

COMPETITIVE BIDDING

THE OVERCALL Responder's Options

Bridge Lab

with the Monroes

The Responder is the partner of the Opener, even if Responder's Right-Hand Opponent makes an overcall. The overcall may impact the call Responder was planning to make.

NO CHANGE

- Pass, if you were planning to pass anyway.
- New suit by Responder is forcing (unpassed hand).
- Raise partner's opening suit to the 2-Level with 3-cards or more and 6-10 support points.

MINOR ADJUSTMENT

With no fit for Opener's suit **and some strength in the overcall suit:**

- Bid 1NT with 6-10 HCP • 2NT with 11-12 HCP • 3NT with 13-15 HCP

MAJOR IMPACT

Other options and **new competitive tools** become available:

- Preemptive Jump Raise
- The Cuebid raise (11+ Points)
- The Negative Double

RESPONDER	RAISE PARTNER'S SUIT
About 6-10 Support Points	• 3-card support = Raise to the TWO Level
0-6 Support Points	• 4-card support = Raise to the THREE Level • 5-card support = Raise to the FOUR Level
11+ Support Points	Cuebid the opponents' suit, showing interest in game with 3+ card support. The cuebid is Forcing! Don't Pass!

Support Points = High Card Points plus Dummy (shortness) Points

RESPONDER	THE NEGATIVE DOUBLE (Unlimited Strength)		
Opener Bids	One Level Overcall	Responder's Double	
1♣	1♦	Both Majors	
1♣ or 1♦	1♥	4 Spades <i>exactly</i>	
1♣ or 1♦	1♠	4 Hearts	
1♥	1♠	Both Minors (usually)	
STRENGTH NEEDED	1 Level 6+ HCP	2 Level 8+ HCP	3 Level 10+ HCP

If short in Overcaller's suit, less HCP strength is OK.

Bridge With The Monroes

<https://bridgewiththemonroes.com>

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Overcalls - Responder Bids

Raise Partner's Suit ♣

Board 1
North Deals
None Vul

	♠ Q 9 7 5 3 ♥ Q J 8 2 ♦ 10 9 4 ♣ 7						
♠ K ♥ A K 10 7 4 ♦ 8 5 3 2 ♣ A 5 4	<table border="1" style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 2px;">N</td></tr> <tr><td style="padding: 2px;">W</td></tr> <tr><td style="padding: 2px;">S</td></tr> <tr><td style="padding: 2px;">E</td></tr> </table>	N	W	S	E	♠ 10 ♥ 6 5 3 ♦ K Q J 7 ♣ K 9 8 3 2	
N							
W							
S							
E							
	♠ A J 8 6 4 2 ♥ 9 ♦ A 6 ♣ Q J 10 6						
	5 14 9 12						
West	North	East	South				
	Pass	Pass	1 ♠				
2 ♥	4 ♠ ¹	All pass					
	1. 5+♠s, 6-10 Points						

Contract: 4 ♠ South
Lead: ♥ A, Ace/King, East plays ♥ 3
Losers: 1-♠, 1-♥, 1-♦, 3-♣ = 6.

Play: South loses a ♥, draws trump with the ♠ A (no finesse), loses a ♦ and a ♣, and cross ruffs the ♣s and ♥s.

NT at the Right Level

Board 2
North Deals
None Vul

	♠ 9 5 3 ♥ K Q 10 3 ♦ A 7 6 3 ♣ A 6						
♠ Q 7 6 2 ♥ J 8 7 4 2 ♦ 8 5 ♣ 9 5	<table border="1" style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 2px;">N</td></tr> <tr><td style="padding: 2px;">W</td></tr> <tr><td style="padding: 2px;">S</td></tr> <tr><td style="padding: 2px;">E</td></tr> </table>	N	W	S	E	♠ A J 10 ♥ 9 ♦ K 4 2 ♣ Q J 7 4 3 2	
N							
W							
S							
E							
	♠ K 8 4 ♥ A 6 5 ♦ Q J 10 9 ♣ K 10 8						
	13 3 11 13						
West	North	East	South				
	1 ♦	2 ♣	3 N ¹				
All pass							
	1. ♣ Stopper, 13+ Points						

Contract: 3 NT South
Lead: ♣ 9, Partner's suit
Sure Tricks: 3-♥, 1-♦, 2-♣ = 6.

