

MAGIC

DEFENCE



Magic Diamond jumping for joy

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MAGIC " DEFENCE ver 2.4



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1 NATURAL 1 LEVEL OPENINGS

Natural opening bids show at least three cards in a minor and four in a major. In that is either natural or some balanced hand is also considered "natural".

1.1 THE T/O DOUBLE

Minimum for a T/O with ideal distribution is 10 hcp. The worse distribution and the higher the opening bid, the better general strength is required. With 4333 distribution it takes at least 14 hcp to double 1♠.

Except for honour strength, some defensive potential is required - at least 1½ defensive tricks.

1.1.1 Advancer's jump in a new suit

8-10 hcp at the two level with a 4-card suit, may be down to 6 hcp with a five-card suit. A three-level jump is slightly stronger and is usually a five-card suit. A double jump, i.e. (1♣/♦)-D-3♥/♠, is strongly invitational with at least a five-card suit.

1.1.2 Advancer's cue bid

Establishes a forcing situation. The doubler prefers 2♥/♠ to 3♣/♦ with a minimum hand, even if the minor is longer. New suits maintain the forcing situation, whilst rebids, raises, preferences and no-trump bids may be passed. After a fourth hand balancing double and cue bid, special rules apply.

1.1.3 T/O of 1^a

1NT is an artificial, negative bid, normally with less than 6 points, which means that 2♣/♦ (possibly on a three card suit) and 2♥ shows about 7-10 points. After 1NT, doubler may introduce a minor suit of four cards without showing extra strength; the purpose is to find a playable spot.

1.1.3.1 After advancer's positive 2♠/♦

- New suit: same forcing principles as after (1X)-D-(P)-2X (see Advancer's cue bid). 2♦ over 2♣ is not forcing though.
- Cue bid is game forcing.

1.1.4 Natural no-trump bids

After a T/O double of 1♣/♦/♥ a 1NT response is natural with about 7-10 hcp and preferably a stopper. A jump to 2NT shows about 11-13 hcp and a stopper, regardless of the opening bid.

1.1.5 Responder bids

Advancer's double of raises up to 3♥ is purely for take out and higher doubles are optional, card showing. Double of a new suit and no-trump responses are natural. If third hand bids a new suit, the cue bid of the opening suit is just forcing for one round, like a negative double, whilst a cue bid of the new suit is natural. The difference between the D and the natural cue bid is that D is stronger (7+ hcp) with 4+ cards and the cue bid promises at least five cards. A jump cue bid of the opening suit shows at least 55 in the unbid suits, but the jump cue bid of the new suit is still natural. Doubles of artificial suit bids are natural.

1.1.6 Responder redoubles

Advancer's suit bids are normal preferences (a jump is pre-emptive with some distribution). With a good hand advancer normally passes and acts later on or makes a direct cue bid as usual.

1.1.7 Doubler's rebid

Except for 2♣/♦ over partner's 1NT, 3♠/♦ over partner's 2NT and 2♦ after (1♥/♠)-D-2♣, the doubles unforced suit rebids are strong, normally about 17+ hcp. After advancer's jump a new suit by doubler is game forcing, but after advancer's semi positive 1NT or 2♣/♦ after the double of 1♠ the same principles as after advancer's cue bid apply, i.e. a forcing situation as long as new suits are introduced etc. Note that doubler's bid of third hand's suit is strong and natural!

The lowest no-trump rebid over advancer's minimum response shows about 18-20 hcp and a jump in no-trump about 21-23 hcp. When advancer has shown some strength, 2NT is forcing for at least one round.

Doubler's raise of a minimum bid indicates at least 17 points, but may be a little weaker if opener competes. If third hand redoubles, doubler may raise advancer's suit pre-emptively - with a good hand and support he may bid 2NT ((1X)-D- (RD)-1Y/2Y; (any)-2NT), regardless of opener's action or not (natural continuation).

After a repeated T/O double lebensohl may apply - see 3.1.1.

1.1.8 Late Doubles

A late double in a non-balancing situation promises a sound opening and length as well as strength in the first suit bid ahead of the doubler.

Examples: (1♥-1♠;1nt)-D = hearts, (1♦-1♠;2♣-pass/2♦)-D = spades.

Advancer's bid in the indicated suit is natural.

1.2 OVERCALLS

Normally at least five card suit and about 11-17 hcp, but one level overcalls may be weaker (minimum 8 hcp) with a good suit or distribution. With a stronger hand a T/O double is often used. Overcalls on four card suits are rare.

1.2.1 Responses

A simple bid in a new suit is forcing, but a jump shift is invitational with a strong suit. No-trump calls are natural and not forcing (1NT about 8-11 and 2NT about 12-13).

After overcalls of 1 of a suit transfer responses apply from 2 of the opening suit through 3 under the opening suit.

