

Lesson Summary for U3ABC16: More Overcalls & Penalty Doubles

Welcome!

To help clarify some tricky points in this week's lessons, we're giving you this Lesson Summary before the practice session. It describes making NT overcalls and Doubles from a slightly different angle to the main handout, with additional detail where it seems needed.

I hope it helps!

-Ed

Recap and Intro

In the previous two modules, you learned how to compete when an opponent opens the bidding with one of a suit, by:

- Overcalling with your long suit
- Overcalling with 1NT
- Doubling for Takeout
- Doubling to show a strong overcall

In this week's module you learned how to compete when an opponent opens 1NT or bidding reaches 3 or more of a suit. (We haven't described when to **open** 2 or 3 of a suit yet.)

This Week's Lessons

In this week's module, you learned about:

- Overcalling 1NT
- Doubling 1NT
- What to do if partner's 1NT is doubled
- What to do if partner doubles 1NT
- Doubling higher suit contracts

NOTE: We haven't been able to include much about that last topic (Doubling higher-level suit contracts) in the online content, so it's described here in your **Lesson Summary**. Please read that section particularly carefully and be ready to ask questions in your weekly practice sessions.

This week you also learned about **Duplicate Bridge Scoring** and how **Duplicate Bridge Clubs** work from handouts, but we don't have any practice hands for those topics or any more to say about them in this summary!

Overcalling 1NT

If your opponent opens with 1NT (12-14 points):

- With 0-10 HCP: PASS
- With 11-15 HCP and a good 5+ card suit: overcall at the two level
- With 11-15 HCP but no good 5+ card suit: PASS
- With 16+ HCP, double for penalties – **WHATEVER THE SHAPE OF YOUR HAND**

A good suit is one that passes the Suit Quality Test (SQT): Count the number of trumps in your trump suit, add the number of Honours in your trump suit and if the total is 7, you can overcall at the two-level. For example: you can overcall with a 5-card suit that has two Honours, or a 6-card suit that has one Honour.

With 16+ HCP, you should always **DOUBLE** 1NT for Penalties, rather than overcall, even if you have what looks like a promising suit contract, because you will usually earn a lot more points from defeating a doubled 1NT contract by several tricks than by bidding and making a part score – or even a game. Usually.

What to do if partner's 1NT is doubled

If partner bids 1NT and is doubled:

- All your bids are natural (no Stayman, no Transfers)
- With 0-10 HCP and a 5+ card suit: BID your suit at the two-level to **rescue** partner: This removes the double and your suit bid is more likely to make, less likely to be doubled
- With 0-10 HCP and no 5+ card suit: PASS: nowhere to go
- With 11+ HCP: REDOUBLE to reassure partner: 1NT Redoubled will very probably make

If you make 1NT redoubled, you get 260 points plus your game bonus of 300 (non-vulnerable) or 500 (vulnerable).

What to do if partner doubles 1NT

If your partner has doubled 1NT and the other opponent has passed (1NT X pass):

- With 0-4 points and a 5+ card suit: BID your suit at the two-level to cancel the double: you are so weak 1NT Doubled will probably make, better to overcall it
- With 0-4 points and NO 5+ card suit: PASS: nowhere to go
- With 5+ HCP: PASS: 1NT Doubled will probably go down

If your partner has doubled 1NT and the other opponent has rescued into a suit contract:

- With 0-4 HCP: PASS
- With 5+ HCP and 4 of their suit (QJxx or better): DOUBLE for penalties
- With 5+ HCP and a 5+ suit: BID your suit naturally

Doubling higher suit contracts

As you learned in a previous module, if your opponents open a suit at the 1-level or bid up to the 2-level, a DOUBLE is for TAKE OUT as long as there are two or three unbid suits for partner to choose between.

The rules for doubling higher-level (3+) suit bids are a bit different:

- If your opponents bid up to the 3-level or higher, a DOUBLE is for PENALTIES.
- If your opponent opens at the 3-level (a pre-empt), a DOUBLE is for TAKE OUT.
- If your opponent opens at the 4-level or higher (a pre-empt) a DOUBLE is for PENALTIES.

Doubling for Take Out was described in detail in a previous module.

Opening at the 2-level and above are described in subsequent modules.