

COMPETITIVE BIDDING

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INTRODUCTION

Over the long run, your partnership will win the bidding war with half of the hands that you are dealt and you will be the declarer for half of those contracts. This means that you will be:

- a defender for 50% of the hands that you play
- a declarer for 25% of the hands that you play
- a dummy for 25% of the hand that you play

In other words, you will play an active role as the defender two times more often than you will play an active role as a declarer.

Effective defense starts with the bidding. As a defender you must:

- ✓ Understand your opponents bidding system.
- ✓ Listen carefully to your opponents bids.
- ✓ Try to enter the bidding auction with a competitive bid.

UNDERSTANDING OPPONENTS BIDDING SYSTEM

The examples, exercises, and answers that you will see in this course are based on a variation of the *Standard American* bidding system that includes the following partnership agreements and conventions. The competitive bids and conventions that we will study in detail are highlighted in gray.

- ✓ *Opening Bids*: Better of Minors, Five Card Majors, Strong Two Clubs, Weak Twos and Preemptive Threes.
- ✓ *Responding to No Trump Opening Bids*: Major Suit Stayman, Major Suit Transfers and Quantitative 4NT.
- ✓ *Responding to Suit Opening Bids*: Strong Jump Shifts, Limit Raise and Jacoby Two No Trump.
- ✓ *Rebids by Opener*: Reverses and Help Suit Game Try.
- ✓ *Confirming a Slam*: Gerber and Blackwood.
- ✓ *Competitive Bids*: **Simple Overcalls**, **Weak Jump Overcalls**, **Takeout Doubles**, **Negative Doubles** and **Lead Directing Doubles**.

We will assume that your partnership and your opponent partnership follows this variation of *American Standard*.

Even if your partnership does not use (m)any of these agreements and conventions, you must have some familiarity with the most common in order to bid your own hand and gain some insight into your opponents cards.

*If you do not understand a bid that is made by an opponent, you have the right at all times to ask the **bidding opponent's partner** what a bid means.*

LISTENING TO THE BIDDING

Listening carefully to the bidding:

- ✓ Helps you locate the strengths and weaknesses of your opponents.
- ✓ Gives you an approximate layout of each hand because most bids reveal the distribution of one or more suits.
- ✓ Helps you to visualize the distribution of the honor cards.

LISTEN EXAMPLE 1

- **West opens 1NT:** West has 15-17 high card points and a balanced hand (no voids, no singletons, at most one doubleton) with stoppers in at least three suits. *East says "15-17" immediately.*
- **East responds 2♦:** Since your opponents play transfers, East's 2♦ response is artificial and indicates that East has at least five hearts with an unknown number of declarer points. *West says "transfer" immediately.*
- **West replies 2♥.**
- **East rebids 2NT:** Since East did not rebid hearts or a no trump game, East should have exactly five hearts and 8-9 high card points, enough to invite a game in no trump or hearts.
- **West bids a 3NT game:** West has 16-17 high card points but probably only has a doubleton in hearts. If West had three hearts, West would probably have bid a 4♥ game instead of the 3NT game.

NONE VUL			
SOUTH - YOU			
♠ K J 5			
♥ T 9 4			
♦ A Q 9 8			
♣ Q 3 2			
West	North	East	South
1NT	Pass	2♦	Pass
2♥	Pass	2NT	Pass
3NT			

Describe Partner's Hand

Opponents have $16-17 + 8-9 = 24-26$ high card points and seven (possibly eight) hearts. Since you have 12 high card points and three hearts, your partner only has 2-4 high card points and three (possibly two) hearts.

LISTEN EXAMPLE 2

- **West opens 1♥**: West has at least 13 *declarer points* (high card plus length) and at least five hearts.
- **East responds 2♦**: Since East bid a new suit at the two level, East should have at least 10 points and at least four diamonds.
- **West rebids 3♦**: West must also have at least four diamonds to support East's diamond suit. This means West can have at most four cards divided between the two black suits.
- **East bids 4♥**: To bid the game in hearts, East must have 12 or more *dummy points* (high card plus short suit) and at least three hearts to support West's hearts.

NONE VUL			
SOUTH - YOU			
♠ Q J 6 5 2			
♥ T 5			
♦ Q J			
♣ T 9 4 3			
South	West	North	East
Pass	1♥	Pass	2♦
Pass	3♦	Pass	4♥
Pass	Pass	Pass	

Describe Partner's Hand

Your opponents have about 25 high card points, at least eight hearts and at least eight diamonds. Since you have 6 high card points with two hearts and two diamonds, your partner has about 9 high card points, at most three hearts and at most three diamonds. This means your partner has at least seven cards divided between the two black suits.

