

# Competitive Bidding

## - when we overcall

### Lesson Content

This lesson includes competitive bidding when we overcall – either a suit, jump overcall, 1NT or double. It provides the different responses to each particular overcall either with interference or without.

We have introduced some new concepts to keep in line with the more competitive modern bidding style. The lesson includes pre-emptive raises to the 3-level, unassuming cue bids and double to invite game (**pre-emptive raise to the 3-level must be alerted**). **With pre-emptive raises**, you should explain that we are trying to make it difficult for the opening side to judge whether they can make game.

The HCP given sometimes overlap; you need to explain that there are good and bad 10 counts for example, depending on where your honours are placed, double fits, suit length or sequences including tens and nines.

You will need to write up some examples for various responses as there are too many to put in the student notes – use quiz hands if you wish.

### Main Points to Emphasise

When partner overcalls a suit at the 1 or 2-level

- Raise to 2 is natural while a **jump is pre-emptive (must alert) << new concept**
- **Cue bid is invitational or stronger, with a fit << new concept**
- NT's shows a stopper
- A new suit is forcing (**unless responder has bid a new suit, showing values**)
- If responder bids then **double is invitational or stronger with a fit << new concept**
- Therefore, if responder bids then a cue bid asks for a stop

When partner makes any jump overcall

- Raise is pre-emptive - **alert**
- Cue bid is invitational with a fit

When partner overcalls 1NT

- Bids are the same as when partner opens 1NT but adjust your point count down by 4 points
- Double is takeout if responder bids a suit
- If you are doubled then use your usual method of escape (Intermediate L3)

When partner doubles

- Bids are natural and jump with 9-11 HCP (Beginners L8)
- **Cue bid with 12+ HCP when not sure which game to play (or 9+ both majors after a minor opening) << new concept**
- If responder redoubles then bid with a preferred unbid suit. Pass asks partner to choose their best suit

## Lesson Progression

- Discuss all the responses
- Go through some examples
- Explain the unassuming cue bid - this may be a new concept
- Explain that with the cue bid to invite, you can now jump raise pre-emptively
- Emphasise that if responder bids, then a double is the invitational bid
- Emphasise that a new suit is forcing unless the responder has also bid a new suit (or when you are a passed hand) – then you are just competing
- Revise responses to 1NT overcall and a takeout double
- Play the hands