Play: South wins the ♣ K, finesses the ♦ K (loses), wins the ♣ A, takes three ♦s, and wins four ♥s (♥ K, ♥ A, and marked finesse of the ♥ J.).

New Suit For Responder

Board 3
West Deals
Both Vul

	♠ A 9 7 ♥ K 5 4 ♦ A J 9 2 ♣ J 7 6						
♠ 8 6 2 ♥ 9 3 ♦ K 7 5 3 ♣ Q 10 8 4	<table border="1" style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 2px;">N</td></tr> <tr><td style="padding: 2px;">W</td></tr> <tr><td style="padding: 2px;">S</td></tr> <tr><td style="padding: 2px;">E</td></tr> </table>	N	W	S	E	♠ Q 10 ♥ A Q J 7 6 ♦ Q 8 ♣ K 9 3 2	
N							
W							
S							
E							
	♠ K J 5 4 3 ♥ 10 8 2 ♦ 10 6 4 ♣ A 5						
	13 5 14 8						
West	North	East	South				
	1 ♦	1 ♥	1 ♠ ¹				
	2 ♠ ²	All pass					
	1. 5+♠s, 6+ Points 2. 3-4 ♠s, 13-16 Points						

Contract: 2 ♠ South, 8 Tricks
Lead: ♥ 9, Partner's suit
Losers: 2-♠, 3-♥, 2-♦, 1-♣ = 8.

Play: South loses three ♥s, draws trump, and finesses ♦s twice.

Cue Bid - Limit Raise or Better

Board 4
East Deals
N-S Vul

	♠ A 8 3 ♥ 8 6 5 2 ♦ Q 5 ♣ A K 10 5						
♠ 5 ♥ K Q J 9 4 3 ♦ A 3 ♣ Q 9 7 3	<table border="1" style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 2px;">N</td></tr> <tr><td style="padding: 2px;">W</td></tr> <tr><td style="padding: 2px;">S</td></tr> <tr><td style="padding: 2px;">E</td></tr> </table>	N	W	S	E	♠ J 10 9 2 ♥ 10 7 ♦ 9 8 7 2 ♣ J 8 2	
N							
W							
S							
E							
	♠ K Q 7 6 4 ♥ A ♦ K J 10 6 4 ♣ 6 4						
	13 12 2 13						
West	North	East	South				
	3 ♥ ¹	Pass	1 ♠				
2 ♥	Pass	Pass	4 ♠ ²				
All pass							
	1. 3+♠s, 11+ Points 2. Extra Values						

Contract: 4 ♠ South, 10 Tricks
Lead: ♥ K, Sequence, East plays ♥ 7
Losers: 2-♠, 2-♦ = 4.

Play: South wins the ♥ A, wins only three ♠ tricks (key), and promotes ♦s.

Overcalls - Responder Bids

Negative Double

Board 5

North Deals
N-S Vul

	♠ 8 5 3					
	♥ K Q J 8					
	♦ 8 6 4					
	♣ K Q 5					
♠ K Q J 10 4	<table border="1" style="border-collapse: collapse; width: 40px; height: 40px; margin: auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W E	S	♠ 9 2	
N						
W E						
S						
♥ 4 2		♥ A 9 6				
♦ A 7 3		♦ 10 9 2				
♣ 9 8 7		♣ J 10 6 3 2				
	♠ A 7 6					
11	♥ 10 7 5 3					
10 5	♦ K Q J 5					
14	♣ A 4					

West	North	East	South
	Pass	Pass	1 ♦
1 ♠	Dbl ¹	Pass	2 ♥ ²
Pass	3 ♥ ³	Pass	4 ♥

All pass

1. 4+♥s, 6+ Support Points
2. 4-♥s, 13-16 Points
3. 11-12 Support Points

Contract: 4 ♥ South, 10 Tricks

Lead: ♠ K, Sequence, East plays ♠ 2

Losers: 2-♠, 1-♥, 2-♦ = 5.

Play: South wins ♠ A, ♣ AKQ, and discards a ♠ before drawing trump.