COMPETITIVE BIDS

There are three situations in which defenders can compete with their opponents during the bidding auction:

- **You are Making an Opening Bid**

If your hand is weak, there are several ways to interfere with opponents ability to find their best contract:

- ✓ Make a weak two opening bid.
- ✓ Make a preemptive three (or higher) opening bid.
- ✓ Open light in third seat.

- **Your Opponent Opens the Bidding**

- ✓ Make a simple overcall to show a five card suit.
- ✓ Make a weak jump overcall to show a long suit.
- ✓ Make a takeout double to show an opening hand.

- **Your Opponent Overcalls Your Partner's Opening Bid**

- ✓ Make a normal response to partner's opening bid.
- ✓ Cuebid opponents's suit to show stronger support.
- ✓ Make a negative double to show preference for the two unbid suits.

MAKING A COMPETITIVE OVERCALL

The first contract bid by your partnership after one of your opponents has opened the bidding is a competitive bid called an *overcall*. There are several reasons to make an overcall:

✓ **To buy and make a contract.**

Your partnership might be able to bid and make a part score or game.

✓ **To make a sacrifice.**

Going down a trick may give your partnership a better score than letting opponents have the contract.

✓ **To interfere with opponents bidding.**

An overcall makes it harder for opponents to find their best contract. It might also drive opponents into a higher level contract that your partnership can set.

✓ **To suggest an opening lead.**

An overcall suggests a suit for your partner to lead if your partnership does not win the contract.

There are also several reasons not to make an overcall:

✓ **You might buy a contract you can not make.**

This can be painful, especially if you are vulnerable and/or doubled for penalty.

✓ **You give information about your hand to your opponents.**

Remember that your opponents are (or should be) also listening to your bids. Your overcall may help declarer to make the contract.

SIMPLE OVERCALLS AND RESPONSES

A *Simple Overcall* is a bid at the **cheapest possible level** after one of your opponents has opened the bidding. The example on the right illustrates a simple suit overcall.

• **Requirements for a Suit Overcall**

- ✓ 9-18 *declarer points* for a one-level overcall;
11-18 declarer points for a two-level overcall or when vulnerability is unfavorable.
- ✓ A good five card or longer suit.

• **Requirements for a 1NT Overcall**

- ✓ 15-17 high card points.
- ✓ Strength in opponents suit with at least one stopper.
- ✓ A balanced hand.

SOUTH - YOU			
♠ K Q T 9 5			
♥ K 6 4			
♦ 8 3			
♣ 9 6 2			
East	South	West	North
1♦	1♠		

Bidding Auction: 1♥ → ??

Overcall 2♣ with: ♠QJ8 ♥K86 ♦53 ♣KQJ86

13 DecPs (12H+1L). Good five-card suit. Strong enough to overcall at two-level.

Pass with: ♠JT8 ♥986 ♦53 ♣KQJ86

8 DecPs (7H+1L). Good five-card suit but too weak to overcall at two-level.

Overcall 1♠ with: ♠AJT75 ♥T86 ♦K53 ♣86

9 DecPs (8H+1L). Good five-card suit. Strong enough to overcall at one-level.

Overcall 1NT with: ♠QT7 ♥KQ6 ♦AJ96 ♣AT4

16 HCP. Balanced hand with stoppers in opener's heart suit.

Overcall 2♦ with: ♠74 ♥6 ♦AQ985 ♣AQJ62

15 DecPs (13H+2L). Good five-card suit. Strong enough to overcall at two-level. Bid higher ranking of two five-card suits.

Pass with: ♠J8532 ♥KQ6 ♦86 ♣K54

10 DecPs (9H+1L). Strong enough to overcall but weak spades and 5 HCP in opener's suit.

ADVANCING A SIMPLE SUIT OVERCALL

The *overcaller's* partner is called the *advancer*. Since a suit overcall promises at least five cards in the suit, the first priority of an advancer is to show three card support which gives the partnership an eight-card trump fit. Because an advancer with trump support can expect to be the dummy, a supporting advancer can evaluate the hand using *dummy points*. Advancer's choices with support are:

- **Raise partner's suit (*not forcing*):**
 - ✓ 6-10 dummy points.
 - ✓ At least three cards in partner's suit. Jump raise with four or more cards in partner's suit.
- **Cuebid opponent's suit (*forcing*):**
 - ✓ 11+ dummy points
 - ✓ At least three cards in partner's suit.

