

# Official JCBL Sample Defense to List Conventions

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Pairs using List D conventions should note the following.

- 1) Your pair must have two copies of this sample defense at the table.
- 2) You must pre-alert the List D conventions you are using.
- 3) You must inform your opponents of their right to use this sample defense.

The following actions by opponents of pairs using List D conventions are authorized.

- 1) Opponents are authorized to look at the official sample defense at all times. However, this does not apply to any portions that have been modified or added by the opponents.
- 2) Opponents may use the official sample defense against some List D conventions while using their own defense against other List D conventions.

1. The normal meanings of  $1\spadesuit$  and 1NT (one round forcing) responses to  $1\heartsuit$  are interchanged.

$(1\heartsuit) - \text{Pass} - (1\spadesuit) - ?$       where  $1\spadesuit =$  a normal 1NT(F1) response

- DBL = Takeout double of  $\heartsuit$  or a strong hand
- 1NT = Natural (15-18) 1NT overcall, typically having a  $\heartsuit$  stopper
- $2\heartsuit$  = Michaels cue bid (5+ cards in  $\spadesuit$  and 5+ cards in one of the minors)
- $2\spadesuit$  = natural overcall in  $\spadesuit$

$(1\heartsuit) - \text{Pass} - (1\text{NT}) - ?$       where 1NT = four (five) or more cards in  $\spadesuit$  (F1)

- DBL = Takeout double (showing both minors) or a strong hand
- $2\heartsuit$  = Michaels cue bid (5+ cards in  $\spadesuit$  and 5+ cards in one of the minors)
- $2\spadesuit$  = natural overcall in  $\spadesuit$

2.  $2\heartsuit$  opening showing both majors (promising at least five cards in  $\heartsuit$ ).

$(2\heartsuit) - ?$

- DBL = Takeout double showing minors or a strong hand
- $2\spadesuit / 4\spadesuit$  = natural overcall ( $\spadesuit$  suit)
- 2NT = natural overcall, approx. 15-18 HCP (responses same as to 2NT open)
- $3\clubsuit / 3\diamond$  = natural overcall
- $3\heartsuit / 3\spadesuit$  = asking for stopper in the bid suit (with a runnable suit)

$(2\heartsuit) - \text{Pass} - (2\spadesuit) - ?$

- DBL = Takeout
- 2NT = natural overcall, approx. 15-18 HCP (responses same as to 2NT open)
- $3\heartsuit$  = asking for a  $\heartsuit$  stopper (with a runnable suit)
- $3\spadesuit$  = asking for a  $\spadesuit$  stopper

$(2\heartsuit) - \text{Pass} - (2\text{NT}) - ?$

- DBL = good hand
- $3\heartsuit$  = asking for a  $\heartsuit$  stopper (with a runnable suit)
- $3\clubsuit / \diamond / \spadesuit$  = natural overcall

$(2\heartsuit) - \text{Pass} - (3\text{X}) - ?$       (where X is  $\clubsuit$  or  $\diamond$ )

- DBL = Takeout
- $3\heartsuit$  = asking for an X stopper (with a runnable suit)
- $3\diamond / 3\spadesuit$  = natural

(2♥) – Pass – (Pass) – ?

DBL = takeout (responses same as direct double of 2♥, see below)

♠ bids = natural (level depends on strength and length)

2NT = natural overcall, approx. 15-18 HCP (responses same as to 2NT open)

(2♥) – DBL – (Pass) – ?

2♠ = cue bid, invitational values or better

2NT = natural, invitation

3♣/♦ = natural, less than invitational values

3♥ = FG, asking for ♥ stopper

3♠ = natural, invitation

(2♥) – DBL – (2♠ / 3♥ / 3♠) – ?

DBL = responsive (shows some values when no bid is appropriate)

Minor suit = natural

Other major = natural

2NT / 3NT = natural

3. 2♥ / 2♠ opening showing 5+ in bid suit and 4+(5+) in a minor (In the following M is the major suit opened, OM is the other major, and X is any suit)

(2M) – ?

DBL = takeout (use Lebensohl responses if normally used against weak 2)

2NT = natural overcall, approx. 15-18 HCP (responses same as to 2NT open)

3♣ / ♦ = natural

3M (cue bid) = asking for stopper in the bid suit (with a runnable suit)

3OM = natural

3NT = natural

4♣ / ♦ = A good hand with 5+ in the bid suit and 5+ in OM (Leaping Michaels)

(2M) – Pass – (2NT) – ?

