

Contents

1	defensive	2
1.1	overcall	2
1.1.1	simple overcall	2
1.1.2	sandwich position	3
1.1.3	jump overcall	4
1.1.4	other general principles	4
1.2	t/o double	4
1.2.1	resp	5
1.3	vs 1N	6
1.3.1	resp to multi	6
1.4	vs artificial bids	7
1.4.1	vs transfer	7
1.4.2	vs artificial raise	9
1.4.3	vs multi	9
1.4.4	vs Ekren	9

Chapter 1

defensive

1.1 overcall

1.1.1 simple overcall

Similar to take-out, an overcall is level-aware:

```
1X: 8+, 5+X (LD values or shape); up to the minimum of off-shape
2m: 10-15, 6+m; 12-17(18), 5+m
2H: (7)8+, 6+H; (10)11-17, 5+H
```

```
could be lighter if partner PH; or under certain conditions such as 1D
- 2C or some vul.
```

We use Rubens when advancing an overcall that is lower than 2m:

<pre>(1X) - 1Y - (P/X) - 1N: 10-12 2N: 13-14 2Y: nat comp suit < X: nat, 10+, F1</pre>	<pre>raise/2Y: 8-11 rebid: to play 2N: 12-13, inv cue: F1 new suit below 2Y: nat F to 2Y, not promising extra</pre>
<pre>2X to 2Y-1: transfer to next suit. 10+, 5+ suit; or 8+, 6+ suit. Transfer to 2Y is 10+, 3+ fit</pre>	<pre>accept transfer: 8-11 2N: nat inv against 10-11 2Y: s/o raise: 6-cards inv NF</pre>

	new suit: F rebid 2Y: (10)12-13, 6+Y 2N/raise: 12-13, inv new suit: inv+
jump-shift: inv+ (13+) values, fit-showing	
jump-cue: mixed-raise (about limit raise)	

(1X) - 2m - (P/X) - suit < X: nat, 10+, F1	raise/2Y: 8-11 rebid: to play 2N: 12-13, inv cue: F1 new suit below 3m: nat F to 2N, not promising extra
2X to 3m-2: transfer to next suit. 10+, 5+ suit; or 8+, 6+ suit.	accept transfer: min 2N: 12-13, nat inv 3m: s/o raise: 6-cards inv NF new suit: F rebid 3m: (10)12-13, 6+Y 2N/raise: inv new suit: inv+
transfer to 3m: 10-11 or ST, fit	2N: stopper, F 3m: min (s/o against 10-11)
2N: 12+, F1	3m: min (s/o against 12-13)

1.1.2 sandwich position

Overcalls are natural and Rubens is ON. However, since advancer failed to make a direct overcall, his bids are NF and shows a NFB quality.

(1X) - P - (1Y) - 2X/2Y = nat, good 6-card
 after (1X) - P - (1Y) - 1Z/2m:
 Rubens is ON and 2Y is the cuebid suit. (i.e. transfer from 2Y)
 The meaning of 2N is still the same, because it is possible to pass with 12-14 bal.

The only special case is (1C) - P - (1D) - 2D. Here we define 3C as the cuebid suit.

1.1.3 jump overcall

The most important agreement for overcall IMHO is the precise definition of their strength. Obviously it depends on partnership agreement, but hope that this section provides a good baseline. Notice that this write-up is quite aggressive and vul-sensitive.

```
(1m) - ; or (1H) - 2S
# style: the stronger the hand, more shapely to pre 2M

# V/NV
P = may be lengthy but not enough values, ex: AJxxxxx.xxx.xx.x
1M = (8)9-16(17), 5+M
jump suit = same as balancing overcall

# V/V
1M = 8-17, 5+M # could be weaker (LD) if partner PH
2M = 6+M, pre # usually not 6322; unless ex: KQJ9xx.xx.Kxx.xx

# NV/NV
1M = 8-17, 5+M # 4oM or afraid of losing game
2M = 5+M, pre # wild but sounder
# KQxxx.JTxx.x.Qxx: 2S
# KJxxx.xxx.QJTxx: 1S. 2S opp PH
# KQJxx.xxx.Qxx.xx: 1S. 1S/2S opp PH

# NV/V
1M = 8-17, 5+M # 4oM or afraid of losing game
2M = 5+M, pre # wild
# KQJxx.xxx.Qxx.xx: 1S (afraid losing game). 2S opp PH
# KJxxx.xx.xxx.xxx: P. 2S opp PH
# AQxxx.xx.xxx.xxx: 2S
# Axxxx.x.Jxxx.xxx: 2S
```

1.1.4 other general principles

Rubens is a **whitelist convention**. It is ON iff we made an natural overcall lower than 2m, and LHO passes or doubled.

1.2 t/o double

```
# style: slightly emphasizes major
minimum take out at 1-level:
4333: 13(14)+
```

```

4432: 12+, 43+M or 4+oM
2-card opp's suit: 11+ outside
1-card opp's suit: 10+ outside
0-card opp's suit: 9+ outside

at 2-level: +2
at 3-level: +(3)4
may be slightly sounder if adv need to bid 1-level higher.

for off-shape hands, if expect to ...
rebid at 1-level: 16+
rebid at 2-level: 18+ or good (6+ cards) 16+
rebid at 3-level: (19)20+ or good (6+ cards) 18+
rebid NT: 19+

```

1.2.1 resp

The response is pretty standard but a bit more precisely defined. For (2M) - X, check **Lebonsohl**.

