COMPETITIVE BIDDING

THE OVERCALL Responder's Options



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!		

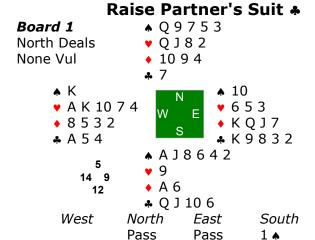
Support Points = High Card Points plus Dummy (shortness) Points

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♠	1♠ Both Min		(usually)
STRENGTH NEEDED	1 Level 6+ HCP	2 Le	2 Level 8+ HCP 3 Level 10+ HC	

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



Overcalls - Responder Bids



Contract: 4 ★ South

2 🔻

Lead: ▼ A, Ace/King, East plays ▼ 3 **Losers:** 1-♠, 1-▼, 1-♦, 3-♣ = 6.

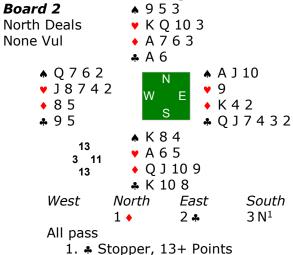
 $4 \wedge 1$

1. 5+♠s, 6-10 Points

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

All pass

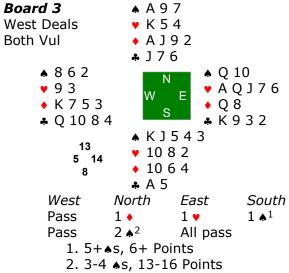
NT at the Right Level



Contract: 3 NT South **Lead:** ♣ 9, Partner's suit

Sure Tricks: $3 - \checkmark$, $1 - \checkmark$, $2 - \checkmark = 6$.

New Suit For Responder



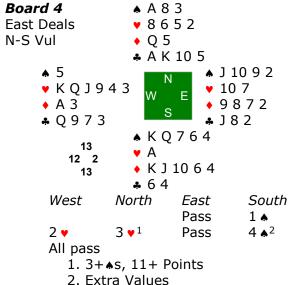
Contract: 2 ▲ South, 8 Tricks

Lead: ♥ 9, Partner's suit

Losers: 2-4, 3-4, 2-4, 1-4=8.

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

Cue Bid - Limit Raise or Better



Contract: 4 ▲ South, 10 Tricks

Lead: ♥ K, Sequence, East plays ♥ 7

Losers: 2-4, 2-4 = 4.

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

Overcalls - Responder Bids

Negative Double ♦ 8 5 3 Board 5 North Deals KQJ8 N-S Vul 864 ♣ K Q 5 ♠ K Q J 10 4 ♠ 9 2 Ν **y** 42 ♥ A 9 6 Ε W • A 7 3 10 9 2 S **4** 9 8 7 ♣ J 10 6 3 2 ♠ A 7 6 11 **v** 10 7 5 3 10 5 KQJ5 ♣ A 4 West North South East Pass Pass 1 • 2 **v**² 1 ♠ Dbl^1 Pass **3 ∨**³ Pass Pass 4 🕶 All pass 1. 4+♥s, 6+ Support Points 2. 4-vs, 13-16 Points 3. 11-12 Support Points

Contract: 4 ♥ South, 10 Tricks

Lead: ♠ K, Sequence, East plays ♠ 2

Losers: 2-4, 1-4, 2-4=5.

Play: South wins ♠ A, ♣ AKQ, and

discards a ♠ before drawing trump.