

COMPETITIVE BIDDING - (OPPONENTS BID FIRST)**8 - 16+ Points**

At the **one level** a major suit overcall may be made on a 4-card holding of **exceptional quality**. All other overcalls show 5+ cards

RESPONSES:**WITH TRUMP SUPPORT**

- 6-11 3+ trump support A simple raise
 10-12 4+ trump support A jump raise (preemptive).
A jump to game shows 5+ trump support and is preemptive.

WITHOUT TRUMP SUPPORT

- 9-11 1NT
 11-13 2NT **non-jump!** (Bidding is already at the 2 level)
 13-15 2NT **jump!** (Bidding is at the 1 level)
 15-16 3NT

A new suit is non-forcing and usually denies a fit with partner's overcalled suit.

A cue bid of opener's suit shows a limit raise or better in overcaller's suit.

Overcalls of preempts are natural and show extra values, usually opening count or better.

OVERCALLS OF PRE-EMPTS

- <12 2NT is the "**UNUSUAL NT**" showing **5-5 or better in the two lowest-ranking unbid suits**. The bid is made with weak hands, usually less than opening count.
 15-18 1NT shows, a balanced hand and stopper(s) in opener's suit. In response, all systems are "on."
 17+ 2NT is the "**UNUSUAL NT**". Bidder plans to take further action. The bid of 2NT over a 2C opener is also "unusual," but not over a weak two bid.
 16-19 2NT over a weak two shows a balanced holding.

Responses are:

- A preference bid.
 A jump preference (usually preemptive).
 A cue bid of opener's suit, which is a game or slam try.
 A new suit -- non-forcing.
 3NT -- to play.
 4NT -- Blackwood.
A Direct Jump Overcall is preemptive and shows the same shape and values as would an opening bid at the same level.

A Direct CUE BID when the opponents have bid only one suit is "**Michaels**".

If the bid suit is a **minor**, the cue bid shows 5-5 or better in the **major** suits. If the bid suit is a **major**, the cue bid shows 5-5 or better in the **other major** and an **unspecified minor**. Values are the same as for a bid of the "Unusual NT" -- see above.

CUE BIDS of opening preempts are also **Michaels**.

Responses:

- A preference bid.
 A jump preference (usually preemptive).
 A cue bid of opener's suit, which is a **game or slam try**.
 A new suit -- non-forcing.
 2NT -- when the cue bid is in a **major suit** this asks partner to name his **minor suit**.
 3NT -- to play.
 4C serves the same purpose as 2NT in competitive auctions when 2NT is no longer available.
 4NT serves the same purpose as 2NT in competitive auctions when 2NT and 4C are no longer available.
 A cue bid when the opponents have bid two suits is natural.

DOUBLES

of suit bids are for **take out over opening part score** bids and penalty over opening bids at the **game level or higher**.

D.O.N.T.

1NT Overcall	Responses to takeout doubles are:
X=P. must bid 2♣...	0-9 Any minimum bid.
Stay there or pick suit	6-10 1NT, balanced. Stopper in opponent's suit. Jump response (non-forcing).
2♠=♠ or higher suit	10-12 10-12 balanced: 2NT. Stopper in opponent's suit. Cue bid response to a take out double (forcing). Normally shows support for any suit partner may choose.
2♦=♦ or higher suit	12-19
2♥=♥ or higher suit	13-16 A double jump is preemptive. 3NT is to play.
2♠=♠	Pass (rare). Shows a hand with at least five decent cards in the opponent's suit.

Rebids by the takeout doubler after a minimum response:

- 16 points or less: Pass
 17-18 points and four-card support or better: Raise.
 19-21 points and four-card support or better: Jump raise.
 18-20 points and a five card suit or better: Bid new suit.
 Jump in a new suit (six-card, self sufficient suit and a strong hand). Non-forcing.
 18-20 points: 1NT
 19-21 points: 2NT if a non-jump:.

