

## Defence To Non-Vulnerable Suspensor Of Disbelief - Natural

### Over Pass (13+ any)

All openings except 1NT/strong 2♣ are as they would be.

**1NT: DO NOT PLAY THIS AS A WEAK NT.**

Option 1: Strong NT and adjust the rest of your system accordingly. It is probably best to pass your weak NTs so that your 1♣/1♦ openings are unbalanced or (17) 18+ balanced.

Option 2: Use 1NT to add to your pre-emptive armory in whatever way you want.

- If 2♣ would be strong in your system, use that bid for whatever pre-emptive action you want that best fits around your other pre-emptive options.
- After (Pass) - Pass - (1♣) [GF relay], play your favourite disruptive methods.
- After (Pass) - Pass - (1♦), play as you would after a 1♦ negative over a Precision 1♣ opening.
- Use your normal competitive bidding agreements and principles after all other responses over Pass.

### Over 1♣ (8 – 12 HCP, 5+ cards in one of the minors, no 4M)

X: I would have opened 1♣.

1♦+: As per your normal opening bids.

1NT: I'd again suggest not using this as a weak NT, but I'm less vehement. You should definitely be bidding your weak NTs some way - I would suggest playing Standard American and put them into your [1♣ replacement] X/1♦ openings.

- After (1♣) - Pass - (1♦) [GI+ relay], play your favourite disruptive methods. If you want to set something aside for 16+, I would suggest double.

### Over 1♦ (0 – 7 any)

X: 15+ balanced or 17+ any

- Pass by us shows 3+ diamonds. Pass by you should be penalties (diamonds). Other bids are "natural" - new suits are forcing for one round, but 1NT is droppable.
- Over other bids, depending on your preference, you can either play for penalties or bid naturally using your regular agreements for competitive auctions.

1♥/1♠: Natural, limited to about 16 HCP.

1NT: Weak NT (12 -14 or so)

2♣/2♦: Natural, limited to about 16 HCP.

2♥+: Intermediate jump overcalls.

**Over 1♥/1♠** (8 – 12 HCP, 0 – 2M and 4 – 5 oM OR 6+M)

Option 1: Whatever you play over a Multi-2♦ (provided it is not "wait and see"), with appropriate modifications for the spare bids you have.

Option 2: X = weak NT; all else is natural.

Option 3: "Anti-ferts" – X = 16+ (penalty interest); 1NT+ = transfers; 2♠ = Takeout of spades; 2NT = minors

**Over 1NT** (8 – 12 HCP, 3 – 5 hearts and 3 – 5 spades)

X: 16+ (Penalty interest)

Continuations as though you made a penalty double of a weak/mini NT.

2♣+: Natural overcalls, but be sound with 2M overcalls – it is very easy to be doubled there for penalties.

2NT: 5+/5+ minors.

**Over 2♣** (8 – 12 HCP, 3 – 5 clubs and 3 – 5 diamonds, denies 4M)

X: Penalty interest

2♦: Majors

2♥/2♠: Natural

2NT: Strong NT without penalty interest

**Over 2♦/2♥/2♠:**

Use whatever defence you play to Multi 2♦/2♥/2♠ openings.

## Strong Club Defence To Non-Vulnerable Suspensor Of Disbelief

### Over Pass (13+ any)

1♣: Strong (15/16+ - whatever strong club system you want to play)

**1NT: DO NOT PLAY THIS AS A WEAK NT.** You can play it as strong NT or 2/3-suited as you prefer.

1♦+: As per the system that you choose (subject to the above about 1NT).

- After (Pass) - Pass - (1♣) [GF relay], play your favourite disruptive methods.
- After (Pass) - Pass - (1♦), play as you would after a 1♦ negative over a Precision 1♣ opening.
- Use your normal competitive bidding agreements and principles after all other responses over Pass.

### Over 1♣ (8 – 12 HCP, 5+ cards in one of the minors, no 4M)

X: Strong (15/16+)(i.e. "I would have opened 1♣").

1♦+: As per your favoured strong club system.

**NB: Overcalling 1NT with a weak NT (or less) can be dangerous, so consider modifying your system accordingly. Doing it is not as insane as over our Forcing Pass, though ...**

- After (1♣) - Pass - (1♦) [GI+ relay], play your favourite disruptive methods. If you want to set something aside for 16+, I would suggest double.

### Over 1♦ (0 – 7 any)

X: 15/16+ any

Pass by us shows 3+ diamonds; XX by us shows 0 - 2 diamonds. Bids by you are as you like - 1♥ negative with all others positive will work, but there are plenty of other options, particularly over XX.

Over other bids, depending on your preference, you can either play for penalties or use your regular agreements relating to interference over a strong club.

1♥/1♠: Limited (4+ or 5+, depending on your preference for strong club system)

1NT: Weak NT (12 -14 or so) OR whatever your strong club system indicates [Remember you have "lost" your 1♦ opening in this auction, so some hands you would have opened 1♦ should find a place here].

2♣+: As per your regular opening bids, but again remember that you might want to have a way of bidding hands that would have opened 1♦ in your system.

**Over 1♥/1♠** (8 – 12 HCP, 0 – 2M and 4 – 5 oM OR 6+M)

Option 1: Whatever you play over a Multi-2♦ (provided it is not "wait and see"), with appropriate modifications for the spare bids you have.

Option 2: X = weak NT; all else is natural.

Option 3: "Anti-ferts" - X = 16+ (penalty interest); 1NT+ = transfers; 2♠ = Takeout of spades; 2NT = minors

**Over 1NT** (8 – 12 HCP, 3 – 5 hearts and 3 – 5 spades)

X: 16+ (Penalty interest)

Continuations as though you made a penalty double of a weak/mini NT.

2♣+: Natural overcalls, but be sound with 2M overcalls - it is very easy to be doubled there for penalties.

2NT: 5+/5+ minors.

**Over 2♣** (8 – 12 HCP, 3 – 5 clubs and 3 – 5 diamonds, denies 4M)

X: Penalty interest

2♦: Majors

2♥/2♠: Natural

2NT: Strong NT without penalty interest

**Over 2♦/2♥/2♠:**

Use whatever defence you play to Multi 2♦/2♥/2♠ openings.