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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:

<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 2Y-1: transfer to next suit. 10+, 5+ suit; or 8+, 6+ suit</pre>	<pre>accept transfer: 8-11 rebid 2Y: (10)12-13, 6+Y 2N/raise: 12-13, inv new suit: at least inv</pre>
<pre>jump-shift: 13+ values, fit-showing</pre>	

```
jump-cue: mixed-raise (about limit
raise)
```

(TODO) advancing a 2-level overcall and Rubens

1.1.2 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
```

1.2 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**.

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

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)	