If third hand bids a new suit, advancer's T/O doubles and cue bids are the only forcing bids though (a jump shift is then fit showing after major suit overcalls). Doubles of artificial suit bids are natural.

After (1X)-pass-(2X)-overcall;(3X) and (1X)-overcall-(3X): Doubles are responsive. With support and invitational values we just bid game.

1.2.2 Support

Raises of overcalls with 1♦/1♥/1♠ are just competitive - a jump raise is pre-emptive with at least four-card support. Jump cue bids are at least invitational with four-card support. With at least three card support and at least a good single raise advancer transfers if possible to overcaller's suit at the two level - if this is impossible, the cue bid at the three level shows support and at least invitational values.

After (1 of a suit) - pass - (new suit) and overcall, advancer's cue bids of the opponent's suits are chosen in the stronger of the suits, according to general rules. The jump cue bid of the opening suit is invitational with support as above.

1.2.3 Splinter jumps

After third hand's pass a double jump in a new suit (or the opening suit) below game is a splinter bid.

Note: After (1X)-1Higher, a single jump in the opponent's suit is not a splinter bid; it shows an invitational raise with four-card support.

1.2.4 Overcaller's rebid

A simple overcall followed by a jump in a new suit is based on a good 6-4 hand.

1.2.5 Third hand bids after overcall

After major suit overcalls fit showing jumps in new suits below game are used (suit/no-trumps/double). Advancer's highest bid in the opponent's suit(s) below 4♥/♠ shows a raise based on general strength and thus creates a forcing situation, should the opponents compete. Other raises to 4♥/♠ as well as the fit showing jumps to 4 of a new minor don't set up a forcing situation.

Advancer's double of third hand's new suit, typically shows the fourth suit and small fit in the overcaller's suit.

1.2.5.1 After 3rd hand's D

RD Cards

1-over-1 Natural, non-forcing.

1NT+ transfers, as after our 1♥/♠ openings.

1.3 JUMP OVERCALLS

A jump overcall to the two-level is pre-emptive with a six-card suit. (Not vulnerable opposite a passed partner a five-card suit is adequate.) Advancer's raises are just pre-emptive as well - a new suit is natural and forcing - 2NT is forcing for one round, either natural and invitational or with support, and the overcaller shows shortness (mandatory below his own suit), bids 3NT with maximum without shortness or returns to the long suit with a minimum hand.

All jumps to the three level are pre-emptive except for (1♠) - 3♥, which is, typically an overcall with a seven-card suit. Here advancer's 3♠ primarily asks for a stopper while 4♣/♦ are cue bids.

1.4 1NT-OVERCALLS

In second hand and after third hand's 1-over-1 1NT shows about 15-18 hcp.

The No-trump module is used with two exceptions: no-trump system applies with <30 hcp rule.

Balancing No-trump by fourth hand shows 12-16 hcp - see the balancing chapter.

1.5 T/O DOUBLES AFTER (1X)-PASS-(BID IN NEW SUIT)

The double is based on opening values with correct support (ideally at least 44) in both unbid suits. Exceptionally the double may have a hand that's too strong for a No-trump overcall or a simple overcall in a suit (i.e. 19+balanced or 17+ one-suiter).

1.6 TWO SUITED OVERCALLS

A cue bid and a jump to 2NT shows constructive two-suiters (min 5-5). Partner will expect at least a normal opening hand with reasonable suits, possibly weaker 2m.

A simple cue bid in a minor shows the majors, and the jump cue bid spades and the other minor. A simple cue bid in a major shows the other major and clubs, the jump cue bid the other major and diamonds. The jump overcall of 2NT always shows the two lowest unbid suits.

Advancer's bids in overcaller's suits are non-forcing. Cue bid is a general game force. 2NT is natural with a fit in the lower suit or the third suit.

2NT after 1-over-1 or 2-over-1 are constructive with the unbid suits while the cue bid of opener's suit is a weaker variety.

Note that the cue bid of responder's suit after 1-over-1 is natural.

If the 2NT overcall is doubled, advancer's pass expresses the opinion that 2NT might be the best spot, while RD asks overcaller to make a choice of his own suits.

2NT after (1♣/♦)-pass-(2♣/♦) and 2NT after (1♥/♠)-pass-(2♥/♠) is T/O for the lowest unbid suits

1.7 AFTER THIRD HAND'S ARTIFICIAL RESPONSES

After artificial responses that neither promises any strength nor shows a suit a double is for T/O. If neither of the opponent's bids showed a suit, Mini-Minor is used (2NT is a two suiter without clubs).

After artificial responses that promises some strength or shows a suit a double is for T/O, and a cue bid in the shown suit on the one level shows at least four cards in a major and at least five cards in a minor with about 11-16 hcp.

