
*Magic Defence to
Artificial Openings*



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1 Artificial Openings

1.1 Strong 1♣/♦

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

An opening 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, 1N shows at least 5-4 in the minors and 2N at least 5-5 in the minors.

After artificial positive responses the same technique is used, i.e. double for the suit (D of 1N for both minors) and 2N as 55+ in the minors.

1.2 Two-way 1♣

Pass followed by a Double of a 1♥/♠ rebid after a negative 1♦ is for penalties with a 15+ fairly balanced hand 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♠/1N in the same situation shows the same hand type, but without the major suit.

Natural continuation with cue bid F1

1.3 Weak, non-natural 1♣/♦ (Mini-Minor)

Over artificial 1♣/♦ that may be less than three card suits without promising 15+ hcp, a module called Mini-Minor applies.

Note: N/A if 1♣/♦ is natural or strong.)

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

After a T/O double and next hand's pass, 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 now the conventional forcing bid.

The same technique applies after our overcalls, i.e. 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.

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

1.3.1 After (1x)-2N

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.

1.4 Strong, artificial 2♣/♦

Double shows the suit and 2N the minors.

1.5 2♦ Multi

If the opening bid promises at least a 5-card major, the following applies:

- Pass Too weak for initial action or up to 16 hcp with unsuitable distribution, say 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.
- 2♥/♠ Natural, limited to about 17 hcp.
- 2N Natural, about 16-18 hcp. 2N module applies.
- 3♣/♦ Natural. Advancer's 3♥/♠ shows suit/stopper.
- 3♥/♠ 4-card suit with a six card minor, NF. Advancer's 4♣/♦ are to pass or correct and 4N asks for the minor. Others are natural.
- 3N To play, basically with a long suit. 4♣ ask for the long suit, others natural.
- 4♣/♦ 5+ suit and 5+ major, forcing after 1♣/♦ Magic opening. 4♦/NT asking, 4♥/♠ to pass or correct.

1.5.1 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
2N	15-18, natural. Modified 2NT system applies.
3N/4♣/♦	As in second position

1.5.2 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.
- 2N 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.

1.5.3 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 shows extra values.

1.5.4 After (2♦)-2♥/♠

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

1.6 "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.
1N	15-18 hcp, continuation according to <28 hcp 1N
2X	Pre-empt.
2N	Constructive 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.

1.6.1 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.

NS	Forcing. The overcaller will show another suit, rebid 2N with extra values or rebid 3♣/♦ with a minimum hand.
2N	Invitational+.
Jumps	Invitational with 6+suit.

1.7 2♥/♠, 55+ M-m or OM/om

2N	NAT, typical strong no-trump hand.
Suit	NAT
D	T/O, often balanced: 2N NAT NF 3corr_m ART F 3om NAT, weak
4♣/♦	5+ NAT with 5+ major.

1.8 2N, 55+ minors

D	Strong, fairly balanced.
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- 3♣ T/O with equal length in the majors or longer hearts. 3♦ asking for 5-card spades.
 3♦ T/O with longer spades.

1.9 2N, 55+ majors or minors

- D Points
 3♣/♦ NAT.
 4♣/♦ 5-5 in minors or majors.

1.10 3X, unknown solid suit

- D Strong, fairly balanced
 3N T/O for the majors - 4♣ asks for the longer one (4♦ with equal length).

1.11 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.

1.12 Artificial support responses to 1♥/♠

- 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.

1.13 “Säffle” types

Over Pass/1♣ (forcing with ♠/♥) our Pass may be strong (~16+ hcp); 1♣/♦ and D are overcalls (D=♣) with about 8-15 hcp or 12-14 no-trump without 5-card major. 1OM is natural, 8-15 with 5-card suit. Further bidding according to system as if partner had opened. The 1N overcall is 15-17 and the “low cue bid” 1M 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.

1.14 ANTINONSENS

If the opponents open 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
- Balanced hand, 13+ hcp.
 - 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♥/♠ 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.
- 1N Unlimited opening with at least five clubs as the longest suit in an unbalanced hand.
- 2♣ 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♠ As 2♥ but 17+, forcing.
- 2N At least 5-5 in the minors and about 11-14 hcp.

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

1.14.1 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.

1.14.1.1 Advancer's 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 2N (2N 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 2N 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.

1.14.1.2 After advancer's escape to 1♥/♠/N

Doubler's no-trump bids are natural (1N about 16-19) and normal no-trump methods apply.

Doubler's 2♣ is a general one round force and "Stayman" (2N shows maximum without a major).

Other suit rebids are natural with 5-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.

1.14.1.3 After third hands 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 (1N) D (2x), 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.

1.14.2 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 2N

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 2N is a general positive move.

1.14.3 Three suited 2♥/♠

Some sort of Lebensohl is used, thus direct calls at the three-level are invitational. A bid in the short suit is natural.

1.14.4 Fourth hand actions

All bids after (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).