DBL = Takeout

3X = natural

3M (cue bid) = Michaels, 5+ in OM and 5+ in a minor

3NT = natural

4♣ / ♦ = natural, preempt

(2M) – Pass – (2♠ / 3X) – ?

DBL = takeout

3NT = natural

4. 2♥ opening (5+ cards in ♥ and 4+(5+) in another unspecified suit)

Same defense as Item 3, above (vs. 2♥ opening showing 5+ and a minor)

5. 2♥ opening (three suiter with shortness in ♦)

(2♥) – ?

DBL = 5+ cards in ♥

2♠ = natural

2NT = natural overcall, approx. 15-17 HCP (responses same as to 2NT open)

3♣ = 5+ cards in ♦, good hand

3♦ = natural

3♥ / ♠ = natural, good hand

6. 2NT opening showing minor two-suiter

(2NT) – ?

DBL = 15 HCP or more balanced hand

3♣ = 5-4 in majors (3♦ response asks 5 card major)

3♦ = 5-5+ in majors (4♣, 4♦ responses are slam tries in ♡, ♠ respectively)

3♡ / 3♠ = natural

(2NT) – DBL – (3/4♣♦) – ?

DBL = takeout (value showing)

Major suit = natural (non-forcing)

Minor suit = takeout

(2NT) – Pass – (3/4♣♦) – ?

DBL = Takeout

Minor suit = 5-5 or longer in majors

7. vs. Transfer Response (Rubensohl, Switch, etc.)

DBL = values/length in suit doubled

Bid of suit shown by opponents:

Transfer promises 5+ cards = cue bid

Transfer does not promise 5+ cards = natural

8. vs. Multi 2♦ (including a weak 2open in a major as one possibility)

(2♦) – ?

DBL = 13-15 (approx) HCP balanced hand or strong hand

2♡ / 2♠ = natural (partner's response in the other major is a cue bid)

2NT = approx 16-18 HCP natural overcall (responses same as to 2NT open)

3♣ / 3♦ = natural

3♡ / 3♠ = natural, good hand (partner's response in the other major is a cue bid)

3NT = natural

4♣ / 4♦ = A good hand with 5+ in the bid suit and 5+ in a major

(Response of 4♦ to 4♣ asks major; Response of 4♡ to 4♦ is pass/correct)

The following are all takeout doubles of opponent's major (but would double immediately with very strong hand in examples d and e):

a. (2♦) – Pass – (2♡ / 2♠) – DBL

b. (2♦) – Pass – (3♡ / 3♠) – DBL

c. (2♦) – Pass – (4♡ / 4♠) – DBL

d. (2♦) – Pass – (2♡ / 2♠) – Pass

(Pass) – DBL

e. (2♦) – Pass – (2♡) – Pass

(2♠) – DBL

(2♦) – Pass – (2♡) – ?

DBL = takeout

2♠ = natural

2NT = natural overcall, approx. 15-18 HCP (responses same as to 2NT open)

3♡ / 4♡ = natural

3♠ / 4♠ = natural, good hand

(2♦) – Pass – (2♠) – ?

3♠ / 4♠ = natural

Others = same as vs. (2♦) – Pass – (2♥) – ? (see above)

(2♦) – DBL – (2♥ / 2♠) – Pass –

(Pass) – ?

DBL = 18+ pts

Suit bid = natural, good hand

(2♦) – DBL – (2♥ / 2♠) – ?

DBL = Invitational strength or greater (values)

2♠ = natural

2NT = puppet to 3♣ (with signoff in ♣ or ♦)

3♣ = Stayman, game forcing

3♦ = 5+♥, invitational+ strength

3♥ = 5+♠, invitational+ strength

3♠ = both minors, FG

3NT = approx. 11-15 pts

(2♦) – DBL – (Pass) – ?

Pass = ♦ suit, penalty pass

2♥ / 2♠ = natural

2NT = puppet to 3♣ (with signoff in ♣ or ♦)

3♣ = Stayman, game forcing

3♦ = 5+♥, invitational+ strength

3♥ = 5+♠, invitational+ strength

3♠ = both minors, FG

3NT = approx. 11-15 pts

(2♦) – DBL – (3X) – ? (where X means any suit)

DBL = Penalty

Suit bid = natural, F1

4X = takeout

(2♦) – Pass – (Pass) – ?

DBL = Takeout

2NT = natural overcall, approx. 15-18 HCP (responses same as to 2NT open))

2♥ / 2♠ / 3♣ = natural

3♦ = 15+pts, ♦ short, takeout

(2♦) – Pass – (2♥) – DBL –

(2♠) – ?

DBL = Penalty

3♥ = Natural