Over artificial support showing responses from 2♣ up to 3NT our doubles have two different meanings; if the opponents has shown a total of 21+ hcp the double is natural (may be lead directing), otherwise the double is for T/O.

These rules apply also if the opening bid was artificial.

1.8 BALANCING

The general rule is that all balancing actions against 1 of a suit may be made with 2-3 hcp less than the corresponding direct action. A double followed by a new suit indicates 15+ hcp as opposed to the normal 17+. Advancer's point limits are adjusted in the same way. (1♦)-pass-(pass)-D; (pass)-2♠ shows about 2-3 hcp more than after a direct double.

1.8.1 Doubles

Advancer's cue bid is forcing for one round, but now a simple suit bid by doubler is non-forcing, as opposed to the corresponding second hand action. 2NT by doubler is now game forcing, regardless of stopper or not. After 2NT the players will show suits and non-stoppers up the line. A jump shift and return cue bid (three-suiter) are forcing to game as well.

After (1M)-pass-(pass)-D the next step is a negative relay and all other bids natural and positive, say at least 10 points including distribution, exactly as after a second hand double of 1♠. Note that (1♥)-pass-(pass)-D; (pass)-1♠ shows 0-9.

If opener bids something, a double by second hand is natural.

1.8.2 Suit overcalls

Natural, limited to about 14 hcp. New suits are constructive but not forcing. Cue bid is forcing, normally with a fit.

1.8.3 Jump overcalls

Constructive with a good six-card suit and some sort of opening hand.

1.8.4 1NT

11+-16 hcp, may be without a stopper. The no-trump module applies, with some modifications:

2S asks for strength and majors. With 11-14 the no-trump hand will show an unbid major and otherwise rebid 2♦. With 15-16 he'll rebid 2NT with a stopper and otherwise the openings suit at the two level (with 15-16 over 1♣/♦ "we assume that a stopper exists"). After the 2NT rebid the 2NT system is used (after 2♣-2 of a suit 3m is invitational with a major-minor canapé).

2NT is invitational opposite 11-14 regardless of majors - 3♣ asks, and advancer bids the suit below his major (to let the opener make the lead).

1.8.4.1 If opener bids again

The basic no-trump methods with transfers and all are in use, but a double is optional, i.e. 9+hcp and a balanced hand.

1.8.5 2NT

19-21 hcp with a stopper. The modified 2NT system applies.

1.8.6 Cue bids

Any two-suiter. Advancer assumes opening strength but the cue bid is unlimited. Advancer's low bids asks overcaller to Pass or correct.

2 NO-TRUMP DEFENCE

2.1 DOUBLES

A second hand double shows at least the same strength as the opening (not less than 13 hcp though) or corresponding playing strength.

In the balancing position the double may be slightly weaker, but never less than 12 hcp against a weak no-trump.

The hcp requirement is flexible according to playing strength.

A double by a passed hand shows a minor suit overcall.

2.1.1 Third hand escapes

D is optional with at least three trumps ("we have 22+hcp"). 2NT and a cue bid are forcing to game, with ideally Hx for 2NT. Pass is weak or a limited penalty double (NF), and a new double by second hand now is T/O. If the opponents run from a penalty all direct doubles are natural, while a last hand double may be made with three trumps.

2.1.2 Advancer escapes after third hand's RD/pass

Pass is weak and a suit bid shows a five-card suit. If responder's pass is conventional: Pass promises some values.

2.2 ASPTRO

2S Two suiter with at least four hearts
2" Two suiter with at least four spades.

With both majors the shorter/weaker is shown initially. With an equal quality 55 hand we choose 2♣ followed by 2♠ with a decent hand (partner gets another chance to bid), 2♦ followed by pass with a weak hand and 2♦ follows by a raise of 2♥/♠ with a good hand.

2.2.1 Advancer's actions

Advancer gives preference between a theoretical 4-5 in the major and his own shortest suit - the relay show preference for that suit if it's a five card suit opposed to four cards in the shown. Thus the preference to the major often shows four-card support, but may be three cards with shortness in the presumed longer suit.

A new suit is natural, normally with a six-card suit.

The forcing response is 2NT, and the overcaller is expected to show his other suit (3NT with both

minors) except with minimum and five-card major and four-card minor (3M NF). 3OM is forcing with five cards.

2♣/♦ followed by 2NT shows a three suiter with both minors - and extra values if advancer gave preference to the major.

2.2.2 Opponents act over ASPTRO

If 2♣/♦ is doubled, a pass shows preference to that suit if it's partner's other suit. Preference to the shown suit has the normal meaning, a new suit (including the relay suit) is natural and RD covers all other hands. When advancer passes the double, overcaller's RD shows the most inconvenient long suit with some tolerance for the relay suit, and others are as usual.

If the opponents bid over 2♣/♦ a new suit is natural and double (up to 3♠) asks partner to show his longest suit. If 2NT is available it's invitational with three-card support to the major.

