

## DEFENSE AGAINST BIVALENT ONE CLUB OPENING

A bivalent 1♣ opening shows a notrump-type hand that has two possible ranges, one fairly weak and one fairly strong, e.g., 12-14 HCP or 19+ HCP.

The defense is simple:

A double shows 13-15 HCP, balanced, or 19+

A 1♦ overcall shows both majors.

Other simple overcalls are standard, including 1NT.

Jump overcalls are weak, except for 2♦ which is artificial, and 3♦, which is natural..

A 2♦ overcall shows a strong jump overcall in some suit. Partner bids 2♥ if she would pass a strong jump overcall in hearts, 2♠ if she would pass a strong jump in spades but not in hearts, 3♣ if she would pass a strong jump overcall in clubs but not one in a major, and 3♦ if she would pass a strong jump overcall in diamonds, but not one in another suit. If too good for any of those actions, partner bids 2NT to ask for overcaller's suit.

A 3♦ overcall is not weak, since it is the only way to show a long diamond suit.