in an 8-cd fit if we have one. So, if we play undoubled in a non-suit bid, we may be even better off than if we'd found our fit and been doubled.

**After a 1<sup>st</sup>-Round Pass:**

- **Opener must redouble.**
- Responder may be planning to play in 1NT Redoubled, or
- He may have a weak one-suiter, or
- He may be running with any 2-suiter.
- If responder bids 2♣ over the redouble he has ♣'s and another suit (no information regarding relative suit lengths).
- If he runs to any other suit he is either weak in that suit (presumed), or 2-suited with 2 other suits (equal length, or more length in the lower ranking suit: Lower-Later).
- Responder's pass of opener's redouble creates a competitive force if the opponents bid.

**After Redouble (usually 4x3):**

- **Opener runs along the same lines as responder.** He bids a 5-cd suit, or runs to a non-suit with two suits other than ♣'s. With ♣'s and another he must choose a suit himself, and will usually choose ♣'s and wait for the table to tell him what to do. (Responder, with 4-4 majors, usually passes opener's 2♣, but may run from 2♣X himself if he feels that the opponents have genuinely "got us.")

**Overview:**

- We usually have two (or more) ways to bid any pattern.
- Direct Bids (if 2-suited) show higher-suit longer.
- Delayed Bids (if 2-suited) show equal length, or lower-suit longer.

- With ♣'s and Another Suit, we have only one sequence: Must pass (forcing redouble) then remove to 2♣. No inference available about either strength or relative suit length.
- One-Suiters can usually be bid in 2 ways. Direct bid is interest in competing, especially if opener has good fit. Delayed bid (after pass, forcing redouble) is no interest in competition (i.e. weak).
- With ♣'s one-suited we have only one auction available - direct 2♣ over 1NTX.
- With ♠'s one-suited we have three ways to bid.
- Direct bid is mildly constructive, as always; Pass followed by 2♠ is weak, as always.
- Redouble followed by 2♠ = 6-cd suit, and therefore interest in competing by virtue of length.
- In theory, we could bid any long one-suiter along these lines, if willing to bid at the 3-level with more than preemptive values. But ♠'s is the only suit where we can be certain that we will be able to bid it at the 2-level. And complications can occur - best to avoid it (certainly best until we've had more experience with it).
- Redouble, then jump to 3-level, although unlikely to occur, shows values and 6-cd or longer suit.)
- Jumps to 3-level are weak, long-suits - preemptive.
- With Both Majors responder has 3 choices. The normal sequences can clearly distinguish longer suit as defined above. With 4-4 majors, balanced, responder starts with redouble, ostensibly showing 4x3. Opener assumes 4X3 and picks a suit. If opener chooses to play in responder's 3-cd minor, or either major, he passes. (This allows us to reach a 5-3 minor fit when we have no other 8-cd fit.) If opener bids responder's doubleton, he scrambles along normal lines to show majors (2♦ then XX over opener's 2♣, XX over opener's 2♦).

**NOTE:** 1NT-X; XX-(P)-2♦-(X)-2♥ can't be anything but 4-4 in majors. Hence, responder has two-ways to show this pattern. (We opt for XX so that opener can declare. Is this really best? If weak hand is in dummy they know everything - if weak hand is concealed there is some ambiguity and perhaps more room for misdefense.)

1NT-X; XX-(P)-2♦-(P)-2♥: 4-4 in majors, as above.

- 2NT By Responder is a game-forcing 2-suiter, unwilling to risk passout of an artificial runout.

The Upshot Of All This Is That Responder

- Bids a suit if he has one - EXCEPT when he's very weak and can't stand to hear opener raise with four trumps.
- Redoubles with 4x3
- Redoubles with 4/4 in majors (or 5/5, i.e., equal length)
- Redoubles with any 6-card ♠ suit.
- Usually runs to the suit immediately below his lower ranking suit when he has a two-suiter which does not include ♣'s (planning either to redouble or bid later to clarify his two suits).
- Passes to force opener to redouble when he wants to play there
- Passes (forcing redouble) when he has ♣'s and another suit
- Passes (forcing redouble) when he has a two-suiter with more length in his lower ranking suit
- Passes when he has a weak one-suiter

NOTE: 1NT-(X); P: An unusual situation could occur here (opener is forced to redouble but there could be confusion in the later auction).

If responder later passes opener's forced redouble we're in our normal force. Competitive force thru 3-of-our-highest suit, constructive force thru 2N.

However, on the 1st round opener doesn't yet know if responder plans to pass the redouble. The opponents can screw us by running from their own double. We assume that, if they run, responder made a penalty redouble, i.e. it's our hand and all further doubles are penalty.

NOTE: We have recently discovered an unexpected problem: Have to be careful with 2-suiters including ♦'s. Cannot pass and bid 2♣ over redouble, intending to take it out when doubled (to show lower-suit longer) because this approach shows ♣'s and another suit, so partner may get in the way. Must bid 2♣ immediately. Will eventually work on this so that this anomaly does not exist.

After 4<sup>th</sup> Seat Double

1NT-(P)-P-(X); XX: TO PLAY. Opener has maximum and is willing to play if responder is.

1NT-(P)-P-(X); P-(P)-XX: To Play. REMEMBER. Not a runout. Since we don't play 1NTX, responder has to have a way to play 1NTXX. If responder wants to run, and has an unrigglable pattern, he will have to scramble using our general principles insofar as possible. This is an EXCEPTION to the general rule that low-level redoubles in passout seat are for rescue. REMEMBER.

**The Same Principles Apply After We Overcall 1NT.** We assume they're right when they double us there.

Since some possibilities are eliminated by their opening bid, the principles can be expanded to handle a few more hands after the opponents have opened the bidding.

After (1♠)-1NT-(X), we can safely assume that we won't want to play in ♠'s. Therefore, redouble can't show a good hand in ♠'s, but it might show 6 ♥'s, good (i.e. the highest ranking suit we might want to play).

After (1♠)-1NT-(X), redouble can't be trying to show 4-4 in majors (or 5-5), but it might be equal length in both red suits (i.e. the 2 highest).

### **Potentially Ambiguous Sequences**

1NT-(X)-2♦-(X); P-(P)-XX: Majors. ♠'s longer

1NT-(X)-P-(P); XX-(P)-2♦-(X); P-P)-XX: Majors. Note that ♥'s must be longer, since we start with XX with 4-4 in majors. (Later-Lower) **REMEMBER:** In all analogous sequences responder's suits may be equal length.

