

COMPETITIVE BIDDING

RESPONDER'S OPTIONS After an Overcall

Bridge Lab

with the Monroes

THE COMPETITIVE AUCTION – Suit Overcall

Be an effective competitor. When partner opens the bidding and your right-hand-opponent (RHO) enters the auction with a *suit* overcall, take advantage of the opportunities to better communicate with partner and obstruct the opponents at the same time.

1st Priority Raise Partner's Major Suit

- ✓ Jump raises become weak – less than 10 points.
- ✓ 10+ point raises are made by bidding the opponent's suit.
 - "Cuebid" is the term used when bidding a suit that has been bid by an opponent.

TYPE OF RAISE	SUPPORT POINTS HCP+SHORTNESS	COMBINED FIT / BID	
CONSTRUCTIVE	10+	8-card+ fit	Cuebid the Opponent's Suit
MINIMUM	6-9(10)	8-card+ fit	Non-Jump Raise to the 2-Level (SIMPLE RAISE)
PREEMPTIVE LAW OF TOTAL TRICKS	0-6	9-card fit	Jump Raise to the 3-Level
	0-6	10-card fit	Jump Raise to the 4-Level (major suit game) Competitive and Non-Competitive Auctions

OTHER OPTIONS

- ✓ Responder bids a new suit (**FORCING** by an unpassed hand) or Negative Double (**FORCING**).
 - Responder bids NT. **NOT FORCING**. NoTrump bids are natural (no conventions) and show stopper(s) in opponent's suit. **1NT** = 6-10 **2NT** = 11-12 **3NT** = 13-15
- ✓ Responder passes with no better option or interest in penalizing (does not deny values).

THE CUEBID

- CUEBIDS are FORCING.** Multi-purpose depending on where they are used during the auction.
- ✓ Responder and Advancer (partner of the Overcaller) use the cuebid for their first bid to show a 10+ point raise for partner's suit.
 - ✓ Subsequent cuebids can be used by any player during the auction, *including* Opener to get more information or create a forcing auction with a strong hand.
 - ✓ Respond to the multi-purpose cuebid by bidding helpful information: NT stopper in opponent's suit, delayed raise of partner's suit, extra length/strength in your own suit.

THE COMPETITIVE AUCTION Takeout Double

REDOUBLE by Responder shows 10+ points.

- 1-level new suit bids are natural and forcing (by unpassed hand).
- 2-level new suit bids (no redouble) show less than 10 points and are *not* forcing.

Bridge With The Monroes

monroes@bridgewiththemonroes.com
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Overcalls - Responder's Options

Cue Bid = Limit Raise

Board 1

South Deals

	♠ A 8 3		
	♥ 8 6 5 2		
	♦ Q 5		
	♣ A K 10 5		
♠ 5		♠ J 10 9 2	
♥ K Q J 9 4 3		♥ 10 7	
♦ A 3		♦ 9 8 7 2	
♣ Q 9 7 3		♣ J 8 2	
	♠ K Q 7 6 4		
	♥ A		
	♦ K J 10 6 4		
	♣ 6 4		

West	North	East	South
			1 ♠
2 ♥	3 ♥ ¹	Pass	4 ♠ ²
All pass			
1. 3+♠s, 11+ Points			
2. Extra Values			

Contract: 4 ♠ South, 10 Tricks
Lead: ♥ K, Top of a solid sequence.
Losers: 2-♠, 2-♦ = 4.

Play: South wins the ♥ A, wins only three ♠ tricks (key), wins the ♣ AK, and promotes ♦ s. E/W win ♠ J whenever.

Minimum Raise

Board 2

South Deals

	♠ 8 7 5 3		
	♥ Q 8 3		
	♦ A K 2		
	♣ 7 5 3		
♠ A K 10 6 4		♠ Q J	
♥ 9 4		♥ J 10 2	
♦ J 7 5		♦ 10 9 4 3	
♣ A Q 4		♣ 9 8 6 2	
	♠ 9 2		
	♥ A K 7 6 5		
	♦ Q 8 6		
	♣ K J 10		

West	North	East	South
			1 ♥
1 ♠	2 ♥ ¹	All pass	
1. 3+♥s, 6-10 Points			

Contract: 2 ♥ South
Lead: ♠ A, Partner plays ♠ Q (has ♠ J)
Losers: 2-♠, 2-♥, 2-♣ = 6.

Play: West wins the ♠ A and underleads ♠ K with the ♠ 4 showing suit preference for ♣ s. South wins the 5th trick, draws trump, wins three ♦ tricks and a ♣.

LOTT Raise to 3 ♠

Board 3

South Deals

	♠ K 10 8 3		
	♥ 10 8 7 4		
	♦ 8 6		
	♣ 9 4 2		
♠ 7 6		♠ J 2	
♥ A K Q J 5		♥ 9 6 3	
♦ K Q 5		♦ A 9 7 4 3	
♣ 10 7 5		♣ Q J 3	
	♠ A Q 9 5 4		
	♥ 2		
	♦ J 10 2		
	♣ A K 8 6		

West	North	East	South
			1 ♠
2 ♥	3 ♠ ¹	All pass	
1. 4-♠s, Fewer than 7 Support Points			

Contract: 3 ♠ South, 9 Tricks
Lead: ♥ A, Top of Ace/King
Losers: 1-♥, 3-♦, 2-♣ = 6.
Play: South trumps the second ♥, and draws trump. Since the ♠ s split 2-2, a ♦ and a ♣ are ruffed in dummy. E/W can make a contract of 3 ♥ or 3 ♦.

Bid NT in Competition

Board 4

North Deals

	♠ 8 7 5 2		
	♥ K Q 10 5		
	♦ A J 10		
	♣ K 2		
♠ 3		♠ A Q J 9 4	
♥ 8 7 2		♥ 9 6 3	
♦ K Q 9 6		♦ 5 3 2	
♣ 10 8 6 4 3		♣ A 9	
	♠ K 10 6		
	♥ A J 4		
	♦ 8 7 4		
	♣ Q J 7 5		

West	North	East	South
			2 N ¹
All pass	1 ♦	1 ♠	
1. ♠ s Stopper, 11-12 Points			

Contract: 2 NT South, 8 Tricks
Lead: ♠ 3, Partner's suit
Sure Tricks: 4-♥, 1-♦ = 5.
Play: South wins the 2nd ♠ trick, promotes two ♣ winners, wins four ♥ tricks, and wins the ♦ A. Loses 4 ♠ s.