21-22 points: 2NT if a jump
3NT shows 9 tricks.
21+ points: Cue bid (shows with slam interest).

Direct Doubles of 1NT are penalty oriented and are made with a hand that is roughly the same shape and strength as that of the opener.

After RHO passes (1NT – X – pass), responder to X should:

Pass with any decent holding.
“Pull” the double to a suit at the two-level when holding a weak distributional hand.

A jump response (rare) shows a good distributional hand with 8+ points, invitational to game.

If RHO bids over the double (1NT – X – Bid) then responder to the double may:

Pass.
Double for penalty.
Cue bid (for take out).
Bid normally

Balancing (fourth seat) bids mean much the same as their direct seat counterparts, but can be lighter.

11-15 points: A balancing bid of 1NT.
12 – 19 Points: Jump in a suit.
16-17 points: Double followed by 2NT.
18-20 points: Jump to 2NT.

A balancing cue bid is for **take out** and shows a **void in opener's suit**.

Bids made after an opponent has intervened, in general, carry much the same meaning as those made without interference.

Bids that carry special meaning are as follows:

A cue bid of an overcall by RHO [e.g. 1S – (2C) – 3C] is **game forcing** and asks for further clarification by opener. Often the bid is made as an attempt to get the partnership to 3NT (in the event opener holds a stopper in the overcalled suit) or as a game-forcing raise in opener's suit. Further bidding will usually clarify matters.

Negative Doubles are employed through 3S [In some standard versions they are used only through 2S]. In general, negative doubles show values in the unbid suits - most particularly the majors - and insufficient strength and/or length to bid naturally.

1C – (1D) – Double: shows 4-4 or better in the major suits.

1D – (1H) – Double: shows four spades. A bid of 1S in this auction promises a five-card suit.

1D – (1S) – Double: shows four+ hearts.

Responses:
Minimum rebids (non-forcing).

6-18 Jump rebid (non-forcing).
19+ Cue bid of the opponent's suit (game forcing).
A pass, albeit rare, is for penalty.

When playing negative doubles, partner can no longer double an overcall for penalties. Accordingly, when two passes follow an overcall, opener should strain to reopen with a double when holding less than three cards in the suit of the overcall.

If RHO makes a takeout double:

Suit bids at the one level are forcing for one round.
Suit bids at the two level are not forcing and usually show six cards and less than 10 points.

A **jump raise** is preemptive.

2NT shows a limit raise or better in opener's suit (**Jordan**).

In response to a **minor**, it shows adequate trump support and denies a four-card major.

In response to a **major**, it shows 3+ trump.

Redouble shows 10+ points and tends to deny a fit with opener.

A **jump shift** is preemptive.

REDOUBLES take on different meanings in different auctions. In general, the redouble:

- * Is to play if your side is at the four level or higher.
- * Is to play if the opponents double an artificial bid by your side (e.g. 1NT – pass – 2D* – Double – Redouble).
- * Shows a good hand if the opponent's double was for takeout (e.g. 1S – Double – Redouble).
- * For SOS when your side is doubled for penalty at the three level or lower.

DEFENSIVE LEADS AND SIGNALS

When **following suit**, “high encourages” and “low discourages,” relatively speaking, of course.

Opening leads are generally:

Low from an honor.
Top of sequences.
Top of touching honors against suit contracts.
Fourth best (when appropriate).
Low from touching honors versus notrump (i.e., for KQ83 lead the 3 and hope partner holds the jack or ace).

Partnerships chose:

Which card is led from AKx.

Which card is led from xxx, xxxx, and xxxxx. [note that most experts consider the 10 and 9 as “mini-honors” and lead LOW from them as well as from the king, queen and jack but rarely low from the ace unless versus notrump.]

The lead of the queen versus notrump typically asks partner to DROP the jack if holding it (i.e. leading from Q71098).

The lead of the ace versus notrump typically asks partner to drop a high honor. If lacking a high honor, give count.
The lead of a king asks for attitude.