### **Alternate Structure When We're Doubled in 1NT**

When we are doubled in 1NT, we have a choice of how to structure our bidding. The following are some guidelines:

- **Redouble is to play.**
- **A Bid By Either Of Us Is Natural Until Proven Otherwise** - but may be 2 other suits.
  - **When the bidder later runs from a double, he shows two other suits.**
- **Pass: Since we don't play in 1NTX, Pass is forcing.** Only two possible hands would pass:
  - 4x3
  - 2-suited with ♠'s
- **All One-Suiters bid immediately.**
  - A 5-4 is often treated as a one-suiter, unless the suits are relatively equal (i.e., long suit weak)
  - Jumps to 3-level are weak, long-suits - preemptive.
- **Two-Suiters usually bid immediately, bidding a suit which is not one of the two held.**
  - A two-suiter has relatively equal length; 5/4's may be treated either way, but lean toward treating as one-suiter (i.e., just play in the five-card suit)

- o Two-suiters with ♣'s pass on the first round, then bid 2♣ if opener redoubles in passout seat (opener has 4x3 or two-suited with ♣'s).
- o **When doubled in the runout bid:**
  - **XX = the next two suits**
  - **Run To A New Suit = non-touching suits (this one and another, i.e., either ♠'s + ♦'s, or ♥'s + ♣'s).**
- **If They Don't Double The Artificial Scramble, we don't worry about it.** The assumption is that we're in trouble and are about to be doubled somewhere - we're just trying to land in an 8-cd fit if we have one. So, if we play undoubled in a non-suit bid, we may be even better off than if we'd found our fit and been doubled.
- **After Responder's 1<sup>st</sup>-Round Pass:**
  - o **Opener must act - we don't play in 1NTX.**
  - o **Opener runs along the same lines as responder.**
    - He bids a five-card suit, or
    - Runs to a non-suit if he holds two suits other than ♣'s.
    - If 4x3, or two-suited with ♣'s, opener redoubles.
- **The Same Principles Apply After We Overcall 1NT.** We assume they're right when they double us there.

*(See Section 806 (Defenses) or Section 498 (Running) for more specifics on various possible runout sequences.*

---

## **807 THEY OPEN CANAPE (W. GERMANY)**

---

*(Follows Pattern & Basic Partnership Principles - See 886)*

Treat normally if the opening bid promises 4<sup>+</sup>-cnds in a major, or 3<sup>+</sup> in a minor.

### **If the opening could be a short minor, or a 3-cd major:**

Double: Normal (takeout).

Any Bid In Their "Suit" is natural, unless illogical (i.e., our overcall, response or rebid).

- o **EXCEPTION:** A simple Q-bid response to a takeout double is unaffected since we don't need a natural bid there, and we do need a Q-bid.
- o **1♠-X-(P)-2♣:** Q-bid, as always. Pass 1♠ doubled with ♠'s, or, if not strong enough to pass, just make a natural bid in another suit. Not a lot to worry about if the responding hand is that weak.

2♣ (Or 3♣) Is Our Q-Bid, when we need one.

- o After our overcall, etc.
- o 1♥-1♠-(P)-2♥: Natural - all bids in their canape suit are natural, unless illogical.
- o 1♥-1♠-(P)-2♣: Q-bid raise
- o 1♠-X-(P)-2♠: Q-bid, as always since natural bid in ♠'s not needed, but...
- o 1♠-X-(2♣)-2♠: Natural - all bids in their canape suit are natural, unless illogical.

### 808 THEY OPEN FORCING ♣

*(Follows Pattern & Basic Partnership Principles - See 886)*

### RC CRASH VS. FORCING ♣ OPENING

Double and 1♦ show natural 1♥ and 1♠ overcalls, respectively.

1♥, 1♠ and 1NT are normal CRASH calls (Color-Rank-Shape); usually based on balanced or semi-balanced hands (5431, but no better except at UF).

NT bids (1NT and 2NT) show non-touching suits (shape).

2-level CRASH bids show either the suit above or the 2 suits below the bid. Based on more offense (i.e. more shape) than one-level bids - at least 5/5. (1A,2B).

3NT (or 4NT) is both minors, with enough length to prefer preempting to 4-level rather than 1♠ or 2♥

"PASS&DOUBLE:" It may be our hand.

"PASS&BID:" It may be our hand.

(1♣)-P-(1♦)-P; (1NT)-X: Penalty. Probably Strong NT.

CRASH BIDDER MUST CORRECT AT ANY-LEVEL IF RHO PASSES, OR IF DOUBLED.

**CRASH by 4th Hand:**

(1♣)-P-(1♦): Double = ♥'s; 1♥ = ♠'s; 1NT or 2NT = Non-touching suits (shape); 1♠ = Color; 2♣ = Rank; 2♦/H/S = one above or 2 below. 3-level natural.

NOTE that 2♣ is a step in the CRASH structure in 4th seat - necessary to show 2 suits of same rank

Same principles are used after (2♣)-P-(2♦).

**Responding to CRASH:**

Responder bids the cheapest contract he is willing to play (WMP). When choosing among unattractive alternatives, responder leans towards a lead-directing bid. (Thus, non-jump responses should be interpreted as possibly lead-directing.)  
1NT (or 2NT) response to CRASH = "Suit of My Own." NT relays to 2♣ (or 3♣) so that responder can bid his own suit.

**If the CRASH Call Is Doubled By 3rd Hand:**

Redouble: I have a suit of my own (to save room).

NT: Q-bid (game try)

Pass: 5<sup>+</sup> in bid suit

After We Double or Bid 1♦: (Showing ♥ or ♠ overcall)

NT: Q-bid in support of partner's suit.

Pass: Content

Bid: Natural. 1M<sup>1</sup> = simply getting back to normal - no inference of support.

**CRASH vs. 2♣:** RCCrash. Double and 2♦ = normal ♥ and ♠ overcalls, respectively; 2♥ = color, 2♠ = rank, 2NT = Shape. (NT response relays to 3♣ - "suit of my own.")

