

Competitive Bidding

Overcall

Take-out Double

Pass

Competing for the Contract

Advantages

- You may score a part-score or game
- You may be able to interfere with opponents
- You may be able to direct partner's lead

Disadvantages.

- You may bid too high and get set.
- When you give partner information, you also inform opponents.

Factors to Consider

- Vulnerability
 - Bonuses are greater for making game and slam
 - Penalties are greater for going set
- Doubling for Penalties
 - Changes part-score contracts into game contracts
 - Heightens the penalty for failing to make contracts

Requirements for Overcalls

- 5-card suit for a suit overcall
- 8+ points and a good suit overcall
- 15-18, balanced 1NT
 - have stoppers in opponent's suit
- If opponents bid *your* suit in front of you, *pass* in tempo

What do you bid?

1.

♠ A Q J 8 7
♥ 7 6
♦ Q 10 8 7
♣ 8 3

2.

♣ 7 4 2
♦ A J
♥ K Q 10 9 7 5
♠ 10 8

N E S W
1♣ ?

3.

♠ A 3 2
♥ K Q 8
♦ K J 10 2
♣ K J 2

4.

♠ Q 4
♥ K 8 7 3
♦ A J 2
♣ K 9 6 2

5.

♠ 6 3
♥ A K J 8 4
♦ A J 8
♣ 10 7 3

Responses to Overcalls w/ a fit

- Revalue with dummy points (5-3-1)
- With a minimum (5-9) raise to 2
- With a medium (10-12), raise to 3
- With a maximum (13-16), raise to game

Responses to overcalls in new suit

- New suits in response to an overcall should have 5 cards.
- With a minimum (6-10), bid a new suit on the one-level.
- With a medium (11-12) or better, bid a new suit on the on the two-level.

NT Responses to suit overcalls

- Must have control(s) in opponent's bid suit
- With a minimum (6-10), 1NT
- With a medium (11-12), 2NT
- With a maximum (13+). 3NT

Modifications

- Cue-bids. Bid of the opponents' bid suit is an **artificial** forcing bid, at least an invitational raise in partner's suit.
- Bids in partner's suit indicate number of cards in support (3 at 2-level, 4 at 3-level, 5 at 4 level).

Responses (Advances) to Overcalls

1.

♠ A 8
♥ 10 9 8
♦ K 7 6 3
♣ J 7 5 2

2.

♠ Q 6 3 2
♥ J 9
♦ K 8 7
♣ Q J 8 7

W N E S
1♣ 1♥ Pass ?

3.

♠ K Q 10 9 6 2
♥ 5 4
♦ K Q 8
♣ A J

4.

♠ 9 7 3 2
♥ Q 2
♦ K 8 6 5
♣ 7 5 3

5.

♠ 8 7 5 3
♥ K 9 6 2
♦ A Q 3
♣ 7 5

Take-out doubles

- Requirements
 - Close to opening strength (**counting dummy points!**)
 - Shortness in opponent's bid suit, length in the others, especially 4 in the **unbid** majors
 - No 5-card major suit
- Take-out doubles are forcing bids
 - Partner may pass only if opponents intervene
 - Take-out doubles imply unbid suits, but guarantee the (other) major(s)

Responding to Take-out Doubles

- With a minimum (0-8), bid your longest suit as cheaply as possible
- With a medium hand, (9-12) skip a level and bid you best Major, if you have at least four cards in it, or bid your best suit
- With a maximum (13+), bid (Major-suit) game.

What is your call?

1.

♠ A J 10 6 3
♥ 4 3
♦ K 9 3
♣ K Q 6

2.

♠ K Q 6 2
♥ 9
♦ K Q 8 7
♣ 9 8 7 6

N E S W
1♥ ?

3.

♠ K Q 2
♥ 5 4
♦ K Q 10 9 6 3
♣ A J

4.

♠ 9 7 3 2
♥ Q 2
♦ K 8 6 5
♣ 7 5 3

5.

♠ K J 5 3
♥ K J 6 5 2
♦ A Q 3
♣ 5

Dealer: South

♠ Q J 5 4

♥ 7 2

♦ 8 6

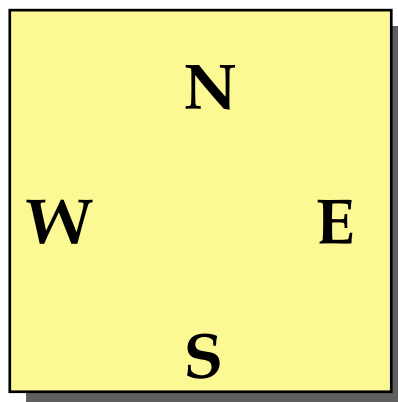
♣ 9 7 6 3 2

♠ 8

♥ K Q 10 9 8

♦ 7 5 3

♣ K Q J 10



♠ A K 7 3

♥ J 6 5 4

♦ A 9 4 2

♣ 5

♠ 10 9 6 2

♥ A 3

♦ K Q J 10

♣ A 8 4

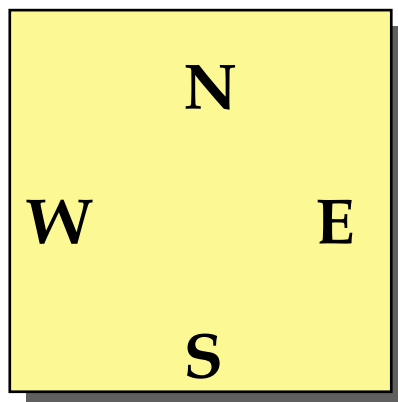
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EZ#7, Deal 3

Dealer: South

♠ 8 3
♥ 8 7 2
♦ 8 6 5 3
♣ 9 7 6 3

♠ Q J 5 4
♥ K Q 10 9
♦ 7
♣ K Q J 10



♠ A K 7
♥ J 6 5 4
♦ A 9 4 2
♣ 5 2

♠ 10 9 6 2
♥ A 3
♦ K Q J 10
♣ A 8 4

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