

### **IMPACT III**

Played by Richard Douglas / Bob Sebesfi when non-vulnerable , in eligible events

In first or second seat , the only opening call which is forcing is “PASS”

Pass shows 0-4 or 17+HCP ( or a four-loser-or-better ) hand

1C explicitly denies 4+hearts , is either balanced 13-16 ; or 10-16 with single-suited diamonds , or two or three-suited hands .

1D is 10-16 HCP with 4+hearts , commonly canape . if balanced can only be 13-16HCP

1H is 5-9HCP , unsuitable for a preemptive action

1S shows 5+spades , fewer than 4hearts , possibly canape to a minor , 10-16HCP

1NT is balancedish with 10-12HCP , possibly 4 or 5hearts

2C shows 6+ ( or 5 excellent ) clubs , 10-16HCP

2D is a Weak Two in either major

2H shows 4+hearts & 4+spades <10HCP

2S is a multi ( strong in spades , long in clubs-weak or solid , or 5+/5+ reds <10HCP )

2NT is 5+/5+ in hearts/clubs or diamonds/spades , <10HCP

3C/3D/3H are transfer pre-empts , either standard type , or a solid-suit-plus A or K

3S is ANY solid suit , lacking A or K outside

3NT is a four-of-a-minor pre-empt

4C & 4D are stronger versions of 4H and 4S pre-empts , respectively .

Over most opening calls , the next step ( 2C after 1S ) is an artificial relay , other bids may be non-forcing ( even if intuitively forcing in “standard” auctions )

Over Pass , and after P-1C(neg)-1D , Responder’s bids are artificial , and Relay-based .

### **Defending against IMPACT III**

Be judicious with attempted obstructive actions after the opening “Pass” – approximately half the time it’s 0-4HCP , so it’s your hand ! Suggest you play “system-on” in second or third seat .

1C is best treated like a Polish Club , remembering Opener will not have 4+hearts , unless specifically 0-5-4-4

As 1D always shows hearts , play Dbl as takeout , 1H as strong and natural (6+hearts) and 2H as Michaels .

1H occurs frequently and requires a specialised defense . Most efficient are natural overcalls , limited to 15HCP , with a new suit by a non-passed Advancer as forcing . Double is thus artificial , 16+HCP , with a one-step “negative” response on 0-7HCP . All steps beyond the first are 8+HCP , natural , and establish a Game-Force . 1NT can be 13-poor16 , with “system-on” by Advancer . You are welcome to come up with a defense designed to “punish” the Fert , but these come at a substantial sacrifice to natural bidding ( save the penalty doubles for our mini NT ) .

1S and 2C require no fancy methods

Over 1NT “double” is for penalties ; with shapely hands , better are your prevailing methods ( DON’T , ASTRO/ASPRO , Cappelletti/Hamilton or whatever ... )

Against the Myxo Twos keep your overcalls natural and sound .

Against the transfer pre-empts , an immediate double is takeout , a delayed double for penalties .