CRASH principles apply in 4th seat after (2♣)-P-(2♦). (NOTE that 3♣ is a step in the CRASH structure in 4th seat - necessary to show 2 suits of same rank)

CRASH is used vs. any artificial strong 2-bid. Steps are raised as necessary, but NT is always used for the "shape" step (i.e., non-touching suits).

After Strong 2♦: 2♠ = color, 2N = shape, 3♣ = rank.

NOTE: "One Above or 2 Below" principles apply only vs. 1♣ opening or (1♣)-P-(1♦) to show hands with more shape than one-level bids. 1A-2B is never used after the opponents open at the 2-level.

© 1999 by the author. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, electronic, mechanical, photocopying, recording, or by any information storage and retrieval system, without the prior written permission of the author.

**SIMPLE CRASH VS. FORCING ♣ OPENING**

Normal CRASH steps: Double, 1♦ and 1NT show Color/Rank/Shape respectively. Any shape. 4-4 is legal but unlikely except at favorable. 5/5 or better is normal at unfavorable.

1NT or 2NT overcall is always non-touching suits (shape).

3NT (or 4NT) overcall is both minors, with enough length to prefer preempting to 4-level+ rather than starting with 1♦.

"PASS&DOUBLE:" It may be our hand. ~~But PENALTY would be~~

"PASS&BID:" It may be our hand.

(1♣)-P-(1♦)-P; (1NT)-X: Penalty. Probably Strong NT.

CRASH BIDDER MUST CORRECT AT ANY-LEVEL IF RHO PASSES, OR IF DOUBLED.

**CRASH by 4th Hand:**

(1♣)-P-(1♦): CRASH applies with steps raised one-level (but we always reserve NT as the non-touching-suits step). Resulting in : Double, 1NT & 2♣ show Color/Shape/Rank respectively.

1♥ & 1♠ = natural. 1NT or 2NT = Non-touching suits (shape).

3NT or 4NT = minors.

NOTE that 2♣ is a step in the CRASH structure in 4th seat - necessary to show 2 suits of same rank.

Same principles are used after (2♣)-P-(2♦).

**Responding to CRASH:**

Responder bids the cheapest contract he is willing to play (WMP). When choosing among unattractive alternatives, responder leans towards a lead-directing bid. (Thus, non-jump responses should be interpreted as possibly lead-directing.)

1NT (or 2NT) response to CRASH bid = "Suit of My Own." NT re-

lays to 2♣ (or 3♣) so that responder can bid his own suit.

NT response to our natural overcall is a Q-bid raise.

**If the CRASH Call Is Doubled By 3rd Hand:**

Redouble: I have a suit of my own (to save room).

NT: Q-bid (game try)

Pass: 5+ in bid suit

Bid: Normal CRASH response (WMP)

NOTE: Pass of 1NT (X) is no interest, bid is interest

**CRASH vs. 2♣:** Double, 2♦ and 2NT = Color/Rank/Shape respectively. 2♥ & 2♠ are natural. (As vs. 1♣, NT response to CRASH bid relays to 3♣ - "suit of my own." NT response to 2M overcall is a Q-bid raise.)

CRASH principles apply in 4th seat after (2♣)-P-(2♦). (NOTE that 3♣ is a step in the CRASH structure in 4th seat - necessary to show 2 suits of same rank)

CRASH is used vs. any artificial strong 2-bid. Steps are raised as necessary, but NT is always used for the "shape" step (i.e., non-touching suits).

After Strong 2♦: Double=Color, 2N=Shape, 3♣=Rank.

### 808.3 THEY OPEN TWO-WAY ♣ (Polish ♣, Swedish ♣, Etc.)

No special defense is necessary. Ignore and treat as standard 1♣ opening - opener's most frequent hand-type is weak NT.

(1♣)-P-(1♦artificial negative): As always, 2♣ and 2♦ are both natural. No unusual defense is necessary to artificial 1♦ response.

### 808.5 THEY OPEN "SHORT" ♣

*(Follows Pattern & Basic Partnership Principles - See 886)*

We treat a "short" ♣ as standard 1♣ opening and make no changes to our normal structure.

(2♣=5/4 majors, 2♦=Michaels: both still on)

3-level overcalls in their "suit" are "stopper ask," as always.

4-level overcall in their "suit" = slam-try in an unknown major, as always.

All normal agreements regarding Q-bids and jump Q-bids apply in competition, as if they had opened a normal 1♣.

Note that we have no natural overcall in ♣'s. This decision is based on two factors:

- o A fair percentage of the time the short ♣ is based on a normal 1♣ opening or a standard "short" ♣, showing 3+ ♣'s. We don't want to lose the normal auction which will probably occur at the other table, since it may cause an adverse swing.
- o We are not often damaged by losing ♣'s (the lowest-ranking suit) unless the hand truly belongs to us. If it does we have time to recover on later rounds.

In 2nd seat, holding primary length in their ♣ "suit," we have several options (as always):

- 1) Weak to moderate: Must pass and hope to be able to bid ♣'s later - we have no natural ♣ overcall. (Note that passing and

bidding RHO's suit later does not constitute a strong "PASS&BID" sequence. Just shows ♣'s.)

- 2) Good: Treat with our normal "PASS&BID" or "PASS&DOUBLE" approach. Any voluntary action shows primary ♣'s.
- 3) Intermediate: The most difficult hand. Normal solution will probably be to pass and overcall in their "suit" later if it seems appropriate to do so (not defined as "PASS&BID," therefore not strong.) We may also judge to treat the hand as a strong hand ("PASS&BID" or "PASS&DOUBLE").

If 3rd hand passes, we cannot, in theory, pass out the "short ♣" (following our normal principle that we do not pass out the opponents' low-level artificial openings). Treat as a "weak 2" in ♣'s by 3rd hand. (But, see #800 above for proviso.)

*(The following is a summary of the changes to the bidding system, effective 7/96, which are described in more detail in the book "The New Standard" by McCallum and Sanborn.)*

#### **809 THEY OPEN PRECISION 1♦ (i.e. "SHORT" ♦)**

*(Follows Pattern & Basic Partnership Principles - See 886)*

Our defense to "Short ♣" and "Short ♦" openings has changed, as reflected in this section, effective 7/96

They are defined as opening Precision ♦ when they can have fewer than three ♦'s.

No changes to our normal structure vs. short ♣, we simply ignore them.

