

Recommended Defence to 1♠ Fert and other HUM bids

<p>(1♥) = multi bid showing either a minor / minors or a strong hand (forcing)</p> <p>X = Treat as 1♥ opening bid – ie usual system as if partner opened 1♥. 1NT = 15-17 HCP, then Stayman, Transfers etc. 1♠ / 2♣ / 2♦ = Natural overcall, with new suit natural and forcing, 2NT natural invitational, and lower available minor as artificial cuebid (ie good raise or art. GF) 2♥ = Michaels ♥ & ♠ 2♠ = Michaels ♠ & a minor 2NT = Michaels ♥ & a minor 3♣/3♦/3♥ = Intermediate Jump</p>	
<p>(1♠ non vul) = 0-7 Any</p> <p>X = 16+ Any (Then 1NT=6-8 Bal, 2C = 0-7 ART, others = 8+ natural GF, can pass with weak, long solid spades eg QJ10xxx. After (1♠) X (P) 2♣, 2♦ by doubler = Art. 22+ GF, rest nat, NF Subseq Xs of opponents natural bids = Take-out 1NT = 13-15 HCP, then Stayman, Transfers etc 2♣ = Natural overcall, with new suit natural and forcing, 2NT natural invitational, and 2♦ as artificial cuebid (ie good raise to 3♣ or art. GF) 2♦/2♥/2♠ = Natural overcall, with new suit natural and forcing, 2NT natural invitational, 3♣ as artificial cuebid (ie good raise to 3♦/2♥ or art. GF) 3♣/♦ = Intermediate jump. 3♥/♠ = preemptive</p>	<p>(1♠) Pass (Pass)</p> <p>X = Takeout 1NT = 13-15 HCP, then Stayman, Transfers etc 2♣ = Natural overcall, with new suit natural and NON-forcing, 2NT natural invitational, 2♦ as artificial cuebid (ie good raise to 3♣ or art. force) 2♦ = Natural overcall, with new suit natural and NON-forcing, 2NT natural invitational, 3♣ as artificial cuebid (ie good raise to 3♦ or art. force) 2♥ = as 2♦, 3♣ as cuebid (ie good raise to 3♥ or art. force) 2♠ = Michaels. ♥ & a minor * (just pass with spades or maybe double if strong) 3♣/♦/♥ = Intermediate Jump 3♠ = artificial asks stopper in spades (to play 3NT)</p>
<p>(1♠ vul) = 12-14 NT</p> <p>1NT = minors at least 5/4 Otherwise normal bidding methods to weak NT. Treat responses to 1♠ X Pass as takeout X of 1♠. Pass with poor balanced hand.</p>	<p>(1♠ vul = 12-14 NT) Pass (Pass)</p> <p>X = Takeout of spades 1NT = 15-17 HCP with spade stop, then Stayman, Transfers etc 2♣/2♦/2♥/2♠ = Natural overcall, with new suit natural and NON-forcing.</p>
<p>Defence to intermediate Pass (eg 8-11, ... or 18-19)</p> <p>1NT = 15-17 HCP, then Stayman, Transfers etc. Otherwise normal bidding methods. Pass with poor balanced hand.</p>	