Advancer's choices without support are:

- **Overcall a new suit (*not forcing*).**
 - ✓ 6+ declarer points at the one level; 11+ declarer points at the two level.
 - ✓ A good five card or longer suit.
 - ✓ Less than three cards in partner's suit.
- **Bid no trump (*not forcing*).**
 - ✓ 6+ high card points at the one level; 11+ high card points at the two level.
 - ✓ Strength in opponent's suit with at least one stopper.
 - ✓ Less than three cards in partner's suit.

SOUTH - YOU			
♠ K 7 3			
♥ 9 4			
♦ K 8 6 4 2			
♣ 9 6 2			
West	North	East	South
1♥	1♠	2♥	2♠

Bidding Auction: 1♣ → 1♥ → Pass → ??
<i>Advance to 2♥ with:</i> ♠J83 ♥J75 ♦AJ942 ♣83 8 DumPs (7H+1S). Three-card heart support.
<i>Overcall 2♦ with:</i> ♠KJ83 ♥75 ♦AQJ92 ♣3 12 DecPs (11H+1L). No heart support. Good five-card suit. Strong enough to advance to two-level.
<i>Cuebid 2♣ with:</i> ♠A83 ♥KJ8 ♦KJ62 ♣986 12 DumPs (12H). Three-card heart support. Cuebid opener's suit to show more than minimal strength and advance partner's overcall.
<i>Advance to 1NT with:</i> ♠Q752 ♥62 ♦J984 ♣AQT 9 HCP . No heart support. Stopper in opener's club suit.
<i>Advance to 3♥ with:</i> ♠9742 ♥K984 ♦QT98 ♣6 8 DumPs . (5H+3S). Four-card heart support. Jump raise to show four-card support.
<i>Advance to 4♥ with:</i> ♠AQ32 ♥K984 ♦KQT9 ♣6 17 DumPs . (14H+3S). Four-card heart support. Partnership has at least 26 points with at least a nine-card heart fit. Jump to game.

ADVANCING A NO TRUMP OVERCALL

Because a no trump overcall is the equivalent of a no trump opening bid, the advancer can follow the guidelines for responding to no trump opening bids including the use of the *Stayman* and *Jacoby* transfer conventions.

OVERCALLER'S REBIDS

With minimal values, the overcaller can pass unless the advancer cue bid an opponent's suit which forces overcaller to rebid overcaller's suit at an appropriate level. With more than minimal values, the overcaller can revalue the hand and raise the suit, bid a new suit, or bid no trump.

Bidding Auction: 1♣ → 1♥ → Pass → 2♣ Pass → ??
Partner's 2♣ <i>cuebid</i> forces rebid.
<i>Rebid 2♥ with:</i> ♠K6 ♥AJT74 ♦J65 ♣T94 10 DecPs (9H+1L). Rebid at cheapest level to show minimal overcall strength.
<i>Rebid 3♥ with:</i> ♠KQ7 ♥AKJT5 ♦63 ♣75 14 DecPs (13H+1L). Jump rebid to show extra overcall strength and invite game.

Bidding Auction: $1\spadesuit \rightarrow 1\heartsuit \rightarrow \text{Pass} \rightarrow 1\spadesuit$
 $\text{Pass} \rightarrow ??$

Partner's new suit advance is not forcing.

Rebid $2\spadesuit$ with: $\spadesuit K75 \quad \heartsuit AQT97 \quad \diamond T63 \quad \clubsuit K5$

13 **DumPs** (12H+1S). Can support spades. Cheap raise to show more than minimal strength.

Pass with: $\spadesuit 94 \quad \heartsuit AQT74 \quad \diamond 953 \quad \clubsuit QJ4$

10 **DecPs** (9H+1L). Minimal strength and partner probably does not have three hearts.

WEAK JUMP OVERCALLS AND RESPONSES

Partnerships that use the *Weak Two Opening Bid* usually also treat a **single jump overcall** as a *Weak Jump Overcall*.

Requirements for a Weak Jump Overcall

Similar to the requirements for a weak two or a preemptive three opening bid.

- ✓ 7-12 declarer points (5-10 high card points) if not vulnerable or 10-12 declarer points (8-10 high card points) if vulnerable.
- ✓ A good six card or longer suit with at least two of the top four honors to bid at the two level; a seven card suit to bid at the three level.

SOUTH - YOU			
$\spadesuit 8 5$			
$\heartsuit A Q J 9 7 4$			
$\diamond 8 6$			
$\clubsuit 9 4 2$			
East	South	West	North
$1\spadesuit$	$2\heartsuit$		

Weak jump overcalls should not be used:

- after a **1NT** opening bid
- in a balancing position (bid - pass - pass - balance).

