

DEFENSE AGAINST NATURAL OVERCALLS

ADVANCED

S W N E
 1N 2♣ ?

2♣ : Natural

- X : Negative
- 2♦ : Transfer to 2♥
- 2♥ : Transfer to 2♠
- 2♠ : Transfer to 3♦, for Lebensohl as well competitive or game-forcing hand with long diamond suit
- 2N : Game-invitation
- 3♣ : Game-forcing with (5+4) or (5+5) majors
- 3♦ : Game-invitation (5+5) majors
- 3♥ : Game-forcing with at least 5 diamonds, 4 spades and short clubs
- 3♠ : Game-forcing with at least 5 diamonds, 4 hearts and short clubs
- 3N : To play without stopper, denies four card major
- 4♣ : Game-forcing at least (5+5) majors and void clubs

Rules

After 2♠ Response

- * 2NT rebid shows good club stoppers
- * 3♣ shows good hand; diamond support with (Ax.) or (xx.) clubs

If Opener's Rebid 2NT

- * 3♣ transfers to 3♦
- * 3M shows shortness
- * 3NT to play

If Opener's Rebid 3♣ or 3♦

- * 3M shows strength in this suit
- * 4♣ shows shortness

After 3♣ Response

- * 3M shows 4 cards support
- * 3♦ asks distribution

If Opener's Rebid 3♦

- * 3M shows 4 cards and 5 cards in other major
- * 3NT shows (5+5) majors!

After 3M Response

- * 3♠ shows 4 cards support over 3♥
- * 4♣ shows 4 cards heart support and good hand over 3♠
- * 4♦ shows diamond support
- * 4♥ shows 4 cards heart support and bad hand over 3♠

S	W	N	E
	1N	2♦	?

2♦ : Natural

- X : Negative
- 2M : To play
- 2N : Transfer to 3♣, for Lebensohl as well competitive or at least game invitation with 5+ cards suit
- 3♣ : Game-forcing with (5+4) or (5+5) majors
- 3♦ : Game-invitation with (5+5) majors
- 3♥ : Game-forcing with at least 5 clubs, 4 spades and short diamonds
- 3♠ : Game-forcing with at least 5 clubs, 4 hearts and short diamonds
- 3N : To play without stopper, denies four card major
- 4♣ : Game-forcing at least (5+5) majors and void diamonds

S	W	N	E
	1N	2♦	2N
----	3♣	----	?

- Pass : To play
- 3♦ : Transfer to 3♥ at least game-invitation
- 3♥ : Transfer to 3♠ at least game-invitation
- 3♠ : Game-forcing with long club suit
- 3N : To play with stopper

Rules

After Natural 2♣ and 2♦ Overcall

- * If Overcaller shows 2 suit hand, Responder can bid 3NT with or without stopper
- * If Responder shows (5+5) majors and void in overcaller minor, 4♦ is RKCB for hearts and 4NT is RKCB for spades

Responses to Negative Double

- * With (4+4) majors shows spade suit first

After Opener's Response to Negative Double

- * 2NT or raising Opener's major is game-invitation
- * New suit shows five cards and game-invitation
- * 3NT asks for game contract choice with stopper
- * Cue bid shows game-forcing hand and asking stopper

S	W	N	E
	1N	3♣	?

3♣ : Natural

- X : Negative
- 3♦ : Transfer to 3♥
- 3♥ : Transfer to 3♠
- 3♠ : Game forcing with long diamonds
- 3N : To play
- 4♥ : Transfer to 4♠

S	W	N	E
	1N	3♦	?

3♦ : Natural

- X : Negative
- 3♥ : Transfer to 3♠
- 3♠ : Game forcing with long hearts
- 4♥ : To play
- 4♠ : To play

DEFENSE AGAINST LANDY, CAPP and MULTI

Melih Ozdil

System 3.10

S	W	N	E
	1N	2♣	?

2♣ : Landy

- 2♦ : To play
- 2♥ : At least (5-5) minors and 10+ HCP or (2=2=4=5), (2=2=5=4) and 14+ HCP
- 2♠ : Competitive with both minors or game-forcing with (1-3-5-4), (3-1-5-4), (1-3-4-5), (3-1-4-5)
- 2N : Transfer to 3♣ and at least game invitation
- 3♣ : Transfer to 3♦ and at least game invitation
- 3♦ : Both minors with a void, game-forcing
- 3♥ : At least (5-5) minors, with short heart, game-invitation
- 3♠ : At least (5-5) minors, with short spade, game-invitation
- 3N : To play
- X : For penalty, against one or both majors

Rules for Responder's Second Turn

After Pass

- * Double is negative
- * 2NT or 3♣ is to play

After Double

- * Double is penalty, Pass is forcing

After Minor Transfer

- * 3M shows shortness

After 3♦

- * If Opener showed strength in one major, 3NT rebid shows void in this major

S	W	N	E
	1N	2♣	?

2♣ : Cappelletti (one suit)

- X : Stayman
- Others : System on

S	W	N	E
	1N	2♦	?

2♦ : Cappelletti (both majors)

- 2♥ : At least (5-5) minors and 10+ HCP or (2=2=4=5), (2=2=5=4) and 14+ HCP
- 2♠ : Competitive with both minors or game-forcing with (1-3-5-4), (3-1-5-4), (1-3-4-5), (3-1-4-5)
- 2N : Transfer to 3♣ and at least game invitation
- 3♣ : Transfer to 3♦ and at least game invitation
- 3♦ : Both minors with a void, game-forcing
- 3♥ : At least (5-5) minors, with short heart, game-invitation
- 3♠ : At least (5-5) minors, with short spade, game-invitation
- 3N : To play
- X : For penalty, against one or both majors

S	W	N	E
	1N	2♦	?

2♦ : Multi (one major)

- 2♥ : Transfer to 2♠
- 2♠ : Transfers to 3♣ or balanced game invitation!
- 2N : Game invitation with six card minor suit
- 3♣ : Transfer to 3♦
- 3♦ : Transfer to heart and at least game-invitation
- 3♥ : At least (5-4) minors, with short heart, game-forcing
- 3♠ : At least (5-4) minors, with short spade, game-forcing
- 3N : Game invitation with (5-5) minors
- X : Balanced hand, penalty oriented for one or both majors
- 4♣ : Gerber
- 4♦ : Texas with 6+ hearts

- 4♥ : Texas with 6+ spades
- 4♠ : Asking limits with (16-17-) or 18+ HCP
- 4N : Quantitative with 17+ HCP and (3-2-4-4) or (3-2-3-5) distribution

Rules

Second Bid by Responder's, After Passes Over Multi 2♦

- * Double is negative from both sides
- * 2NT is to play
- * New suit is to play

After Responder's Double

- * Double is penalty, Pass is forcing from both sides

Over Responder's 2NT Response

- * 3NT to play
- * 3♣ for Pass or correct; 3♦ asks to play there, or transfer to 5♣ with 4NT if Responder has long clubs
- * 3M shows strength in this suit and good support for both minors. Now Responder can bid 3NT if he has a stopper in the other major. He must return to original minor at four level, if he has no stopper in the other major.