

COMPETITIVE BIDDING – AGAIN TO COMPETE CAN BE CONSTRUCTIVE OR OBSTRUCTIVE! (OR A BIT OF BOTH)



REQUIREMENTS FOR A TAKE OUT DOUBLE

SOS



- S= Shortage in opponents' suit (no more than 2 cards)
- O= Opening points
- S = Support for the other three suits (at least 3 cards in each)

**THE TAKEOUT DOUBLE (MORE CONSTRUCTIVE)
WHAT WE NOW KNOW**

- Nearly all doubles of suit bids up to and including 2 spades are for takeout.
- A takeout double shows opening bid values (or near) and support for the other 3 suits
- If the opponents have bid 2 suits you can double with 4+ cards in the other 2 suits
- A takeout double can be made on the 2nd round of bidding and may be the best way to compete



WHEN PARTNER MAKES A TAKEOUT DOUBLE YOU MUST RESPOND

- Unless you are **VERY** strong in the opponents suit.
- Unless the player to your right makes a bid. If you decide to bid then it is a "free bid" showing say at least 6-9 points and a biddable suit.
- To show 9+ points jump a level.
- With points (6-9) plus a stopper in opps suit you can respond in no trumps.
- Try to bid a major if you can



A SIMPLE OVERCALL

5-CARD SUIT IS A MUST (PLUS SOME COLOUR)

- a 5-card suit, and
- some good colour (2 honours)
- if you *can* bid at the one level: 8-15 points
- if you *have to* bid at the 2 level: 10-15 points
- more strength if the vulnerability is unfavourable, less if favourable

RESPONDING TO PARTNER'S SIMPLE OVERCALL – WITHOUT SUPPORT

- With less than 3 cards in partner's suit **pass**
- **Don't bid a new suit , simply because you hate partner's suit.**
- You should only suggest a **suit of your own** if it's likely to be superior to his – e.g. if he overcalls in a minor and you have AKQxx of a major. You may have a singleton in his suit . . .but remember he may well have a void in yours!
- Consider bidding **No trumps** if you are weak in partner's overcalled suit (let's say partner overcalled in ♠, e.g. bidding has gone 1heart, 1♠ pass), but have support for the other suits, and in the opponents opening suit. You need to be stronger than the dustbin bid
 - 9-12 HCP,
 - 2 or fewer cards in partner's overcall ♠ suit, and
 - semi-balanced shape

RESPONDING TO PARTNER'S SIMPLE OVERCALL IF YOU HAVE AT LEAST 3 CARDS IN PARTNER'S SUIT.

- **With a weak hand** and several cards in his suit, raise to the 'limit of the fit'. Be **aggressive** in your bidding to make things difficult for the opponents, particularly if they are vulnerable and you are not.
- **If strong** use the UCB (Unassuming Cue Bid) . Bid the suit that was bid by your **opponent** in order to tell partner that you have support for partner's suit (3+ cards), good points (10+), and to **force him** to tell you if his hand is weak or strong. If strong partner will jump bid. If weak partner will rebid his suit at the lowest level.

RESPONDING TO A 2 LEVEL OVERCALL

- A 2 level overcall promises a better hand and good suit.
- You might be thinking of going to game.
- However if you are strong and the overcall is a minor suit you may want to investigate a possible major fit or a no-trump contract.
- However if partner has overcalled with a major suit you should support if you can.

OVERCALLING INT

"I'VE GOT A **STRONG NO TRUMP** HAND,
WITH A GOOD STOP IN OPPONENTS' SUIT"

- You do need a strong hand, 15-18 HCP.
- Stoppers in opener's suit.
- Ideally balanced.

DOUBLE OR OVERCALL?

Guidelines:-

- Overcall with good 5 card major
- Overcall with a good 6 card minor
- Don't overcall with 5 card minor if good holding in unbid majors – double instead
- Overcall INT with 16+ pts and a stopper in opponent's suit
- 4-4-4-1 hand is the ideal shape for a double

RESPONDING TO A INT OVERCALL

- Respond as you usually would for a INT bid e.g stayman and transfers
- Remember partner has about 3 points more than a INT opening bid and take this into account.

TO OVERCALL OR TO BID?

You have a 5431 or 5332 distribution, with one very weak short suit, honours in 3 suits, and 12+ HCP should you overcall or double?

ITS USUALLY BEST TO DOUBLE BECAUSE

- It gives your partner a clearer idea of your strength, promising an opening hand rather than 8 or 10HCP
- It's more descriptive, promising 3 suits, rather than just one
- It keeps the bidding lower.
- However.....
- if the 5 cards are in a major (with Honours) you will want to overcall that.

REMEMBER – WHY OVERCALL?

- **Constructive**
 - To win the auction
 - To direct the opening lead
- **Obstructive**
 - To disrupt the opps bidding
 - To force the opps too high
 - To suggest a sacrifice to partner

WHAT IF I'VE GOT 3 SUITS AND 16+ ?

- The choice between doubling and overcalling 1NT is of course much different.
- Both are strong. A double does not deny having 15+ but a 1NT overcall clearly promises it.
- Both are also balanced in a way, but the NT overcall promises a stopper in the bid suit. The latter point in sharp contrast to a double for takeout, which will usually not have such a stopper.
- And finally, a double for takeout is forcing.


WEAK JUMP OVERCALL – OFTEN AN OBSTRUCTIVE BID



A jump one higher than you normally overcall


W	N	E	S
	1H	2S	

WEAK JUMP OVERCALL




- I recommend that if you play Weak Twos, you also play Weak Jump Overcalls (WJO).
- They are harder to compete against and get in the opps way.
- Only overcalls are weak, not for example, responses to your partner's bid.

WEAK JUMP OVERCALL




Lets look at some examples – make up on table
.....
(p.46-47 control the bidding)

WEAK JUMP OVERCALL



- Promises 6 cards of good quality.
- For a bid at the 2 level your points should be about 5-9
- For a bid at the 3 level your points should be about 6-10.
- The main factors are good suit quality honours plus 10s, 9s and 8s and good conditions for bidding.

WEAK JUMP OVERCALL



Responding to a weak jump overcall

- Remember the purpose of the weak jump overcall was to disrupt the auction. Its important to consider whether you are vulnerable and if the opponents can make their contract.

RESPONDING TO WEAK JUMP OVERCALLS

- PASS
- Bid to the level of the fit if game is not on (if you are weak) but be careful if you are vulnerable. This is a competitive not invitational bid.
- If game is on - bid it. With 17+ HCP and suit fit (8 cards) you have at least 22 HCP, as many as 27, so you can bid 4 of the suit. You'll need more for a minor game, of course.
- If game is a "maybe", with 14-17 HCP, you can respond 2NT to ask for more information

WEAK JUMP OVERCALL



- Weak Jump Overcalls are not alterable but you should use the stop card.
- If your opponent makes a Jump Overcall, you can ask the partner whether this is weak.

WEAK JUMP OVERCALL



Lets look at some examples

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(p.49 control the bidding)