Advancing a Weak Jump Overcall

When partner has made a weak jump overcall, you should pass in most instances. If you have most of the missing points and/or have a good fit with partner's suit, you might decide to keep the bidding alive. But, the only bid that can force your partner to bid again is a cuebid of opponent's suit.

MAKING A COMPETITIVE DOUBLE

Since it usually does not make any sense to double for penalty when the bidding is at a low level, most partnerships use low level doubles as artificial bids that are used to compete for the contract. There are three types of common competitive doubles:

- A *takeout double* is a double of an opponent's opening suit bid.
- A *lead directing double* is a double of an opponent's artificial suit bid.
- A *negative double* is a double after an opponent overcalls partner's opening suit bid.

TAKEOUT DOUBLES AND RESPONSES

The example on the right illustrates a classic *takeout double*.

A double is for takeout if:

- ✓ you double an opponent's opening suit bid **or**
- ✓ you double your right hand opponent's response to your left hand opponent's opening suit bid

Because the doubler will be the dummy if the partnership wins the contract, doubler can count dummy points (high card plus short suit) to determine the strength of the hand.

Requirements for a Takeout Double

- ✓ 13 or more dummy points.
- ✓ No more than three cards in an opponent's suit but a doubleton, singleton or void is preferred.
- ✓ At least three-card support in each of the three unbid suits. If opponents have bid two suits, at least four-card support in each of the two unbid suits.

SOUTH - YOU			
♠ J 8 6 5			
♥ A Q J 9			
♦ 8			
♣ K 9 4 2			
North	East	South	West
Pass	1♦	Dbl	

Bidding Auction: 1♦ → ??

Pass with: ♠A875 ♥K976 ♦83 ♣QT4

9 HCP. At least three-card support for unbid suits but too weak to do a takeout double.

Double with: ♠K84 ♥AQJT ♦63 ♣K82

14 DumPs (13H+1S). At least three-card support for unbid suits.

Overcall 1♥ with: ♠K84 ♥AQJT7 ♦63 ♣K82

14 DecPs (13H+1L). Shape is suitable for a takeout double but overcall is more descriptive.

Pass with: ♠KJ84 ♥5 ♦KQ73 ♣A652

13 HCP. No support for hearts and not short in opener's diamonds.

Bidding Auction: 1♥ → ??

Pass with: ♠AQT4 ♥QJ ♦KT97 ♣T87

13 DumPs (12H+1S). The ♥QJ are wasted strength against a heart opening bid.

Bidding Auction: 1♣ → Pass → 1♥ → ??

Double with: ♠AQJ4 ♥72 ♦KQT9 ♣T87

13 DumPs (12H+1S). Four-card support in each of the unbid suits.

Overcall 1♠ with: ♠AQJ74 ♥7 ♦KQT9 ♣T87

13 DecPs (12H+1L). Shape is suitable for a takeout double but overcall is more descriptive and has a better chance of finding an eight-card spade fit.

ADVANCING A TAKEOUT DOUBLE

The *doubler's* partner is called the *advancer*. ***If advancer's right hand opponent passes, the double is forcing and the advancer can not pass, even if the advancer has zero points!***

Since the advancer will be the first to declare the suit, advancer's choices are based on declarer point strength:

- Bust (0-5) → Bid at the cheapest possible level if right hand opponent passed. Pass if right hand opponent bid.
- Minimum (6-9) → Bid at the cheapest possible level.
- Medium (10-12) → Jump bid to show invitational strength.
- Maximum (13+) → Bid a game with an eight card trump fit or cuebid opponent's suit to force doubler to bid a four card suit.

The advancer should choose the longest unbid suit since that should be partnerships longest combined suit. With a choice of unbid suits, a major suit is preferred over a minor suit even if it is somewhat weaker. Without a four-card or longer unbid suit, advancer can bid no trump with strength in opponent's suit.

With at least invitational strength (11+ points) advancer can make an ***artificial cuebid*** in opponent's suit to force doubler to provide additional information about doubler's hand.

Bidding Auction: 1♦ → Dbl → Pass → ??

Cheap advance to 1♠ with: ♠A584 ♥763 ♦93 ♣KJ75

8 DecPs (8H). Major suit preferred over a minor suit. Cheapest four-card suit bid is 1♠.

Jump advance to 2NT with: ♠A53 ♥972 ♦KQ94 ♣Q76

11 HCP. Balanced hand. Stopper in opener's suit. Jump bid shows invitational strength.

Forced advance to 1♥ with: ♠7432 ♥8652 ♦6 ♣J976

1 DecPs (1H). Forced bid (right hand opponent passed). Bid lower ranking four-card suit.

Cuebid 2♦ with: ♠KQ75 ♥AQJ3 ♦94 ♣J84

13 DecPs (13H). Partnership should bid major suit game. Cuebid shows invitational strength and forces partner to bid a four-card suit.