But vs. short 1♦ we make two major changes:

- We drop Michaels, and use a natural 2♦ overcall, since we are more likely to need a way to overcall in ♦'s than we are to bid both majors. And, we are not as safe if we lose ♦'s in competitive auctions as we are if we lose ♣'s.
- There are no Q-bids in ♦'s other than an immediate (first-round) response to a takeout double or overcall.

Other than the above, our methods remain the same.

Double is takeout.

3♦ is a "stopper ask" as always.

No change to our 4-level overcalls in their ♦ "suit." (Slam-try in an unknown major)

Therefore,

- vs. "Short ♣" we have no ♣ overcall (2♣ is 5/4 majors)
- vs. "Short ♦" we have no Michaels (2♦ is natural)

The only later Q-bid, when they've opened potentially short minor, is a direct Q-bid in response to our overcall or takeout double. No splinters, no Mixed Raise, etc. All of our bids in the "short" minor are natural, except those specifically defined here.

In 2nd seat, holding primary length in their ♦ "suit," we have several options:

- 4) Weak to moderate: Must pass and hope to be able to bid ♣'s later - we have no natural ♣ overcall. (Note that passing and bidding RHO's suit later does not constitute a strong "PASS&BID" sequence. Just shows ♣'s.)
- 5) Good: Treat with our normal "PASS&BID" or "PASS&DOUBLE" approach. Any voluntary action shows primary ♣'s.
- 6) Intermediate: The most difficult hand. Normal solution will probably be to pass and overcall in their "suit" later if it seems appropriate to do so (not defined as "PASS&BID," therefore not strong.) We may also judge to treat the hand as a strong hand ("PASS&BID" or "PASS&DOUBLE").

If 3rd hand passes, we cannot, in theory, pass out the "short ♣" (following our normal principle that we do not pass out the opponents' low-level artificial openings). Treat as a "weak 2" in ♣'s by 3rd hand. (But, see #800 above for proviso.)

There will undoubtedly, first be a bid in the suit which we are overcalling. This bid is natural. It is not a "short" bid. It is a "strong" bid. It is a "natural" bid. It is a "direct" bid. It is a "Q-bid".

Later ♦ bids by us are natural whenever a Q-bid is not absolutely necessary. No ♦ splinters. (Discussion of "♦'s" all applies to "♣'s" when defending against a "Short ♣.") Q-bid is needed in response to overcall (direct or passout seat), or to takeout double.

(1♦)-1♥-(P)-2♦: Q. (Necessary.)

(1♦)-1♥-(1♠)-2♦: Q. (Necessary because 2♠-Q gets us to the 3-level.)

(1♦)-1♥-(P)-3♦: Natural. Force (JS). Mixed Raise is not necessary.

(1♦)-1♥-(1♠)-3♦: Natural. Fit-showing. Follows our normal FS rules.

(1♦)-1♥-(X)-4♦: Splinter. As always, after overcall, if FSJS is

available at lower-level (3♦ in this case), then JS to 4-level is splinter.

(1♦)-1♠-(2♥)-3♦: Natural. (Follows normal 2-Q-Bid rules. Neither 3♦ nor 3♥ raises the level, so we don't need a ♦ Q-bid. If not necessary, we don't have one.)

(1♦)-1♠-(2♥)-3♥: Q-bid

Otherwise ♦ bids become natural. 2♦ overcall of their 1NT response is natural. 3♦ is natural whenever 2♦ is a Q-bid. Same principles apply after their 1♣ opening if it can be shorter than three cards, and is non-forcing.

### **810 THEY OPEN AT ONE-LEVEL AND WE OVERCALL IN THEIR SUIT**

*(Follows Pattern & Basic Partnership Principles - See 886)*

#### **Vs. Natural Opening Bids:**

(1♣)-2♣: 5/4 majors, either way

(1♣)-2♦: Michaels (See Section 560)

(1♦/♥/♠)-2Q: Michaels - unknown minor after 2M-Q (See Section 560)

(1♣/♦/♥/♠)-3Q: Asks for stopper for 3NT, creates a force, based on a strong one-suiter (often used to set up a force with a strong major one-suiter (limited to 8½ tricks), or a slam try in one minor.

- Same methods are used after their short ♣ and short ♦ openings.
- "Stopper Ask" applies in third seat if they've bid only one suit, but does not apply when they've bid two suits.
  - (1♥)-P-(P): 3♥ = Stopper Ask
  - (2♥)-P-(P): 3♥ = Stopper Ask
  - (1♥)-P-(2♥): 3♥ = Stopper Ask
  - But, (1♦)-P-(1♥): 3♦/3♥ = Natural Preempt

(1♣/♦)-4Q: Major-suit slam try (either one), creates force, more slammish than 3Q, 9+ tricks. Respond WMP.

(1M)-4Q: Slam try in minors (note that 4NT is not available for minors - 4NT = Specific Ace BW.)

#### **After (1X)-P-(1Y):**

2X & 2Y = natural, simple overcall

3X & 3Y = natural preempt (no "Stopper Ask" if they bid 2 suits)

Jump to 4m' (they've bid it) = good 4M overcall (either major).

If 2 jumps to 4m are available, (1♣)-P-(1♦), we jump in our

short suit.

---

### 810.5 THEY OPEN AND WE OVERCALL 4NT

---

*(Follows Pattern & Basic Partnership Principles - See 886)*

Default meaning is Specific Ace Blackwood vs. their openings at all-levels. *(For responses to SAB see BLACKWOOD.281)*

EXCEPTION: 4NT overcall is TAKEOUT if they open 4M or the equivalent. (i.e. Namyats)

(4♠)-4NT: Takeout, any 2 suits

(4♥)-4NT: Takeout, Minors

(4♣/♦, Namyats)-4NT: Takeout, Minors

---

### 811 THEY BID 1♠ AS FORCING NT

---

*(Follows Pattern & Basic Partnership Principles - See 886)*

(1♥)-P-(1♠)-X: Primarily takeout of ♥'s, maybe 5+ ♠'s

(1♥)-P-(1♠)-2♠: Natural (as always)

(1♥)-P-(1N)-X: At least 4/4 in minors (they show 5+ ♠'s)

---

### 812 THEY OPEN 1NT

---

*(Follows Pattern & Basic Partnership Principles - See 886)*

Act aggressively with a singleton, in both seats.