2.3 2©/ª OVERCALLS

The 2NT response is forcing and the overcaller is expected to show shortness (3♠ after 2♥ with extra values) or rebid the major/ 3NT with min/max.

2.4 2NT OVERCALL

Either competitive with the minors (55+) or very strong two-suiter. Advancer is expected to give preference between the minors, and a strong overcaller will then show the lower of two adjacent suits, jump in the other suit if the preference hit one of his suits or raise with the minors.

If advancer unexpectedly wants to force, he'll do so with 3♥/♠ (natural or stopper). Overcaller is then expected to be weak and will raise, bid no-trumps or 4♣/♦ with a 6-5-hand.

2.5 JUMP OVERCALLS

"Constructive pre-empts".

2.6 AFTER NATURAL RESPONSES TO 1NT

A double is T/O and 2NT a two suiter, normally the two lowest unbid suits - see (1x)-pass-(2x)-2NT.

2.7 AFTER ARTIFICIAL RESPONSES TO 1NT

Double is primarily lead directing. Against weak no-trump (maximum 14 hcp) all direct doubles show 15+ hcp and in principal a balanced hand, assuming responder hasn't promised any strength.

2NT after a transfer response shows the two lowest suits, as above.

A cue bid in the opponents major at the two-level shows a sound T/O double.

Jumps to 4♣/♦ show two-suiters according to general rules for defence to pre-empts.

2.8 ELFVING NO-TRUMP

NAT 2NT overcall ??

3 NATURAL PRE-EMPTS

The following methods are used regardless of the strength of the openings bid, but against strong bids the aim is to find a sacrifice.

Note: Over artificial openings other methods apply, especially as regards the double and cue bids, see later paragraphs.

3.1 DOUBLES

Second hand doubles as T/O up to and including 3♦ and thereafter optional, but a double of 4♥ promises at least three spades.

Fourth hand doubles are T/O up to and including 3♠ and then optional.

Advancer will try to find a bid over an optional double but not at the five level.

Over 3♥/♠ second hand's 4♣/♦ is a "T/O" where 4♦ guarantees much better diamonds than clubs. (After 4♣ 4♦ is natural and NF.) Advancer tries to find a call.

3.1.1 LEBENSOHL

Whenever we make a T/O of natural 2♦/♥/♠ when our side hasn't bid any suit, **lebensohl** applies.

We use a simple method, i.e. 2NT is a puppet to 3♣, which may be passed or converted to another suit, below the opening suit. Doubler may bypass 3♣ with extra values, a new suit NF and the cue bid FG.

(2x)-D-(pass)

2NT	Puppet to 3♣
3lower	Invitational
3x	Asking for stopper
3higher	Invitational
3NT	Includes stopper
4m	Invitational
4x	Good two suiter.

After 2NT-3§

3lower	Weak
3x	4-card OM without stopper
3higher	5+ forcing
3NT	4-card OM with stopper
4m	Slam try
4x	Strong slam try (OM?)
4higher	Slam try, not forcing

3.2 OVERCALLS

New suit is forcing, new suits and cue bids sustain the force, while rebids, raises, preferences and no-trump calls may be passed.

Advancer's jump in a new suit or the opening suit below game is a splinter bid. With slam interest without a splinter available advancer has to start with the cue bid.

3.2.1 2 NT OVERCALL

After a weak two opening 2NT is a natural call with about 15-18 hcp (also after 2♦ (Multi)-pass-(2♥/♠), but then no major is treated as the opponents suit). Subsequent bidding as after a 2NT opening, but with some modifications:

3 their major Three suiter with shortness in the opening suit

3§+3M Invitational with a five-card suit

3§+3their major Minors

This applies after (1x)-pass-(pass)-2NT (19-21 hcp) as well.

3.2.2 JUMP TO 3 OF A SUIT

Invitational with about 5-5½ losers. (Pre-emptive if the opening bid is strong)

3.2.3 3NT OVERCALL

A natural overcall, about 15-19 if classic balanced hand (may be weaker in 4th hand) after a three opening, stronger after a two opening. For continuation - see Magic 3NT bidding.

3.3 TWO SUITERS

A simple cue bid over 2♣/♦ shows the majors. A simple cue bid over 2♥/♠ shows 4card other major and a 6+ minor.

A jump cue bid shows a strong two-suiter with the highest and the lowest unbid suits.

A jump to 4♣/♦ shows a two-suiter with the minor and another unbid suit - not forcing.

Over 3♣ the cue bid shows the majors and 4♦ shows a five-card suit with a five card major.

The cue bid 4♦ over 3♦ shows any two-suiter.

A cue bid over 3♥/♠ shows the other major plus one minor.

Over a 4♣/♦ opening a cue bid shows the majors and 4NT the other minor and a major.