(1X) - X - (P) -	
non-jump: nat 0-9	raise: (14)15-17 double raise: 18-20 suit: off-shape jump suit: same strength as suit but longer (usually one less loser) cuebid: an A(K) stronger than off-shape minimum
1N: 9-11	
2N: 12-13	
jump: 8+, 5+X; or 10+, 4+X. jump 3X slightly sounder	raise: inv. if 4X (implies max), bid 3N first jump = spl. other = nat and strong
cue: 12+, F1	2M: 4+M, F1 2N & raise are only NF 2N: no 4M (implies not min therefore) GF cue again: 44M+, SI 4CD: transfer HS, SI other: nat and GF
double jump: semi-pre	
jump cue: undefined. maybe ask for stopper.	

For higher level t/o, we use them quite flexibly. To be precise, (4S) – X can have the following possibilities:

- most typically: 16+ bal
- t/o hands weaker than 4N: ranging from -.Axx.Axxxx.Axxxx to J.AQxx.KQxx.AQxx (may judge based on Vul or opp. style)

(4m) – X	4N: undefined
(4H) – X	4N: RKC(S)
(4S+) – X: transferable strength	4N: 2- or 3-suiter (or strong oM)
(1M) – X – (4M) – 4N: RKC(oM)	

1.3 vs 1N

We choose the widely-used multi-Landy.

(1N) –	
X: pen, roughly opp's mid-range but 14+	(TODO)
(PH) X: 8+, some 5+m 4M	2CDH: P/C
	2S: s/o
2C: 10+, 54+M; or 8+, 55+M	2D: ask which 5M; 55 usually resp 2S
	... 2M – 2N+: nat inv (2S = s/o)
	2M/3M: s/o
	2N→3C: then P/3X: s/o
	3m: nat constr
2D: 6.5-Losers or 10+, some 6+M	same as resp multi
2M: 10+, some 5M4m; or 8+, some 5M5m	same as resp MM
2N: nat 55m wide in range	
3m: nat. vs str: wide in range; vs	
weak: very constructive (13-15), inv 3N	
3M: nat pre	
3N: idk but I'll assume Gambling 3NT	

1.3.1 resp to multi

When partner makes a multi 2D bid, there can be several possibilities for responder:

- nothing special: simply 2H for P/C
- we want to play in our suit: P or 3C is s/o

- we supports both majors, so we want to preempt: 2M/3M/4H are all P/C. Notice that you may bid 2S when holding 13xx for example.
- we want to invite if partner is H: bid 2S, partner will show feature if he is maximum.
- we want to invite if partner is S: bid 2H, we can invite if partner correct to 2S
- we want to make a general invite: bid 2N
- we have our own major and GF: bid 3D

The responses are as follows:

2D -	
2H: P/C	
2S: P/C	
3M/4H: P/C	
P/3C: s/o	
2N: inv+ ask	3C: min 3D: ask 3M: P/C
	3DH: mid, 6+H/S 3SN: max, 6+H/S
3D: some 5+M, GF	3H: 6+H 3S: 6+S, no support (2-H) 3N+: 6+S, 3+H, feature

in competition

Let's simply use 2D - (X) - P = to play, 2H+ = same, and if 2D is overcalled, X shows "partner please bid your suit" (or convert to penalty if this is your suit).

1.4 vs artificial bids

Double is natural (or lead-directing) unless otherwise specified.

1.4.1 vs transfer

A transfer opening (preempt) is defined as:

- The bid promises one **specific** higher-ranking suit

- It also counts even if have a strong variant that is not the one promised.
ex: 2D = weak H or strong S+C is a transfer opening; but 2D = weak H or weak S is not.

Against transfer openings, since we are allowed to double almost freely, and we have four ways of showing strengths: X then P/X, P then X, and direct cuebid. However, there are some questions: first, how do we want to separate our hands (or even the more primitive question: what hands do we want to "make a call") into these groups? Second, what is a reasonable assignment?

To answer these questions, let's see how these calls are different:

- X then P/X: resp are allowed to make a move after the first X, so these two hands should share a trait indicating "resp can move"
- P then X: resp usually won't move before the second X unless he have t/o strength
- direct cuebid: resp is forced to bid

My suggestions are:

	strength	takeout	allow penalty	penalty
X -> P	weak*	yes		
X -> X	normal	yes	yes	
P -> X	penalty			yes
cue	normal	yes		

*originally couldn't takeout, or t/o minimum. So roughly 9-12/10-13/12-15 at 1/2/3-level

The bidding usually goes like (3C*) - X - (3D) to the responder. He simply replies assuming the overcaller is a weaker takeout hand. If he passes and sees the overcaller doubles again, he would assume the overcaller is a normal takeout hand but with 2-3(4) cards in opponent's suit (with 0-1 cards and the same strength, he will cuebid instead), and is allowed to bid normally or pass to convert to penalty. What do we gain? First, we allow some weaker takeout hands to bid, especially when against a high-level preempt. Second, for normal takeout hands, instead of mixing into (3D) - X, we now allows a real penalty hand to penalize, and a balanced takeout hand to cooperatively penalize.

delayed bid

Let's just assume pass then bid is weaker for now.

1.4.2 vs artificial raise

- vs Drury: t/o
- vs Bergen: t/o
- vs splinter: suggest sacrifice

1.4.3 vs multi

(2D) -	
X: 13-15, or 16+ off-shape	Leb
	(2D) - X - (2M): as if vs 1N-(2M)
2H: t/o to H	Leb
2S: t/o to S	Leb
2N: 16-18 bal	
3m: nat overcall	
3M: 15-18, nat good 6+M	
delayed X: probably still t/o	

1.4.4 vs Ekren

(2H) -	
X: 14+, bal	
2S: C overcall	+1: inv
2N: D overcall	+1: inv
3C: weaker (12-15) mm	
3D: stronger (15-18) mm	
3M: 15-18, nat good 6+M	