We don't try very hard to get to game after they open strong NT, unless easy & obvious.

No reluctance to enter over a Weak NT with light hands. We lean towards doubling with good or even moderately good hands.

Therefore, a conventional takeout vs. a Weak NT is, by definition, not particularly strong (unless exceptionally distributional, unwilling to defend)

Usually bid in passout seat vs. Strong NT with 10-13 hcp balanced (double), or with a long suit, or with a semi-balanced 2-suiter, or with any singleton (even very weak hands).

Usually pass in passout seat with balanced hand, better than 14, vs. Strong NT.

Double of Weak NT: Near the top of their range. Passed only with some values, unless the opponents are in a force. (Let them guide us, if we can. They know more about the relative strengths than we do.)

Balance with Double vs. Weak NT a bit heavier than vs. Strong NT. Partner will have less than 13, sometimes less than 12 (vs 10-12 NT). Balance with very good 10+. No upper limit. Don't pass strong balanced hands in passout seat as we do vs. Strong NT.

Responding to Double of Weak NT: Usually pass. But, if we don't pass, in general, "System On" as if we had opened 1NT. "System Off" if they bid over the double. "System Off" if their pass is to play, since we need to be able to scramble into a minor (Lebensohl is on).

No penalty double available of a strong NT.

*This available - usually available in Direct Seat Only. (1NT) - P - (P) - X is 10-13 balanced - doesn't allow for a direct seat to pass with a penalty double hoping for a reopening double from partner. See below for CRASH, MOHAN, 1A2B, SANBORN & DONT.)*

#### **812A MODIFIED CRASH VS. STRONG 1NT OPENINGS (Kit, Sally, Eric, Cenk, Lynn, Kerri)**

CRASH (Actually COSMIC) in Direct Seat Only, and vs. Strong NT ONLY.

Double: Red Suits or Black Suits (Color)

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

2♦: Majors. (Rank)

2NT: Minors.

Responder bids cheapest contract he's willing to play assuming the worst case. (WMP)

No direct penalty double available of 1NT; therefore, later doubles by hand which passes over 1NT are often Strong NT range. (1NT)-P-(P)-X is 10-13 balanced - doesn't allow for a direct seat to pass with a penalty double hoping for a reopening double from partner.

If the CRASH bid is doubled: Redouble = "I have a suit of my own" (to save room); NT = Q-bid (game try); Pass = 5+ in bid suit; Pass of (1NT) X (XX) is just nothing to say. Bid is normal CRASH bid (WMP).

**NOTE:** (1NT)-2NT = Minors. We've dropped the game-forcing 2-suiter meaning because it never comes up, and overcaller has problems when he has minors (the more frequent hand). If we have a GF 2-suiter we will make our normal CRASH call and hope that it doesn't get passed. If it does, too bad.

---

---

---

---



---

**812F MOHAN VS WEAK NT**

---

Lynn and Kerri only.

*Seems to be the best system I've seen vs. Weak NT - handles more hands than any other, with fewer accidents. Still in experimental stages now until we learn it. We are playing only the rudimentary parts of the structure for the time being.*

The general idea is to use transfers in order to give the over-caller a chance to bid twice with very good hands.

**NOTE:** We have modified Mohan's style a bit to be consistent with our own general approach which is more aggressive in certain areas (we get in a bit lighter on the first round than he does). Also, we've added some agreements not in his structure.

Initial actions are:

Dbl: Top of their range or better, usually balanced (often the best way to handle 5431)

2♣: Majors

2♦: Transfer to ♥'s

2♥: Transfer to ♠'s

2♠: ♠'s and a minor (5/5+)

2NT: ♥'s and a minor (5/5+)

3♣: Natural

3♦: Natural

3♥: Minors (strong), shortness in ♥'s

3♠: Minors (strong), shortness in ♠'s

3NT: Lots of minors, weak (save-oriented)

**Responding to Double**

Mohan structure does not affect our normal responding methods: First priority is to pass the double for penalties if logical.

Otherwise...

"System On" as if we had opened 1NT, but responder keeps doubler's range in mind (may be as little as a good 12-count vs. a 10-12 NT)

If they act over the double, System is off.

If they bid a suit over the double, negative doubles by both sides until the weak hand shows values, and penalty thereafter. (See 818 below)

If they redouble for business, pass is nothing to say - doubler is on his own. (See 818 below)

If they redouble for rescue, pass shows values. (See 818 below)

**Responding**

We don't have a lot of agreements yet. Will build them as we go. Bad hands accept transfers, 2NT is used as a game-try. Everything else is natural and forward going. No forcing bids other than 2NT (should it be forcing?)

**Overcaller's Rebids**

Again we don't have a lot of agreements yet. Bidding is natural. Second bids show extra strength.

One unusual agreement is that a transfer to a major followed by a minor shows a four-card major and a six-card minor.

**REMEMBER.** (With 5/4's we double 1NT, or transfer to 5-card major and pass. With 5/5's we bid 2♠ or 2NT.)

We don't have a way to bid a competitive or intermediate hand with both minors. Have to double. Not sure I like this but we will live with it for now until we have played the structure for awhile.

Structure needs a lot of discussion before we move forward from here. Will discuss with John and Jill, and add to the basics as we go along.

*Appendix 1: Note: natural rebids are not allowed over a double. If overcalls are required then normally a weak hand would bid 1NT over a playing partner's double. This is not a good idea. The idea is that if you have a hand with 12-14 points and a 5-4 suit you should bid 2NT or 2♠ or 2♥. If you have a hand with 12-14 points and a 5-5 suit you should bid 2NT or 2♠ or 2♥. If you have a hand with 12-14 points and a 5-5 suit you should bid 2NT or 2♠ or 2♥.*



2♦: Transfer to ♥'s  
 2♥: Transfer to ♠'s  
 2♠: Transfer to ♣'s  
 2NT: Transfer to ♦'s  
 3♣: (3-1) 4-5, 16+  
 3♦: (3-1) 5-4, 16+  
 3♥: 5/5 Minors (16+), shortness in ♥'s  
 3♠: 5/5 Minors (16+), shortness in ♠'s  
 3N: Solid Minor - Big Hand  
 4♣: ♥'s, 8½ tricks  
 4♦: ♠'s, 8½ tricks  
 4♥/♠: Natural, less than 8½ tricks  
 4NT: Minors with extreme shape