Over 4♥/♠ 4NT shows a two suiter - all combinations. The cue bid shows the highest and another suit, and 5NT the minors.

If only one of the overcaller's suits is known, advancer's bids in one of the other suits is to pass or correct.

3.4 BALANCING OVER 2©/a

After an obvious balancing double, 2NT by advancer is a scramble for the best contract.

Note: After (2♥/♠) - pass - (pass) - D, advancer's 2NT is lebensohl though.

4 ARTIFICIAL OPENINGS

4.1 STRONG 1♠/-

Includes Multi type openings where all possibilities promise at least 15 hcp.

An openings hand with good defensive strength passes the first round and acts in the next round, using normal defensive methods. All direct actions are weaker than normally, both simple overcalls and jump overcalls. A double shows the suit mentioned, 1NT shows at least 5-4 in the minors and 2NT at least 5-5 in the minors.

After artificial positive responses the same technique is used, i.e. double for the suit (D of 1NT for both minors) and 2NT as 55+ in the minors. A double of a negative response though, is for T/O.

4.2 TWO-WAY 1♠

Pass followed by a Double of a 1♥/♠ rebid after negative 1♦ is for penalties with 15+ BAL and the bid major. After this double we use Forcing Passes and Penalty Doubles if the next hand makes a bid. Pass followed by 1♠/1NT in the same situation shows the same hand type, but without the major suit.

Natural continuation with cue bid F1.

4.3 WEAK, NON NATURAL 1♠/1⁻ (MINI-MINOR)

Over 1♣/♦ that may be less than four card suits without promising 15+ hcp, a module called Mini-Minor applies. **Note:** It's not used if 1♣/♦ is natural or strong.)

Double is T/O, primarily for the majors, and overcalls and 1NT natural. A jump to 2NT is constructive with the two suits excluding clubs.

After a T/O double and next hand passes, a cue bid in the opening "suit" is conventional and forcing. If third hand bids a suit after the double, penalty doubles are used and a cue bid in responder's suit is the conventional force.

After our overcalls advancer's cue bid in the opening "suit" is forcing, unless third hand shows a suit of his own. A jump to three of the opening "suit" as at least invitational with support still applies if responder passes, though.

The simple cue bid in the opening suit is natural and a jump cue bid is a natural pre-empt.

If second hand passes and responder bid naturally, all cue bids are natural.

4.3.1 After (1x)-2NT

Advancer's 3♣ is artificial and forcing and promises another bid. 3♦ by the overcaller shows the red suits, 3♥ the majors and 3♠ spades plus diamonds. With an exceptionally good hand the overcaller may bid 3NT with spades, 4♣ with 6♥5♦ or 4♦ with 5♥6♦.

4.4 STRONG, ARTIFICIAL 2♠/-

Double shows the suit and 2NT the minors.

4.5 2⁻ MULTI

If the opening bid promises at least a five-card major, the following applies:

- Pass** too weak for initial action or up to 16 hcp with unsuitable distribution, may be a three-suiter with a short major, planning a T/O double (Lebensohl then applies).
- D** 13-16 balanced hcp or 17+ regardless of distribution (except 5-5 in the minors).
- 2♣/♠** Natural, limited to about 17 hcp.
- 2NT** T/O for the minors. Advancer's 3♥/♠ show suit/stopper, 4♣/♦ are invitational. 2NT overcaller's rebid in a major is a splinter.
- 3♠/♥** Natural. Advancer's 3♥/♠ shows suit/stopper.
- 3♣/♠** Four-card suit with a six card minor, NF. Advancer's 4♣/♦ are to pass or correct and 4NT asks for the minor. Others are natural.
- 3NT** To play, basically with a long suit. 4♣ ask for the long suit, others natural.
- 4♠/♥** 5+ suit and 5+ major, forcing after 1♣/♦ opening. 4♦/NT asking, 4♥/♠ to pass or correct.

4.5.1 Fourth hand's actions after (2⁻)-pass-(2♣/♠):

- Pass** too weak for a direct action or up to 16 hcp with unsuitable distribution, for example a three-suiter with a short major, planning a T/O double later on, with Lebensohl applying.
- D** T/O (12-16) of the bid major or 17+, Lebensohl applies.
- Overcall** Natural, even the cue bid.
- 2NT** 15-18, natural. Modified 2NT system applies.
- 3NT/4♠/♥** As in second position.

4.5.2 After (2⁻)-D-(pass)

If the pass shows diamonds or if any of the opener's possibilities promises 4+ diamonds:

- Pass is for penalties (3+diamonds), but promises no values. Later doubles by both hands show extra values and are T/O more than penalties.
- 2♥/♠ are natural with 0-8 hcp.
- 2NT is Lebensohl (weak with clubs or forcing with a diamond stopper).
- 3♣ is natural and invitational
- 3♦ GF without a diamond stopper
- 3♥/♠ invitational

In all other cases a pass is neutral (with 2+diamonds) and others as above.

