

INTERMEDIATE LESSON 7: STUDENT NOTES

Competitive Bidding

- when we overcall

1. Our responses after partner's suit overcall

1a) When responder passes

- Raise = 6-10, 3+ support
- Jump raise = **4+ support, pre-emptive** *NB: This is a new concept*
- 1NT = 8-11 (12) and a stopper
- New suit = 10+ HCP, forcing
- Cue bid = 10+ HCP, invitational with a fit
- 2NT = (12) 13-14 and a stopper
- Game = to play, with values or 10+ card fit

1b) When responder raises opener's suit

- Raise = 6-10, 3+ support
- Double = 10+HCP, invitational with a fit
- Cue bid = good hand and asking for a stopper

1c) When responder bids a new suit

- Raise = 6-10, 3+ support
- New suit = non-forcing (must be alerted)
- Double = 10+HCP, invitational with a fit
- Cue bid = good hand and asking for a stopper

2. Our responses after partner's jump overcall

NB: Some vary their responses according to vulnerability (eg Weak NV, Intermediate Vul)

2a) Weak: 6+ card suit: 6-10

- Bid to game = a sacrifice with a 10+ card fit, OR has values and a 9+ card fit
- New suit = 10+ HCP, forcing (rare)
- Raise = Pre-emptive (9+ card fit)
- Cue bid = Invitational to game

2b) Intermediate: 6+ card suit: 11-15

- Cue bid = Invitational to game
- New suit = 10+ HCP, forcing
- Raise = Pre-emptive (9+ card fit)

3. Our responses after partner's 1NT overcall (15-18)

3a) When responder passes

- Bid as you normally would after your 1NT opening eg Stayman and transfers etc. Ensure, however, you adjust the point count eg 7-8 HCP is invitational and 9+ HCP is game force.

3b) When responder bids a new suit (non forcing)

- Bid as you normally would after interference of your 1NT opening, but adjust the point count
- New suit = competitive
- Double = takeout

3c) When responder doubles your 1NT overcall

- Use the same methods you normally would after opening 1NT. Refer to Intermediate Lesson 3.

4. Our responses after partner's takeout double

4a) When responder passes

- Bid as per the Beginner Lesson 8, except the following...
- Cue bid = 9+, both majors (after minor opening)
or 12+, not sure which game (after major opening)

4b) When responder bids

- Bid = competitive
- Double = takeout
- Cue bid = Game try or better

4c) When responder redoubles (10+ HCP)

- Bid your best unbid suit
- Pass asks partner to choose their best suit