**Sequences Over 1NT-2♠ (Majors)-P**

(Responder's Double in all the Following Auctions is for Penalty)

RESPONSES:

2♦ = no 4-cd major and no 2-card disparity  
 2♥/♠ = no game interest  
 3♥/♠ = 4-card, invite  
 4minor = splinter, 4-card trump fit  
 2NT = Game Force, No 4-cd Major  
 2♠'er bids as follows:  
     3♣/♦ = 3+ ♣'s/♦'s  
     3♥ = minimum; 5/5 or 4/5  
     3♠ = minimum, 5/4  
     3NT = Minimum 4/4  
     Maximum hands splinter beyond 3NT  
 3m = Forcing  
 2♦ followed by 2NT invitational  
 2♦ followed by 3m = to play

**SEQUENCES OVER 1NT-2♦ (HEARTS) / 2♥ (SPADES) :**

(Responder's Double in all the Following Auctions is for Penalty)

RESPONSES:

2M = no interest  
 3M = Invitational  
 2NT = forcing game try: transfer bidder rebids  
     3 same major: minimum  
     3 minor: 4M-6m  
     4 minor: strong 5/5  
     3 opp Major: 6M/4M  
 3NT: One-suiter acceptance  
 New suit = one-round force  
 Jump Shift = Splinter  
 After (1N)-2♦-(P)-2♥-(P) or (1NT)-2♥-P-2♠-(P): Rebid:  
     2NT 5M-5m strong... responders 3♣ and 3♦ bids are Pass or Correct  
     3m = 4 major-6 minor with limited values  
     2♠ after 2♦ and 3♥ after 2♥ = 6M-4M

SEQUENCES OVER 1NT-2♠/2NT (TRANSFER TO MINOR)

(Responder's Double in all the Following Auctions is for Penalty)

RESPONSES:

- Accept with no game-interest
- Relay with Game Interest (in-between step)
- New Suit Forcing
- 3NT to play

SEQUENCES OVER 1NT-3♣/3♦ (5-CO MINOR W (3-1) (5-4), 16+)

(Responder's Double in all the Following Auctions is for Penalty)

RESPONSES:

SEQUENCES OVER 1NT-2♦ (HEARTS) / 2♥ (SPADES) :

(Responder's Double in all the Following Auctions is for Penalty)

RESPONSES:

SEQUENCES OVER 1NT-2♦ (HEARTS) / 2♥ (SPADES) :

(Responder's Double in all the Following Auctions is for Penalty)

RESPONSES:

SEQUENCES OVER 1NT-2♦ (HEARTS) / 2♥ (SPADES) :

(Responder's Double in all the Following Auctions is for Penalty)

RESPONSES:

SEQUENCES OVER 1NT-2♦ (HEARTS) / 2♥ (SPADES) :

(Responder's Double in all the Following Auctions is for Penalty)

RESPONSES:

---

**815 THEY OVERCALL STRONG NT**

---

*(Follows Pattern & Basic Partnership Principles - See 886)*

Double: Penalty

JS: Preempt (NOT fit showing)

2NT: Game-force (2-suited)

Raise to 2m': Takeout for majors (but may be one major + fit for opener's minor)

---

**815 THEY OVERCALL WEAK NT - LIGHT TAKEOUT DOUBLE (OR 2-SUITED)**

---

*(Follows Pattern & Basic Partnership Principles - See 886)*

Treat as normal takeout double. All of our normal structure remains the same (as if they had doubled): Artificial raises, FSJS etc., Jordan 2NT, etc.

Double replaces redouble (i.e., we're going after them).

"PASS&DOUBLE" is cooperative.

---

**816 THEY BID STAYMAN**

---

*(Follows Pattern & Basic Partnership Principles - See 886)*

Vs Strong NT-2♣: Double is lead-directing; 2nd double is takeout. (Mostly ♣'s)

Vs. Weak NT-2♣: Double is card-showing; subsequent doubles are card-showing (negative...), as if we doubled 1NT in direct seat. (See 818.)

EXCEPTION: If 2♣ is at least game-invitational, we revert to methods vs. Strong NT (lead-directing).

In either case, pass followed by double is takeout.

No way to make a 2-level penalty double.

---

**817 THEY BID JACOBY**

---

*(Follows Pattern & Basic Partnership Principles - See 886)*

Vs. Strong NT, Double of transfer is lead-directing and invites competition. 2nd double is takeout.

If they've opened weak NT, double is just card-showing. Later

doubles by both sides are negative..., as if we doubled 1NT in direct seat. (See 818.)  
 Q-bid is takeout double of their real suit.  
 "PASS&DOUBLE" of 2M is balancing (takeout).  
 No way to make a 2-level penalty double.

---

**818 THEY RUN FROM 1NT DOUBLED (SEE SECTION 300.1.)**

---

*(Follows Pattern & Basic Partnership Principles - See 886)*

After we double a 1NT opening for penalty, all further doubles by either hand are card-showing (i.e., negative) until the weak hand shows values. Then all subsequent doubles are penalty.

No force exists until the weak hand shows values - then normal competitive force.

Auctions which show values:

(1NT)-X-(2any)-X: Negative

(Weak NT)-X-(P)-P: Pass of penalty double of Weak NT shows values.

(1NT)-X-(XX)-P: Shows values only if redouble was for rescue

(1NT)-X-(2any)-P; (P)-X-(P)-P: Once responder has passed a negative double of 2M, he has shown values. But, pass of 2mX shows values at matchpoints, but not at IMPs.

Funny auctions:

(1NT)-P-(P)-X; 2♥-(X): Penalty. Double is balancing (10-13), not penalty, therefore "weak hand" principles don't apply. Just normal bridge...

Memphis '93 (Kerri/Kate): (1NT)-P-(P)-X; (XX)-P-(2♣)-X: Penalty. First double was not penalty, so our principles regarding negative double follow-ups do not apply. What's happened here is that the opponents' 2♣ runout bid turned the auction into a penalty double situation for us. XX just showed extras, but our pass of XX says nothing, since we have no idea what 3<sup>rd</sup> hand will do. Once 3<sup>rd</sup> hand runs, we are in penalty double territory, because they have told us that we are.