4.5.3 After (2⁻)-D-(2♣/♠)

Fourth hand's double is optional 8+"BAL", others are natural (*including the cue bid!*),

If fourth hand passes, a repeated double show extra values.

4.5.4 After (2⁻)-2♣/♠

Continuation as if the opponents has opened with a weak two in the other major.

4.6 "PASS OPENINGS" (AND NON NATURAL 1♠)

If pass/1♣ is NF the following applies:

Pass Weak or trap pass with unsuitable distribution for a direct action.

1♠/D "T/O" Major suit interest or 16+. Continuation as after (1♣)-D according to Mini-Minor.

1X/2♠ Natural with 8-15 hcp.

1NT 15-18 hcp, continuation according to <28 hcp 1NT.

2X Pre-empt.

2NT Two suiter without clubs.

If second hand passes and responder bids, we apply Mini-Minor unless the opponents have shown a suit, in which case that one is treated as the opening bid.

If the opponents has shown 21+hcp, doubles of artificial bids are natural, otherwise Mini-Minor - T/O.

If Pass is forcing the same methods applies, except for natural 1♣ and 1♦ overcalls (possibly with 12-14-notrump) and a pre-emptive 2♣ overcall.

4.6.1 After our overcalls

New suit is forcing, and supporting bids are used as after an opening of our own.

After natural overcalls with 2♣/♦ we use similar methods as after our openings 2♣/♦, except that the overcaller may have a four card major.

New suit Forcing. The overcaller will show another suit, rebid 2NT with extra values or rebid 3♣/♦ with a minimum hand.

2NT Invitational+.

Jumps Invitational with 6+suit.

4.7 2♣/♠, 55+ MAJ-MIN OR OMAJ/OMIN

2NT NAT, typical strong no-trump hand.

Suit NAT

D T/O, often balanced:

2NT NAT NF

3corr_minor ART F

3other_minor Natural, weak.

4♠/♣ 5+ NAT with 5+ major.

4.8 2NT, 55+ MINORS

3♠ T/O with equal length in the majors or longer hearts. 3♦ asking for 5card spades.

3⁻ T/O with longer spades.

D Strong, fairly balanced.

4.9 2NT, 55+ MAJORS OR MINORS

3♠/♣ NAT..

D Cards.

4♠/♣ 5-5 in the minors/majors.

4.10 3XY, UNKNOWN SOLID SUIT

3NT T/O for the majors - 4♣ asks for the longer one (4♦ with equal length).

D Strong, fairly balanced

4.11 SUBSTITUTE PRE-EMPTS

Over a pre-emptive opening, that points to a specific suit, such as Verdi or NAMYATS:

D T/O, weak or strong (D+D), short in their suit.

Cue bid Two-suiter with the other major.
Note: *Cue bid of 2M* guarantees 4+ cards OM and a 5+ m, about 12-16 hcp, and *cue bid of 2 "* shows 55+ M's.

Pass + D Strong and balanced.
Note: If responder may pass the opening, we have to double immediately also with a strong balanced hand.

4.12 ARTIFICIAL SUPPORT RESPONSES TO 1^{♣/a}

D NAT if the opponents have shown 21+ hcp, otherwise T/O.

Cue bid Two-suiter with the other major.

Pass May contain a T/O hand.

4.13 "SÄFFLE" TYPES

Over Pass/1[♣] (forcing with spades/hearts) our Pass may be strong (~16+ hcp); 1^{♣/♦} and D are overcalls (D=clubs) with about 8-15 hcp or 12-14 no-trump without five-card major. 1^{♥/♠} are natural, 8-15 with five-card suit. Further bidding according to system as if partner had opened. The 1NT overcall is 15-17 and the "low cue bid" of the shown major is 15-17 no-trump without a stopper.

Over 1[♦] (0-7) and 1^{♥/♠} (artificial without majors) we use Antinonsens - over 1[♥]-1[♠] (relay) as well.

4.14 ANTINONSENS

If the opponents open 1[♦]/1[♥]/1[♠] to show a weak hand, i.e. 0-7, we use a module called **Antinonsens**. Against 1[♣] though, we use our normal openings methods with D=1[♣].

D o Balanced hand, 13+ hcp.
 o Unlimited opening with at least five cards in the suit (or 4441).

Regardless of type the double thus always have at least a doubleton in the suit.

1[♣]/1^a 12-16-opening according to system.
Continuation also according to system but with some point transfers. May be we should construct something smart, but the situation is not very frequent.

1NT Unlimited opening with at least five clubs as the longest suit in an unbalanced hand.

2^S Unlimited with diamonds.

2["] Unlimited with hearts (or 17+ with spades after a heart opening!).

