Contents

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:

```
\begin{bidsemi}
\bid{(1X) - 1Y - (P/X) -}
\bid{1N}[9-11]
\bid{2N}[undefined]
\bid{2Y}[nat comp]
\end{bidsemi}
```

1.1.2 jump overcall

The most improtant 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.QJTx.x: 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**.

(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)	