COMPETITIVE BIDDING

Week 3
Other Competitive Actions



THE OPPONENTS OPEN 1NT



THE OPPONENTS OPEN 1NT Losing Trick Count

- There are a maximum of 3 losers in each suit
- Reduce by 1 for each A, K (2+ card suit) or Q (3+ card suit)in the suit
- •AQ52: 1 loser; K: 1 loser; Q5: 2 loser
- •J98532: 3 loser; AKQ7: 0 loser

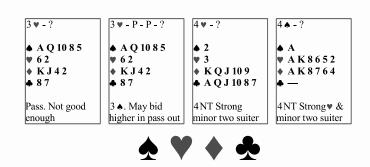


THE OPPONENTS PRE-EMPT

- Similar to bidding over 1 level bid
- More HCP and playing strength required at higher level
- Whether to bid or not depends a lot on how big a gambler you are
- Jump overcalls strong not weak



THE OPPONENTS PRE-EMPT



THE OPPONENTS OPEN 1NT

One of many possibilities

- Double OK with hand with more HCP than opener's maximum or 7+ tricks
 Overcall is mainly obstructive or competing for
- Overcall is mainly obstructive or competing for part score
- Bid a 6 card suit or 5-4 hand if it satisfies rule of 2
- Bid 2NT with very strong 2 suited hand

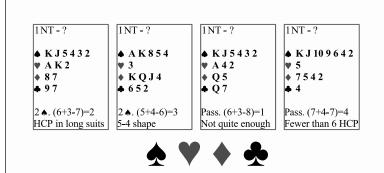


THE OPPONENTS OPEN 1NT Rule of 2

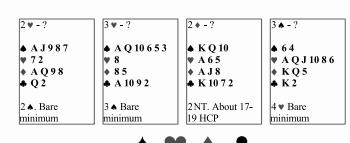
- •Add the length of 2 longest suits
- Subtract losing trick count
- •Bid longest suit (6+ or 5-4+ shape) if result is 2 or more with at least 6 HCP



THE OPPONENTS OPEN 1NT



THE OPPONENTS PRE-EMPT



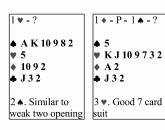


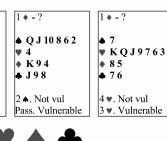
WEAK JUMP OVERCALL

- •Good 6 card suit and 6-10 HCP (mainly in the long suit) at two level
- •Good 7 card suit and 6-10 HCP (mainly in the long suit) at three level
- Consider vulnerability



WEAK JUMP OVERCALL





1	♦ - ?
1	7 KQJ 97632
•	85
•	7 6
4	V. Not vul



WEAK JUMP OVERCALL

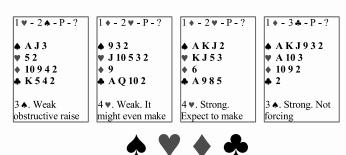
Advancing

- Single raise: weak, 3-4 card support
- •Jump to game: weak, 4+ card support and unbalanced or strong
- New suit: Good suit, non-forcing
- Opponent's suit: Strong



WEAK JUMP OVERCALL

Advancing



1NT OVERCALL

- •16-18 HCP with a stopper in the opponent's suit
- Slightly stronger than 1NT opening
- Greater chance of undertricks and doubles because of known strength in opener's hand



1NT OVERCALL



HOW DO 1NT OVERCALL AND 1NT OPENING DIFFER

- •Lower prospect for game than 1NT opening because fewer HCP not accounted for (about 24 vs 12)
- Information about honours in opener's suit (asset in NT, wasted in suit)
- Cue bid now available



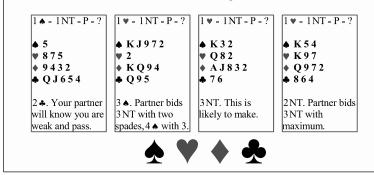
1NT OVERCALL

Advancing

- Bid at 2 level shows 5 card suit, sign off
- •Bid at 3 level shows 5 card suit; forcing
- •Bid game if you think you can make it
- •Bid 2NT is invitational if RHO passes
- Bid 2NT is Lebensohl if RHO bids
- Cue bid with 9+ HCP, 4 card major

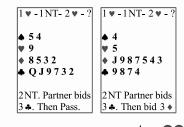
1NT OVERCALL

Advancing





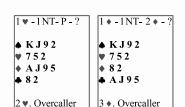
Advancing (Lebensohl)



- If RHO bids and you want to compete with a weak hand with a 6 card suit of lower rank, bid 2NT
- Partner will bid 3♣ and you can pass or correct to your suit

1NT OVERCALL

Advancing (Cue bid)



bids 3 ♥,3 ♠,3 NT

supports ♠ or NT

- Bid opponent's suit with one+ 4 card major, game invitational hand
- Overcaller bids 2NT or major with minimum Overcaller bids 3NT or