2[♣] Three suiter with short "opening suit" and 12-16 hcp.

2^a As 2[♥] but 17+, forcing.

2NT At least 5-5 in the minors and about 11-14 hcp.

Higher bids are normal pre-empts - sound if partner is unpassed.

4.14.1 The Double

Advancer assumes the balanced double and may pass for penalties with 8+ hcp and at least four trumps (possibly three and good defensive values against vulnerable). The penalty pass establishes a forcing situation, which is valid until a new penalty double, no-trump, bids, rebids, preferences and raises.

With a weak hand the advancer bids 1^{♥/♠} (4+ suit), 1NT or 2^{♥/♠/3♣/♦} (5+ suit). A "raise" of the doubled suit is weak and natural, but a jump to 2^{♥/♠} is slightly constructive.

Advancer's 2NT is natural and invitational to the 13-15 no-trump. Natural continuation with 3 of the "opening suit" NF and a new suit forcing for one round with the unbalanced hand type.

4.14.1.1 Advancer's 2♠ and 2⁻

"Two-way Stayman": 2♣ showing about 8-11, in principle without four card "opening suit" (since with the suit the penalty pass is often preferred). 2♦ is GF with 12+ hcp and doesn't deny the "opening suit".

After D - 2♣, doubler may force to game with a natural 2NT (2NT system applies) or with natural bids at the three level, promising five card "opening suit". Without extra values doubler bids an unbid major, five card "opening suit" or 2♦, in this priority order.

After D - 2♦, doubler rebids 2NT with the balanced hand (2NT system applies). Note though, that doubler must be careful to avoid a premature pass by advancer with extra. With 13-15 and 4333 with a minor, doubler may also jump to 3NT directly over 2♦.

With an unbalanced hand, doubler rebids naturally, possibly with a jump to show extra values, good distribution and/or good suit quality. Natural continuation.

4.14.1.2 After partner's escape to 1♣/1^a/1NT

Doubler's no-trump bids are natural (1NT about 16-19) and normal no-trump methods apply. Doubler's 2♣ is a general one round force and "Stayman" (2NT shows maximum without a major). Other suit rebids are natural with five-card "opening suit". Reverses and jump rebids are invitational, but not forcing - doubler must rebid 2♣ plus a new suit at the three-level to force.

4.14.1.3 After third hand actions

If third hand bids 1♥/♠ a double is for penalties and 2♣ is limited "Stayman". 2♦ though is natural here - since the cue bid is the GF. Over higher bids we use the no-trump defence methods after (1NT) D (2xy), i.e. an optional double with at least three trumps, while 2NT and the cue bid are GF.

If advancer passes third hand's bid doubler's repeated double shows the balanced hand and a suit bid the unbalanced.

Over third hand redoubles the above methods still apply, with pass for penalties.

4.14.2 The transfer overcall

Advancer accepts the transfer if he would have passed a natural overcall in the suit. A "raise" is invitational and others forcing - the relay is a general force, new suit with five cards, 2NT with five card relay suit. Note that advancer doesn't need to try and find a positive bid - overcaller gets another chance after the completed transfer. The continuation is natural except for overcaller's 2NT over the relay, showing a limited hand with four card in the relay suit.

Note! Since overcaller is unlimited, all his rebids in new suits are forcing.

When 2♦ shows spades (and thus 17+) the above methods apply, but both 2♥ and 2♠ are limited - 2♠ shows support though. Advancer's 2NT is a general positive move.

4.14.3 Three suited 2♣/2^a

Lebensohl applies, but direct calls at the three-level are invitational. A bid in the short suit is natural.

4.14.4 Fourth hand actions

All bids after (1♦/1♥/♠)-pass-(pass) has the same meaning as second hand bids. There is no reason to protect with a bad hand, since partner denied an opening bid with his pass, but naturally it's quite OK to be slightly weaker. Don't forget the penalty pass if fourth hand doubles! Continuation as after second hand actions, but the GF response of 2♦ after a double doesn't apply (2♦ is natural and weak).

5 MAGIC CARDING

5.1 LEADS

5.1.1 In front of dummy

First, third or fifth, highest from honours. The second card is in principle low from even number and higher from odd number.

Sometimes we may lead the highest from small cards, to indicate attitude.

5.1.1.1 Lead of 'highest' card

A from AK, K from KQ etc, but:

- from AK. versus suit contracts, the K to get a Lavinthal on the A.
- from AKx(x) in our suit, we lead the K to get a signal for the Q (A lead will only get a signal for the K)
- with AKQ/KQJ, vs NT, the second highest honour will elicit a signal for the interesting honour card.
- if partner has bid a suit, and dummy has bid no-trumps, we may lead the highest cards, like Q from Q72. Next card will then be the 7.
- from four small cards, the normal lead is the highest, followed by the lowest.
- from AKQ10, KQJ9, and AKJ10 etc. we may lead the Q, J or K respectively. Partner's supposed to unblock with the card the leader was expected to have..

