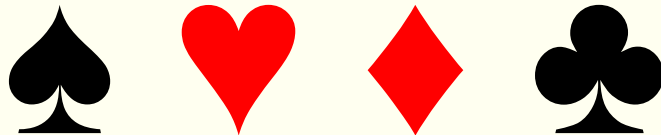


COMPETITIVE BIDDING

Week 3

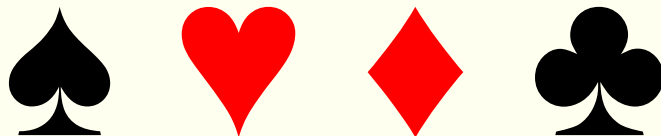
Other Competitive Actions



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 - ?

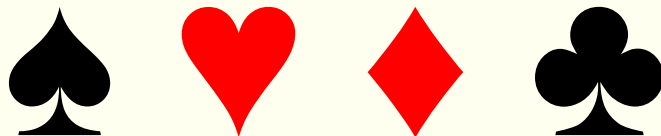
♠ K 8 7
♥ A 10 9 6
♦ A 7 3
♣ K Q 3

Pass. 16 HCP. Not
strong enough

1NT - ?

♠ 9 3
♥ 8 5
♦ 4 2
♣ A K Q J 8 3 2

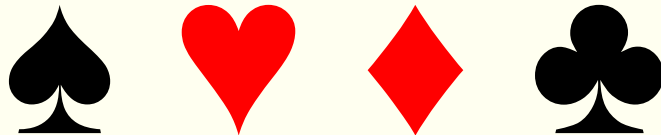
3 ♣. Opponents
won't play in NT



THE OPPONENTS OPEN 1NT

Rule of 2

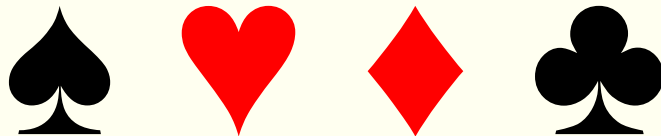
- Add the length of 2 longest suits
- Subtract losing trick count
- Bid longest suit (6+ or 5-4+ shape) if result is 2 or more with at least 6 HCP



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

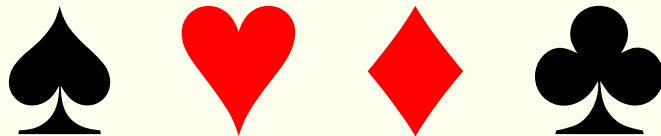
♣ 4

Pass. $(7+4-7)=4$
Fewer than 6 HCP



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



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♥ - ?

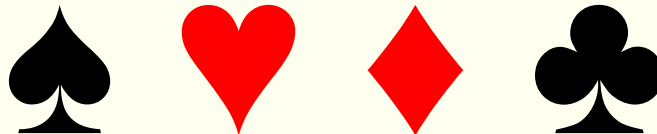
♠ 2
♥ 3
♦ K Q J 10 9
♣ A Q J 10 8 7

4NT Strong minor two suiter

4♠ - ?

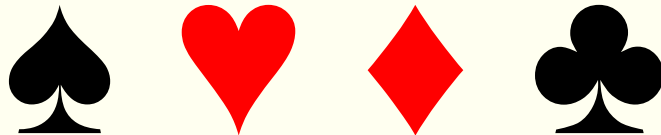
♠ A
♥ A K 8 6 5 2
♦ A K 8 7 6 4
♣ —

4NT Strong♥ & minor two suiter



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 ♥ - ?

♠ A K 10 9 8 2

♥ 5

♦ 10 9 2

♣ J 3 2

2 ♠. Similar to
weak two opening

1 ♦ - P - 1 ♠ - ?

♠ 5

♥ K J 10 9 7 3 2

♦ A 2

♣ J 3 2

3 ♥. Good 7 card
suit

1 ♦ - ?

♠ Q J 10 8 6 2

♥ 4

♦ K 9 4

♣ J 9 8

2 ♠. Not vul
Pass. Vulnerable

1 ♦ - ?

♠ 7

♥ K Q J 9 7 6 3 2

♦ 8 5

♣ 7 6

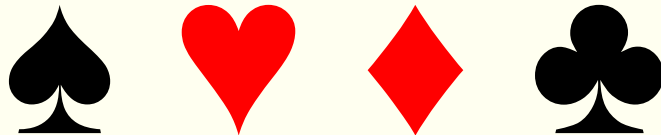
4 ♥. Not vul
3 ♥. Vulnerable



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 - ?

