

## Defense after we open and opponent(s) bid

### NOTE: 1

#### After X:

1c - x - pas = weak  
xx = balanced, 11+ PC  
1D = 4+ hearts, 6+ PC  
1H = 4+ spades, 6+ PC  
1S = NT, 6-10 PC if a 5-card m then 6-8 PC  
1NT = min 54mm, 6-8 PC  
2C = 5+ diamonds, 9-11 PC  
2D = 5+ hearts, 9-11 PC  
2H = 5+ spades, 9-11 PC  
2S = 5+ clubs, 9-11 PC  
2NT = preempt in any suit  
3C,3D,3H,3S = NAT 6+, good suit NF

1D - x - pass = weak or FG balanced without a fit  
xx = 4+ hearts, 6+ PC  
1H = 4+ spades, 6+ PC  
1S = TRF(1NT), 6-11 PC, guarantees 3-card fit  
1NT = 5+ clubs, 6-8 PC  
2C = 4+ diamonds, 6-9 PC or FG with a fit  
2D = 5+ hearts, 9-11 PC  
2H = 5+ spades, 9-11 PC  
2S = 5+ clubs, 9-11 PC  
2NT = 4+ diamonds, 11-12 PC  
3C = 6+ clubs, good suit, NF  
3D = preemptive, 5+ diamonds  
higher bids as in auctions without a double

1H - x - pass = weak or FG balanced without a fit  
xx = 4+ spades, 6+ PC  
1S = min 44mm  
1NT = TRF(2C)  
2C = TRF(2D)  
2D = mini raise with an honor or FG with a 3+ fit  
2H = 3 hearts, 6-9 PC  
2S = 4 hearts, 6-8 PC  
2NT = 4+ hearts, 9-11 PC  
3C,3D = NAT 6+, good suit, NF  
3c = preemptive  
higher bids as in auctions without a double

1S - x - pass = weak or FG balanced without a fit  
xx = TRF(1NT), 6+ PC, doesn't deny 3-card fit  
1NT = TRF(2C)  
2C = TRF(2D)  
2D = TRF(2H)  
2H = mini raise with an honor or FG with a fit 3+  
2S = 4+ spades, 6-8 PC  
2NT = 4+ spades, 9-11 PC  
3C,3D,3H = NAT 6+, good suit, NF  
3S = preemptive  
higher bids as in the auctions without a double

## After Opponent Overcalls with a Suit :

### NOTE: 2

After a 1♣ opening and an overcall :

X=negative

Bids at the 2 level = NF NAT

2 NT = LEB

Bids at the 3 level = F1 in a minor, GF in a major, NAT

Cue of the overcall suit to the level of 3NT is asking for a stopper

Cue of the overcall suit above the level of 3NT is a 2-suited hand

3 NT =to play

After a 1♦ opening and an overcall :

X=negative

Bids at the 2 level = NF NAT

2NT =INV with a fit

Bids at the 3 level = F1 in a minor, GF in a major, NAT

Cue of the overcall suit =FG with a fit

3 NT =to play

Cue of the overcall suit FG=SPL /A/K

After a 1♥♠ opening and an overcall:

X=negative

Bids at the 2 level = NF NAT

2 NT =INV with a fit

Bids at the 3 level = F1 in a minor, GF in a major, NAT

Cue of the overcall suit=FG with a fit

3 ♥ = Preempt if the opening suit/F1 NAT if the OM

3 ♠ = Preempt if the opening suit/FG suit +fit if the OM

3 NT =to play

4♣♦ = FG suit + fit

After intervention at the 3 level: 4♣ = artificial FG with fit, other bids NAT without a fit

Cue of the overcall suit FG=SPL /A/K

### NOTE: 3

After Michaels : x = I have a penalty double of at least one of their suits

cue bid of the opponent's suit = FG with a fit

2NT=INV with a fit

### NOTE: 4

After our opening 1NT and a penalty X : XX=min44; suit=nat 5+

After our opening 1NT and an artificial X : further bids are as if without the double ( xx – is always strong after a conventional double except for a conventional double showing a one-suited hand)

After our opening 1NT and an overcall:

X=cooperative penalty double

Bids at the 2 level = NAT NF

2NT =FG with a 4-card M or NF with a suit lower-ranking than the overcall



## NOTE: 8

### After our major-suit overcall

- cue by an unpassed hand = **Drury**, 2NT = Drury with a 4-card fit, 2♣ - nat., NF

### After our major-suit overcall and a new suit bid by responder

- cue = Drury with a 3-card fit, 2NT = Drury with a 4-card fit

## NOTE: 9

### After opponents 1NT – X=5m+4M or 17+ with a major

- 2♣ = min 54 M
- 2♦ = MULTI : weak 6+ major or 17+ with a minor
- 2♥♠ = 5M+min 4m

