

Appleton - Coles Medium Pass system summary (1st & 2nd seat only)

Pass = 13-16 any shape (excludes most single-suiters).

SUGGESTED DEFENCE – IGNORE THE PASS:

Standard American, short club, aggressive openings.

Play normal system over all your opening bids.

Exceptions:

You might want to get rid of your strong bids. For example, play your 2C opening as preemptive, and 2NT opening as minors.

1D = 0-8(9) any shape.

SUGGESTED DEFENCE (THE ONE WE USE WHEN WE PLAY AGAINST THIS SYSTEM):

Double = 15+ any shape; partner responds 1H with 0-8, all other responses GF.

2nd double is takeout, third double is penalty.

All other bids are 10-14, natural suits (maybe jump with a max and good six-card suit).

ALTERNATIVE SUGGESTED DEFENCE – IGNORE THE 1D BID:

If you want to avoid disruption to your normal methods (which is a common comment that we receive), then play double as any 1-minor opening, with responses as if you are responding to a standard 1D.

Just remember to not pass the double unless you are willing to defend 1D doubled, so you may have to respond with a weaker-than-usual hand, but this is very unlikely.

For all other bids (including 2C) play your normal opening structure and full system.

For example, a 1H 'overcall' is a 1H opening, and a 2C 'overcall' is a strong 2C opening.

1NT = (9)10-12 balanced or minors (no good four-card major, can be unbalanced).

Your standard notrump defence.

Make sure you have a bid to show both majors, because this will be more common.

Over our 3rd/4th seat "openings" (ie. our responses to the opening Pass)

SUGGESTED DEFENCE AGAINST 3RD/4TH SEAT BIDS

Over Pass:1C (any invitational hand):

This promises invitational values, so play good-suit overcalls and double for majors.

Over Pass:1D (transfer to hearts, 3-17 HCP):

Play double as takeout of hearts, 1H as natural, 1NT = 15-17, and 2H as Michaels.

Over Pass:1H (transfer to spades, 3-17 HCP):

Play double as takeout of spades, 1S as natural, 1NT = 15-17, and 2S as Michaels.

Over Pass:1S or Pass:1NT (minor-oriented hands):

These bids deny a major, but do not promise any specific suit. 1S can be as weak as 3 HCP.

Play good-suit overcalls and double for majors.

Over Pass:2C or higher (game forcing bids):

These bids are **game-forcing** (artificial), so just bid naturally with a good suit.

Double for takeout of our shown suit if we have one, otherwise double for majors.