

Magic Defensiv

Defense to Säfte för Albertsson-Göthe- Brenning-Flodqvist

Over Pass/1♣ (forcing with spades/hearts) our Pass may be strong (15-16+ hcp), 1C/D and X are overcalls (X=clubs) with about 8-15 hcp or 12-14 notrump without five card major. 1M are natural with 8-15 with five card suit. Further bidding as if partner had opened, ACOL style with 2NT as our trump support module. The 1NT overcall is 15-17 and the "low cue bid" of the shown major is 15-17 notrump without a stopper.

Over 1♦ (0-7) Antinonsens applies.

Over 1♥/♠ (artificial bids without majors) we use Antinonsens - after 1H-1S (relay) as well.

Over 2m: (4+suit + 5M unknown, 8-11) 2X-defence

Over 2♠: (SOL suit any + ?): D= 2X-defence, but 2NT= T/O M's 10cards+: 3♦ ask longest.

If used after our 1S Opening

Pass/D(=4+♥): Our System, with following exeptions:

1♣ - (pass) - Pass=0-7/8NT or 12+BAL for penalty (D next round in principle), 1♦ = FG, unBAL or not interested in penalties.

1♦/♥/♠ Antinonsens, but D=9+ and 1M=8-12. 1NT=8+ 5+♣. 2♣/♦=FG w/ 5+ ♥/♠.
2♥=8-11 4414, 2♠=4414 FG.

7 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	<ul style="list-style-type: none">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♠	12-16, NAT unbalanced or 5332. 5cards or maybe (4441) with 4♦. Sometimes a minimum hand with 4M 5♣ and bad ♣. ACOL style continuation but 2NT is INV+ w/ SUP. Continued bidding in our normal style.
1NT	Unlimited opening with at least five <u>clubs</u> as the longest suit in an unbalanced hand.
2♣	As 1NT but with <u>diamonds</u> .
2♦	As above but with <u>hearts</u> (or 17+ with <u>spades</u> after a heart opening!).
2♥	Three suiter with short "opening suit" and 12-16 hcp.
2♠	As 2♥ but 17+, forcing.
2NT	At least 5-5 in the minors and about 11-14 hcp.

Higher bids are normal preempts - sound if partner is unpassed.

7.1 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, notrump 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.

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Advancer's 2NT is natural and invitationl to the 13-15 notrump. Natural continuation with 3 of the "opening suit" NF and a new suit forcing for one round with the unbalanced hand type.

7.1.1 Advancer's 2 \clubsuit and 2 \spadesuit

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

After D - 2 \clubsuit 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 \spadesuit , in this priority order.

After D - 2 \spadesuit 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 \spadesuit .

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

7.1.2 After partner's escape to 1 \clubsuit /1 \spadesuit /1NT

Doubler's notrump bids are natural (1NT about 16-19) and normal notrump methods apply. Doubler's 2 \clubsuit 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 \clubsuit plus a new suit at the three level to force.

7.1.3 After third hand actions

If third hand bids 1 \heartsuit /1 \spadesuit a double is for penalties and 2 \clubsuit is limited "Stayman". 2 \spadesuit though is natural here - since the cue bid is the GF. Over higher bids we use the notrump 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.

7.2 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 get's another chance after the compelled 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 \spadesuit shows spades (and thus 17+) the above methods apply, but both 2 \heartsuit and 2 \clubsuit are limited - 2 \clubsuit shows support though. Advancer's 2NT is a general positive move.

7.3 Three suited 2 \clubsuit /2 \spadesuit

Lebensohl - direct bids at the three level are invitational. A bid in the short suit is natural.

Tjölpe: Nyinlägg av Andersson, men kanske inte så dumt. Vads sägs?

7.4 Fourth hand actions

All bids after (1 \spadesuit /1 \heartsuit /1 \clubsuit)-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 \spadesuit after a double doesn't apply (2 \spadesuit is natural and weak).