

U3A BRIDGE CRIB SHEET PART 3 RESPONDING TO OVERCALLS		
<i>A balanced hand has 0 voids, 0 singletons and 0 or 1 doubletons</i>		U3aBB lesson
RESPONDING TO A TAKE OUT DOUBLE		
0-8	Bid your longest suit. Bid 4 card major in preference to a longer minor. With few points and no suit other than the enemy suit, bid your cheapest 3 card suit	10
6-9 bal	1NT if 1 stopper in enemy suit	10
10-12 bal	2NT if 2 stoppers in enemy suit	10
13-15 bal	3NT if 2 stoppers in enemy suit	10
13+ unbal	Cue bid enemy suit or bid game in your 6+ card suit	10
RESPONDING TO AN OVERCALL AT THE 1 LEVEL		
0-5	Pass	09
6-9	With 3+ card support, a single raise. DO NOT BID OWN SUIT	09
10-15	With 3+ card support, give a double raise or bid your good 5+ card suit	09
16+	Raise to game or jump bid in your suit	09
9-12	Bid 1NT with 1 stopper in enemy suit	09
13-14	Bid 2NT with 2 stoppers in enemy suit	09
15+	Bid 3NT with 2 stoppers in enemy suit	09
After an overcall at the 2 level, respond as if partner had opened the bidding		09
RESPONDING TO A JUMP OVERCALL		
6-10	With 3+ card support, a single raise. Without support, pass. DO NOT BID YOUR OWN SUIT	09
11+	Bid game with 3+ support Bid 3NT with 13+ and no support	09
RESPONDING TO A PRE-EMPTIVE OVERCALL		
	Treat as pre-emptive opening bid	09
RESPONDING TO A 1NT OVERCALL		
0-6	Bid your 5+ card suit or pass	09
7-8	Bid 2NT	09
7+	With a 5 card major, jump to 3H/S. With a 6 card major, bid game. Else bid 3NT	09
RESPONDING TO DOUBLE OF 1NT		
0-4	If very unbalanced, bid your longest suit	09
5+	Generally pass	09
HAND VALUATION		
HIGH CARD POINTS (HCP)		
High Card Points: Ace=4, King=3, Queen=2, Jack=1 Distributional Points (only with an 8 card trump fit or better): Void=5, Singleton=3, Doubleton=1		
RULE OF TWENTY		
With an unbalanced hand of 10-11 points, do the 'rule of twenty' test: If your total high card points plus the number of cards in your two longest suits is 20 or more, open 1 of your longest suit - otherwise pass.		
BORDERLINE RAISES AND PLAYING STRENGTH		
In suit contracts consider intermediates (8s, 9s, 10s), double fits and number of high honours. In No Trumps consider intermediates and lower honours.		

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TAKEOUT DOUBLE		
12-15	Need opening strength and good shape with less than 3 in opener's suit. Ideally 4441 or 5440 with at least 3 cards in each unbid suit. Do not bid again with 12-15 unless partner promises points	10
16+	With a 6+ card suit, first double and then bid your suit	10
DOUBLE OF 1NT		
16+	This is always a penalty double. Any shape hand	11
SUIT OVERCALL		
Must have a 5+ card suit, with 2 honours if points are minimum		
8-15	Overcall at the 1 level	09
11-15	Can overcall at the 2 level if necessary	09
To overcall an opening 1NT you need 11-15 points and a good 5+ card suit		09
JUMP OVERCALL		
12-15	Bid a 6 card suit with 2 honours.	09
PRE-EMPTIVE OVERCALL		
6-10	With good suit quality in a 7+ card suit, jump 2 levels	09
OVERCALL 1NT OVER OPPONENT SUIT		
16-18	With a balanced hand and a double stopper in the opponent's suit	09
19+ balanced	First double, then bid NT at lowest level	09 & 10
CONVENTIONS - STAYMAN		
Bid 2 ♣ in response to partner's 1NT opening to check if you have a major suit fit. Partner's responses are: 2♦ with no 4 card major 2♥ with 4+ Hearts (may have 4+ Spades) 2♠ with 4+ Spades but not 4 Hearts You usually need 11+ points to use Stayman, but you can use it with 0-10 points if you are 4-5 or 5-4 in the majors, because you can bid your 5 card major after a 2♦ reply.		
CONVENTIONS - BLACKWOOD		
When a suit has been agreed, a bid of 4NT usually asks how many Aces partner has, so that the partnership does not bid a slam with two Aces missing. The responses are: 5♠ = 0 or 4 Aces 5♦ = 1 Ace 5♥ = 2 Aces 5♣ = 3 Aces		
CONTRACT LIMIT GUIDE		
Approximate points required to bid to various levels:		
Part score: 19+		
Major suit game or 3NT: 25+		
Minor suit game: 27+		
Small slam in suit: 31+ and 3 first round controls (Aces or voids)		
Grand slam in suit: 35+ and 4 first round controls (Aces or voids)		
Small slam in NT: 33+ Raise to 4NT to invite slam if partner has maximum for their bid. With 33 HCP you must have 3 Aces.		
Grand slam in NT: 37+ Raise to 5NT to invite slam if partner has maximum for their bid. With 37 HCP you must have 4 Aces.		