Reopen double = PC, shape 4-4, with at least one 4-card M. Further 2♣/♥ are pass or correct, 2♦/♠ - are partner's own suits

After an overcall of 1NT : 2♣ = min 44 M

## NOTE: 10

### Defense after weak 1NT

#### X – 14+ takeout (shape min 4M+4m) or 17+ any hand

3♣/♦ - constructive

#### Other bids the same as for strong 1NT.

- If after our double the next opponent makes a natural run-out  
**X- PC ( 8+PC)**  
**Pass- NF**  
2NT- LEB  
3m- F1  
3M-FG
- If the next opp makes a forcing pass, our pass is also positive, creating a forcing pass situation.  
Other bids are natural, weak. A weak hand without its own suit bids 2♣.
- If the next opp starts an artificial runout (transfer or other 2-suited convention) our double shows PC and a desire to double, pass is weak..
- Our double of Stayman and transfers after their weak 1NT show points (not lead-directing).**

## NOTE: 11

### After opponent's 2♦ : also after their 2♠ ( 4♣/♦ = 5♣/♦ + 5-card major)

#### After our overcall of 2NT – Puppet Stayman

The sequence (2♦) – p – (2♥) – 4♣/♦ shows 5♣/♦ + 5-card major

(2♦) – x – (2♥) – x – penalty, usually 3 hearts, can be doubleton with more strength

(2♦) – x – (2♠) – x – penalty.

After opponent's 2♠ : X= takeout with 4 hearts or strong -> 2NT=LEB; 4♣ ♠ = NAT  
5 + 5♥

2 NT =16-18 ->4-way transfers( 3♣♦♥=TRF♦♥♣; 3♠=STAY)  
cue of the opening suit=FG asking for a stopper  
3NT =to play

4♣ ♦ = NAT 5 + 5♥

## NOTE: 12

After 2♣ - our double of 2♦ relay is penalty by an unpassed hand (but not only lead-directing) at imps, at matchpoints=takeout-double.

## NOTE: 13

### Other Defensive Agreements

1. After a x of their 1♣ we play 1D=negative, other bids as after our opening 1C (bidding is forcing to 1NT). After other opening bids advancers bids at the 1 level are NF.
2. After strong club x=2 suited hand with either red suits or black suits, 1D=2 suited either mm or MM, 1NT=2 suited either sharp suits or round suits. Jumps are constructive, 2D=multi.
3. After their opening 1♣/♦, our takeout double, and responder's 1/2♥/♠ - our doubles are penalty
4. Our 2♣ after their 1NT always means MM, IE. (1♣) - p - (1NT) - 2♣.
5. (1♣) - x - (xx) - p = denies a suit and doesn't say anything about clubs.

„other double/pass situations: IE, (1♠) - p - (p) - x

(xx) - p = penalty

If the opener bids a second suit, and we had a trapping pass in the first suit: we

double without shortness in the second suit, we cue-bid the opener's suit with

shortness in the second suit.

IE, (1♠) - p - (p) - x

(2♦) - ? x - I had a trapping pass in spades and I don't have a singleton ♦

2♣ - I had a trapping pass in spades, but I don't want to play 2♦ doubled

6. Reopening doubles are either 2-suited or trapping. Partner deduces from his hand.  
IE, (1♥) - p - (1NT) - p  
(p) - x - I have a trapping pass or I have a suited hand with spades and another suit.

## NOTE: 14

6. Defense after an opening of 2♣/♦ showing majors:  
x - I have a penalty double of one major, pass then double I have a penalty double of both  
2♥ - natural  
2♠ - takeout double in the minors  
3♣/♦ - constructive

Pass and then 3♣/♦ - 17+ in that minor

Note: If an opponent shows a 2-suited hand or opens a 2-suited hand and we have aspirations of bidding to 3NT, non-jump cue-bids show a stopper in that suit and is not asking for a stopper. We ask for a stopper only with a jump, IE, (2♣ majors) - 3♥/♠. In general we show stoppers and don't ask for them.

The sequence (2♣ majors) - x - (3♥) - 3♠ = stopper

X - without a spade stopper ♠

After opponent's opening at the 2 level (IE, preemptive 2♥/♠) our jumps (4♣/♦) are 55 with the OM .

## NOTE: 15

After an opening of 2NT weak 5/5 with minors and opening 3NT gambling we defend:

3 /4♣ = hearts better than spades or the same.

3/4 ♦ = better spades.

In the sequence (3NT) - x - (pull) pass is forcing, 4♦ shows majors