

# COMPETITIVE BIDDING

## Week 3 Other Competitive Actions



### 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 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

1NT - ? ♠ 7 4 ♥ A 5 ♦ A 4 ♣ K Q J 9 6 3 2  X. Likely 8 tricks Only 14 HCP	1NT - ? ♠ K 8 7 ♥ A Q 9 6 ♦ A 7 3 ♣ K Q 3  X. 18 HCP. No long suit awkward	1NT - ? ♠ K 8 7 ♥ A 10 9 6 ♦ A 7 3 ♣ K Q 3  Pass. 16 HCP. Not strong enough	1NT - ? ♠ 9 3 ♥ 8 5 ♦ 4 2 ♣ A K Q J 8 3 2  3 ♣. Opponents won't play in NT
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### 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 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 OPEN 1NT

1NT - ? ♠ K J 5 4 3 2 ♥ A K 2 ♦ 8 7 ♣ 9 7  2 ♠. (6+3-7)=2 HCP in long suits	1NT - ? ♠ A K 8 5 4 ♥ 3 ♦ K Q J 4 ♣ 6 5 2  2 ♠. (5+4-6)=3 5-4 shape	1NT - ? ♠ K J 5 4 3 2 ♥ A 4 2 ♦ Q 5 ♣ Q 7  Pass. (6+3-8)=1 Not quite enough	1NT - ? ♠ K J 10 9 6 4 2 ♥ 5 ♦ 7 5 4 2 ♣ 4  Pass. (7+4-7)=4 Fewer than 6 HCP
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### 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

2♥ - ? ♠ A J 9 8 7 ♥ 7 2 ♦ A Q 9 8 ♣ Q 2  2 ♠. Bare minimum	3♥ - ? ♠ A Q 10 6 5 3 ♥ 8 ♦ 8 5 ♣ A 10 9 2  3 ♠ Bare minimum	2♦ - ? ♠ K Q 10 ♥ A 6 5 ♦ A J 8 ♣ K 10 7 2  2NT. About 17- 19 HCP	3♠ - ? ♠ 6 4 ♥ A Q J 10 8 6 ♦ K Q 5 ♣ K 2  4♥ Bare minimum
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### THE OPPONENTS PRE-EMPT

3♥ - ? ♠ A Q 10 8 5 ♥ 6 2 ♦ K J 4 2 ♣ 8 7  Pass. Not good enough	3♥ - P - P - ? ♠ A Q 10 8 5 ♥ 6 2 ♦ K J 4 2 ♣ 8 7  3 ♠. May bid higher in pass out	4♥ - ? ♠ 2 ♥ 3 ♦ K Q J 10 9 ♣ A Q J 10 8 7  4NT Strong minor two suiter	4♠ - ? ♠ A ♥ A K 8 6 5 2 ♦ A K 8 7 6 4 ♣ —  4NT Strong♥ & minor two suiter
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### 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♦-P-1♠-?	1♦-?	1♦-?
♠ A K 10 9 8 2 ♥ 5 ♦ 10 9 2 ♣ J 3 2	♠ 5 ♥ K J 10 9 7 3 2 ♦ A 2 ♣ J 3 2	♠ Q J 10 8 6 2 ♥ 4 ♦ K 9 4 ♣ J 9 8	♠ 7 ♥ K Q J 9 7 6 3 2 ♦ 8 5 ♣ 7 6
2♠. Similar to weak two opening	3♥. Good 7 card suit	2♠. Not vul Pass. Vulnerable	4♥. Not vul 3♥. Vulnerable



## 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

1♥-2♠-P-?	1♦-2♥-P-?	1♦-2♥-P-?	1♦-3♣-P-?
♠ A J 3 ♥ 5 2 ♦ 10 9 4 2 ♣ K 5 4 2	♠ 9 3 2 ♥ J 10 5 3 2 ♦ 9 ♣ A Q 10 2	♠ A K J 2 ♥ K J 5 3 ♦ 6 ♣ A 9 8 5	♠ A K J 9 3 2 ♥ A 10 3 ♦ 10 9 2 ♣ 2
3♠. Weak obstructive raise	4♥. Weak. It might even make	4♥. Strong. Expect to make	3♣. Strong. Not forcing



## 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

1♦-?	1♠-?	1♠-?	1♠-?
♠ K Q 5 4 ♥ A 7 4 ♦ A K 4 2 ♣ 8 5	♠ K J 2 ♥ A Q 5 ♦ 6 2 ♣ A Q J 7 5	♠ K J 9 5 3 ♥ A K ♦ K 6 3 ♣ J 5 4	♠ A 8 2 ♥ K J 9 8 ♦ A Q 9 ♣ K Q 8
1NT. 16-18 HCP Stopper. Balanced	1NT. Better than 2♣ or X.	Pass. Not strong enough	X. Too strong for 1NT



## 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

1♠-1NT-P-?	1♥-1NT-P-?	1♥-1NT-P-?	1♥-1NT-P-?
♠ 5 ♥ 8 7 5 ♦ 9 4 3 2 ♣ Q J 6 5 4	♠ K J 9 7 2 ♥ 2 ♦ K Q 9 4 ♣ Q 9 5	♠ K 3 2 ♥ Q 8 2 ♦ A J 8 3 2 ♣ 7 6	♠ K 5 4 ♥ K 9 7 ♦ Q 9 7 2 ♣ 8 6 4
2♣. Your partner will know you are weak and pass.	3♠. Partner bids 3NT with two spades, 4♠ with 3.	3NT. This is likely to make.	2NT. Partner bids 3NT with maximum.



## 1NT OVERCALL

Advancing (*Lebensohl*)

1♥-1NT-2♥-?	1♥-1NT-2♥-?	<ul style="list-style-type: none"> <li>• If RHO bids and you want to compete with a weak hand with a 6 card suit of lower rank, bid 2NT</li> <li>• Partner will bid 3♣ and you can pass or correct to your suit</li> </ul>
♠ 5 4 ♥ 9 ♦ 8 5 3 2 ♣ Q J 9 7 3 2	♠ 4 ♥ 5 ♦ J 9 8 7 5 4 3 ♣ 9 8 7 4	
2NT. Partner bids 3♣. Then Pass.	2NT Partner bids 3♣. Then bid 3♦	



## 1NT OVERCALL

Advancing (Cue bid)

1♥-1NT-P-?	1♦-1NT-2♦-?	<ul style="list-style-type: none"> <li>• Bid opponent's suit with one+ 4 card major, game invitational hand</li> <li>• Overcaller bids 2NT or major with minimum</li> <li>• Overcaller bids 3NT or jump major with maximum</li> </ul>
♠ K J 9 2 ♥ 7 5 2 ♦ A J 9 5 ♣ 8 2	♠ K J 9 2 ♥ 7 5 2 ♦ 8 2 ♣ A J 9 5	
2♥. Overcaller supports ♠ or NT	3♦. Overcaller bids 3♥, 3♠, 3NT	