♠ A J 3
♥ 5 2
♦ 10 9 4 2
♣ K 5 4 2

3 ♠. Weak
obstructive raise

1 ♦ - 2 ♥ - P - ?

♠ 9 3 2
♥ J 10 5 3 2
♦ 9
♣ A Q 10 2

4 ♥. Weak. It
might even make

1 ♦ - 2 ♥ - P - ?

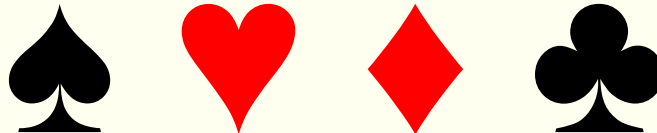
♠ A K J 2
♥ K J 5 3
♦ 6
♣ A 9 8 5

4 ♥. Strong.
Expect to make

1 ♦ - 3 ♣ - P - ?

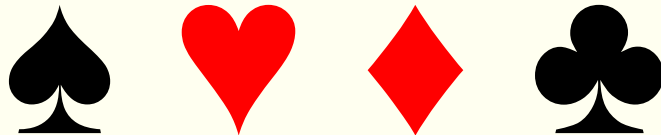
♠ A K J 9 3 2
♥ A 10 3
♦ 10 9 2
♣ 2

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♦ - ?

♠ K Q 5 4
♥ A 7 4
♦ A K 4 2
♣ 8 5

1NT. 16-18 HCP
Stopper. Balanced

1♠ - ?

♠ K J 2
♥ A Q 5
♦ 6 2
♣ A Q J 7 5

1NT. Better than
2♣ or X.

1♠ - ?

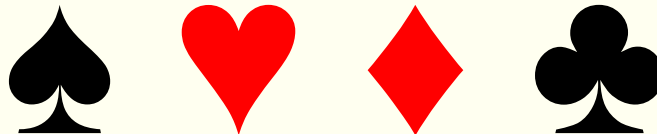
♠ K J 9 5 3
♥ A K
♦ K 6 3
♣ J 5 4

Pass. Not strong
enough

1♠ - ?

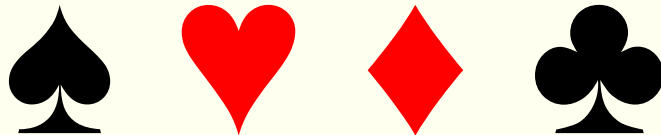
♠ A 8 2
♥ K J 9 8
♦ A Q 9
♣ K Q 8

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 - ?

♠ 5

♥ 8 7 5

♦ 9 4 3 2

♣ Q J 6 5 4

2 ♣. Your partner will know you are weak and pass.

1 ♥ - 1NT - P - ?

♠ K J 9 7 2

♥ 2

♦ K Q 9 4

♣ Q 9 5

3 ♠. Partner bids 3NT with two spades, 4 ♠ with 3.

1 ♥ - 1NT - P - ?

♠ K 3 2

♥ Q 8 2

♦ A J 8 3 2

♣ 7 6

3NT. This is likely to make.

1 ♥ - 1NT - P - ?

♠ K 5 4

♥ K 9 7

♦ Q 9 7 2

♣ 8 6 4

2NT. Partner bids 3NT with maximum.



1NT OVERCALL

Advancing (Lebensohl)

1♥ - 1NT - 2♥ - ?

♠ 5 4
♥ 9
♦ 8 5 3 2
♣ Q J 9 7 3 2

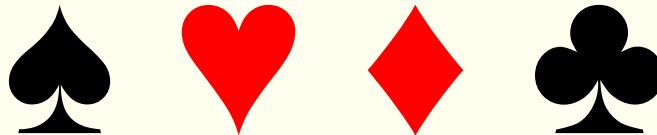
2NT. Partner bids
3♣. Then Pass.

1♥ - 1NT - 2♥ - ?

♠ 4
♥ 5
♦ J 9 8 7 5 4 3
♣ 9 8 7 4

2NT Partner bids
3♣. Then bid 3♦

- 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)

1 ♥ - 1NT - P - ?

♠ K J 9 2
♥ 7 5 2
♦ A J 9 5
♣ 8 2

2 ♥. Overcaller
supports ♠ or NT

1 ♦ - 1NT - 2 ♦ - ?

♠ K J 9 2
♥ 7 5 2
♦ 8 2
♣ A J 9 5

3 ♦. Overcaller
bids 3 ♥, 3 ♠, 3 NT

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