5.1.1.2 Lead of third card

From three small card we lead the lowest vs suit contracts and the highest vs no-trumps. Later leads depend on whether length (lowest) or attitude (highest) is to be shown. Exceptions may occur when we have supported partner's suit and want to emphasise attitude/length. IF the highest is chosen from three, we play the next highest as the second card.

We lead the third card in partner's suit vs no-trumps, unless we've supported the suit.

Exceptions from the main rule are allowed vs no-trumps from, say K-10-8-3, where the 3 is allowed..

From a six-card suit, followed by the lowest.

5.1.1.3 Lead of fifth card

Always from a five-card suit, except from honour combinations, but from, say Q9872, the 8 may be chosen.

If we promised a long suit in the bidding:

- lowest from odd number.
- typically the third from even number.

5.1.1.4 Other

Trump leads are often from the bottom, but if we can afford to give count, we use the normal rules.

After a "false" lead, we give count low high for odd and high-low for even number.

Vs five level contracts, the lead of a K asks for the count.

In partners suit we lead the K from AKx(x), if we've got them ☺.

5.1.2 After dummy

In partner's suit (also when partner promised length without bidding the suit) we lead 1st/3rd/5th.

Otherwise we lead 2nd/4th with built-in attitude. The second card is higher (if affordable) from even number and lower from odd number.

From four rags the fourth may be chosen if the length is deemed to be most important to partner.

If you lead the 4 from 9432, the next card is normally the 9. If that may cost a trick, play the 2 and then the 3. You should probably have returned the 2 after all!

5.2 SIGNALS

Definitions

Attitude = low-high encouraging, **Count**= low-high even number, **Lavinthal** = suit preference

5.2.1.1 When partner plays a suit

Priority order: Attitude– Count– Lavinthal.

5.2.1.2 When declarer plays a suit

Priority order: Count- Lavinthal.

5.2.1.3 Negative signal from 3 worthless cards

Always the highest card.

5.2.1.4 Negative signal from four “small” cards

Second highest.

(Unless it's a n odd/even situation, 6.2.1.12. *** To be discussed with partner, not used by all.***)

5.2.1.5 When the honors are known

Give count immediately. Note that when partner leads a suit, and dummy wins with the Q from Qx(...) Count has priority..

5.2.1.6 If a shift is of no use

Give positive attitude from small cards, or give count in clear situations, or try a wimpy signal with 3-2.

5.2.1.7 When partner leads an honor and dummy is short

Attitude has priority.

5.2.1.8 A vs suit and dummy has J/Txxx

Negative attitude from Qxx.

5.2.1.9 Leader has promised a five-card suit and leads the A and dummy has OJxxx.

Play the lowest from two and give Lavinthal from three.

5.2.1.10 After lead of A+K in a suit contract partner cant follow the second time

A positive attitude in another suit indicates unwillingness to ruff.

Vs no-trump we wont signal away our tricks.

5.2.1.11 Negative signals in other suits may imply stronger interest for other suits.

Negative signal in one suit followed by positive in another

Weaker preference than the other way around.

5.2.1.12 Odd/even signals

Early negative signals with odd cards from known long suit (5+ cards) suggests the higher of two possible suits, whilst an even cards suggests the lower alternative. Q and higher cards are not signals of that kind.

5.2.1.13 When you know that partner knows that you can't have anything

Count applies.

5.3 PLAY OF THE CARDS

5.3.1.1 From two touching honors

Play the lower.

5.3.1.2 From three touching honors

Play the highest.

5.3.1.3 When the number of cards in a suit has been reduced

Give original count.

A432 wins the Ace and returns the 2.

A5432 signals with the 2 and returns the 5.

5.3.1.4 Count from 4-3-2

Normally 4 - 3 - 2. Thus 4 - 2 - 3 is some sort of wake up signal, may be interest for the lowest suit.

From 5432 the normal way is 2 - 3 - 4 - 5, and variations is probably suit preference.

5.3.1.5 Suit Preference

Traditional use in ruffing situations.

In many situations, when initial signals are made, suit preference may be given with almost any card. If the count is reasonably well known, partner may need help with the discarding.

5.4 ODDBALL - OPTION

Defending no-trump contracts, the defenders signal their attitude towards the lead, by their cards in declarers first played trick. This has priority over count, except when blocking of long suit is obvious.

- Low card doesn't like the lead, but doesn't promise alternative.
 - Follow up by positive Oddball means:
 - a Please continue, I have no alternative and some length or low honour.
 - b Odd number of cards, if low honour is impossible.
- High card likes the lead.

*** You have to explicitly agree on ODDBALL as well as a or b ***