---

**820 THEY MAKE A 2-SUITED OVERCALL AT 2-LEVEL (MICHAELS,  
UNUSUAL NT ETC.)**

---

*(Follows Pattern & Basic Partnership Principles - See 886)*

**GENERAL PRINCIPLES**

- Unusual vs. Unusual anytime we know both of their suits (*i.e.*, 2m Michaels, Unusual NT, there may be others)
- Lebensohlish structure when we know only one of their two suits (*vs.* 2M Michaels, etc.).

Double: Penalty of at least one of their suits - encourages partner to double.

- **Our Double Creates a Force.** REMEMBER. We can't double an Unusual NT, or a Michaels call, on the first round, and then pass the hand out on the next round when they make a big preemptive raise. Our double says "we own the hand," and we follow our normal "ownership" principles.

"DOUBLE&DOUBLE:" PENALTY.

"PASS&DOUBLE:" Cooperative. Good balanced hand with probably only 3 trump.

New Suit Bids depend upon what's known about RHO's hand (*see below*)

JS In Their Known Suit(S): Splinter

JS In Unknown Suits: Fit-showing

JS In 4th-Suit follows normal FSJS rules.

3NT Is Natural. (Hand unsuitable for penalty double.)

**Vs. 2m Michaels** (they have both majors):

U vs. U (we know both suits)

2m" or 3m" (non-jump): To play. (Q in appropriate major to invite or force.)

Q-bid follows U vs U rules (we know both suits).

2NT is natural (nf)

3M (Jump Q) is splinter.

With a GF, and only one major stopped, we just follow normal bidding principles - *i.e.*, make forcing bid (Q-bid), then show stopper later.

**Vs. 2M Michaels** (they have one major and unknown minor)

Lebensohlish structure (we don't know second suit)

2NT transfers to 3♣ for sign-off in a minor. (May bid again

to invite.)

3m: Forcing, start with 2NT to sign off in 3m.

Q = limit raise+.

2NT followed by 3M' = Forcing, COG. (suggests no trump).

**REMEMBER** - unusual agreement - we don't need it for anything else (we always have a Q-bid below 3M), and COG is awkward, if not impossible, without it.

**Unusual vs. Unusual.** Cheapest Q is for the lower of the other 2 suits. (U vs. U is used anytime both suits are known and the bid is artificial.)

**NOTE:** Reverse U vs. U after 1♥-(2NT).

1♥-(2NT)-3♠: Invitational. 1♥-(2NT)-3♦: Sign-off in ♠'s (or Forcing). Opener assumes sign-off for the moment. Allows opener to get out in 3♥ if he doesn't like ♠'s.

**NOTE:** If the 2-suited bid is natural: No U vs. U. Treat it as natural (negative doubles, Q=limit raise, etc.). 4Q is slam-mish. Jump-4Q is splinter.

---

**820-B THEY MAKE A 2-SUITED OVERCALL AT 3-LEVEL (GHESTEM, ROMAN, ETC.)**

---

*(Follows Pattern & Basic Partnership Principles - See 886)*

U vs U is modified when the opponent's 2-suited overcall is at the 3-level, because there isn't always room enough for all of the conventional bids.

If Their Overcall is Natural (e.g. 1♠-(3♣) showing ♣'s and ♥'s)

- Cancel U vs. U
- Negative Doubles
- 3-level Q = limit raise<sup>+</sup> if available - otherwise, no limit raise; 1♥-(3♣) showing ♣'s and ♠'s gives us no limit raise - we'll just have to guess.

If Their Overcall is Artificial (e.g. 1♣-(3♣) showing both majors, or 1♠-(3♣) showing red suits.)

- Unusual vs. Unusual is modified as follows:
- 1) If our normal Q-raise is above 3T, swap the Q-bids. e.g. 1♥-(3♣) showing the upper 2 (♦'s and ♠'s): We would normally use the cheaper Q for the lower suit, but here we'd have to go past 3♥ to show a limit raise, so we swap 3♦ and 3♠ - 3♦ is a limit raise in ♥'s, 3♠=♣'s.

2) If they show both majors:

- o No U vs. U.
- o Use the major-suit Q-bids to show a stopper, and presumably some sort of fit. e.g. 1♣-(3♣) showing majors: 3♦=natural and forcing. 3♥/♠ = stopper with some ♣ fit presumed from failure to bid 3♦.

## 820-C THEY OVERCALL 3NT

1m-(3NT)-4m<sup>2</sup> takeout for majors. On the theory that 3NT is based on length in the other minor. Not likely to be strong. Assume that it is save oriented, and no force is created (our 4M is not bid to make).

But, 1M-(3NT)-4m is natural - we don't know which suit RHO has.

## 821 THEY PASS THEIR OWN ARTIFICIAL 2-LEVEL OPENING

*(Follows Pattern & Basic Partnership Principles - See 886)*

If opponents pass out their own artificial 2-level opening (Flannery, Multi, etc.), we normally don't pass it out. (But, see #800 above for proviso.)

We treat it as a weak 2-bid by 3rd seat. Our bids mean the same as they would have vs. a weak 2-bid by RHO.

(2♦-Multi)-P-(P)-3♥: ♣'s and ♥'s, as if RHO had opened a weak-two in ♦'s.

The same principle holds if they pass out a short ♣ or short ♦ - we usually won't pass it out. But, our bids in p/o seat follow normal balancing principles, not weak 2-bid principles.

## 822 THEY MAKE A 3-SUITED OPENING (PRECISION 2♦, ETC.)

*Follows the General Pattern set in #886 below, EXCEPT that the key suit is the one where the opponents have announced shortness. (See 886.)*

Double: Desire to defend. (Strong NT or better). Respond Lebensohl. Later doubles are penalty since we know their suits (if we don't, we revert to normal principles vs. unknown suits - see #886 below).

Any other direct action is natural and shows some  $\diamond$  length.

**REMEMBER.** With  $\diamond$  shortness we assume we'll defend.

"DOUBLE&DOUBLE:" Penalty. (We know their suits)

"PASS&DOUBLE:" Takeout (We know their suits)

"PASS&BID:" Primary  $\diamond$ 's. Strong. Bid is secondary suit.

**REMEMBER.** Unusual modification of one of our general principles ("PASS&BID shows primary length in RHO's suit") because we are highly unlikely to want to show primary length in any other suit, and if we do, we'll bid it on the first round

2NT: Natural with tricks. (Respond WMP)

If the opponents' pass out the  $2\diamond$  opening (or other), we normally don't. Treat it as a weak  $2\diamond$  bid by 3rd seat, and use normal weak-2 defense. (But, see #800 above for proviso.)

