

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

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 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>

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

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

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**.

<p>(1X) - X - (P) - non-jump: nat 0-9</p>	<p>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</p>
<p>1N: 9-11 2N: 12-13 jump: 8+, 5+X; or 10+, 4+X. jump 3X slightly sounder cue: 12+, F1</p>	<p>raise: inv. if 4X (implies max), bid 3N first jump = spl. other = nat and strong 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</p>
<p>double jump: semi-pre 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)	