#### 824 THEY MAKE CANAPE OVERCALL (W. GERMANY)

*Unusual structure - not covered by principles in #886.*

Treat normally if they promise 4<sup>+</sup>-cnds in suit overcalled.

If 3-card length (or fewer) is possible:

- X: He stole my bid
- Q: Limit Raise<sup>+</sup>
- JS into overcalled "suit" is normal FSJS (natural).
- Q by opener does not exist. Always Natural.

#### 825 THEY OPEN $2\clubsuit$ - STRONG AND ARTIFICIAL

Modified RC CRASH. Double= $\heartsuit$ 's.  $2\diamond=\spadesuit$ 's.  $2\heartsuit/\spadesuit$ /NT = Color, Rank, Shape. 3-level=natural. 3NT=Minors. (See #808.)

Same approach is used vs. Strong  $2\diamond$  opening, everything is moved up one step. 2NT is always non-touching suits.

Vs  $2\diamond$  opening, everything moves up one step EXCEPT that NT is always non-touching suits. Therefore  $3\clubsuit$ =rank.

NOTE that "One Above or 2 Below" principles are used ONLY vs.  $1\clubsuit$  opening or  $(1\clubsuit)$ -P-( $1\diamond$ ). No 1A2B vs. 2-level openings.

CRASH principles also apply in 4th seat after  $(1\clubsuit)$ -P-( $1\diamond$ ) and after  $(2\clubsuit)$ -P-( $2\diamond$ ), but we're less likely to bid in 4th seat.

NOTE that  $2\clubsuit$ , or  $3\clubsuit$ , is a step in the CRASH structure in 4th seat - necessary to show 2 suits of same rank.

---

**826 THEY OPEN 2♣ OR 2♦ - NATURAL (PRECISION, 11-15)**


---

Treat as Weak-2. (See 828 and 885).

---

**827 THEY OPEN NATURAL STRONG 2-BID**


---

No special defense necessary. (ACOL is not treated as a Strong 2-bid) Use weak-2 defensive structure if we bid. (See 828.)

---

**828 THEY OPEN WEAK 2-BID (See Chart 885 For Specific Auctions.)**


---

(Follows Pattern & Basic Partnership Principles - See 886)

Agreements apply vs. all natural 2-Bids EXCEPT game-forcing Strong 2-bids. (Used vs. Weak 2's, Precision 2♣, Acol 2-Bids, Tartan 2-Bids, Two-Suited, etc. - as long as their opening bid is natural.)

Double is takeout.

Overcalls Are Aggressive, maybe only weak 2-bid strength with good suit. Simple overcalls are not based on good hands. Strong auctions start with card-showing double, NT overcall, Q-bid or JS.

A New Suit Response to partner's overcall after an opposing preempt is non-forcing through 3♦, and forcing if 3♥ or higher. EXCEPTION: If the overcall is at the 3-level a new suit is always forcing. Therefore, (2♠)-3♣-(P)-3♦ is forcing.

2NT and 3NT Are Natural. K3 4-Suit Transfers after 2NT, Slam-try 4-suit transfers after 3NT. No Stayman after 3NT overcall. Jump to 3NT tends to be based on tricks (presumably denies 4-cd major and is presumed to deny side singleton).

Double Followed by 2NT or 3NT is flexible hand. Promises major support and suggests that 3NT may not be the right contract. Does NOT show extras.

Direct 4NT Overcall is Specific Ace BW. Applies vs. all natural 2-bids EXCEPT Strong-Two's. 4NT vs, a strong 2-bid is minors.

Q-Bid Asks For Stopper. Game-forcing, one suited, creates competitive force.

Jump Overcalls Below 3NT are Natural. Good hand (intermediate)

if they are preempting, but suit not solid. Preemptive if they show opening bid strength.

Jump Overcalls Above 3NT Are 2-Suited, GF. (See chart.) Other major + bid minor, or other minor + bid major.) Create competitive force. Strong Suits (2 of top 3).

Jump Q-bid is 2-suited. (Both minors or both majors)

Jump Overcalls to Game are Natural. Trick-taking hands, but particularly strong. NOT Slam Tries. With strong hands (i.e, with slam interest), start with 3Q (showing one-suiter and asking stopper), then remove 3NT to 4X.

EXCEPTION to normal agreements occurs vs. Acol 2-bids. All agreements are the same EXCEPT that we don't make a natural 2NT overcall vs. a strong opening bid. So, 2NT shows the minors.

Agreements Apply to Direct Action Over Weak-2 AND To Action In 4th Seat, whether or not 3rd hand responds to the weak-2 (including after their 2NT response).

(2♠)-P-(2NT)-3♠: Asks stopper.

(2♠)-P-(2NT)-X: cards. No specific shape. (Maybe takeout of ♠'s.) Partner is not expected to act, EXCEPT to double. Later doubles by both sides are Penalty.

(2♠)-P-(2NT)-P: If followed by later double: Balancing. Takeout. (Or lead-directing if double in live auction.) Start with double of 2NT with all good hands even when penalty oriented of ♠'s.

If The Opponents Bid 2 Suits: No bid below 3NT is 2-suited. Bids above 3NT are 2-suited as if directly over Weak 2-Bid. Jumps below 3NT are good hands. No Q- bids in responder's suit. A jump to game in responder's major is natural (whether their response is forcing or NF). A jump-Q in their minor is majors (as if directly over the weak-2). Similarly, a jump-Q in opener's major is minors.

(2♦)-P-(2♥)-4♣: Black Suits - Strong Suits. Game-Forcing.

(2♦)-P-(2♥)-3♥: Natural. To Play.

(2♦)-P-(2♥)-4♥: Natural. To Play.

(2♦)-P-(2♥)-4♦: Both Majors.

(2♥)-P-(2♠)-4♥: Both Minors.

(2♥)-P-(2♠)-3♠/4♠: Natural.

(2♥)-P-(2♠)-4m: Natural with ♠'s. (2-Suited.)

In other words, we treat a major-suit response as suspicious and possibly a psyche - therefore we tend to ignore it. But, of course, we don't try to play in opener's major.