Jump advance to 4♠ game with: ♠KQJ985 ♥A3 ♦63 ♣J74

13 DecPs (11H+2L). Double promised at least 13 points and at least three spades. Partnership has at least 26 points and at least a nine-card spade fit.

Bidding Auction: 1♥ → Dbl → 2♥ → ??

Pass with: ♠J7632 ♥T9 ♦987 ♣J63

2 DecPs (2H). Too weak to bid and can pass (right hand opponent bid).

REBIDS BY DOUBLER

The takeout doubler now knows the approximate strength and longest suit in the advancer's hand. If advancer cuebid opponent's suit, the doubler must bid again and should bid the best four card suit. Otherwise, doubler's rebid should be based on the partnership's combined strength and trump fit.

Bidding Auction: 1♣ → Dbl → 2♣ → 3♠ Pass → ??
Partner's jump advance impiles 10-12 declarer points.
<i>Rebid 4♠ with:</i> ♠AQ63 ♥QJ52 ♦KQ63 ♣7 17 DumPs (14H+3S). Partnership has 27-29 (17+10 to 17+12) total points.
<i>Pass with:</i> ♠K863 ♥QJ94 ♦AQ7 ♣J2 13 DumPs (12H+1S). Partnership only has 23-25 (13+10 to 13+12) total points.

TAKEOUT OR PENALTY?

Your partnership must agree on which doubles are takeout doubles and which doubles are penalty doubles. We suggest the following agreement:

- An immediate double of an opponent's suit opening bid (or immediate response) is a takeout double for any opening bid (or response) through **3♠**.

Otherwise, the double is for penalty.

A double after a **1NT** opening bid is rare and implies a strong hand. Unless your partnership has a special agreement, a double of a **1NT** opening bid is always for penalty.

BALANCING TAKEOUT DOUBLES

A **Balancing Double** is a takeout double in the balancing position (bid - pass - pass - balance). It is used when you have not made any other bid, your opponents have settled for a low level contract (through **2♠**), and you want to steal the bid.

Consider the example on the right. Your opponents have settled on a part score heart contract which implies a total of 19-25 high card points. You have 9 high card points so your partner should have 6-11 high card points to give your partnership a total of 15-20 high card points. This should be enough to ensure your partnership will only go down one or two tricks if you win the contract. If your partnership is not vulnerable, down two is a better duplicate score than opponents would get if they made their two heart contract. Your balancing double will either drive your opponents to a higher level or give your partnership the contract.

SOUTH - YOU			
♠ K T 8 4			
♥ 5 3			
♦ Q 6 4 2			
♣ A 9 7			
East	South	West	North
1♥	Pass	2♥	Pass
Pass	Dbl		

STRONG HAND TAKEOUT DOUBLE

On rare occasions you will hold a hand with 17 or more declarer points and a good five-card or longer suit. If an opponent opens the bidding, instead of making a simple suit overcall, describe your hand in two bids:

- ✓ Make a *takeout double* to guarantee that either your left hand opponent or your partner will make another bid,
- ✓ On the next turn, bid your good five-card or longer suit at the lowest level.

In the example on the right, you have 19 declarer points (18 HCP + 1 ♠ LSP), too strong to make a simple overcall. Given East's opening bid you know the location of about 30 high card points which means your partner has 0-10 high card points. Your takeout double guarantees you will be able to show your extra strength and the excellent five-card spade suit on the next turn.

SOUTH - YOU			
♠ K Q J 9 4			
♥ 8 2			
♦ K Q 3			
♣ A K 6			
East	South	West	North
1♥	Dbl	Pass	2♣
Pass	2♠		

Similarly, if you have a balanced hand with 18 or more high card points and stoppers in opponent's opening suit:

- ✓ Make a *takeout double*.
- ✓ On the next turn, bid no trump at the lowest level.

Bidding Auction: 1♦ → ??

Overcall 1♥ with: ♠K87 ♥KQJ94 ♦5 ♣KQ98

15 DecPs (14H+1L). Too weak for strong hand takeout double.

Double with: ♠K87 ♥AKJ94 ♦5 ♣AQ98

18 DecPs (17H+1L). Plan to rebid hearts on next turn.

LEAD DIRECTING DOUBLES

A double of an **artificial suit bid** indicates a strong enough holding to defeat the contract. But its main purpose is to direct your partner to lead that suit. For the hand on the right, you expect opponents to bid a contract in hearts, spades, or no trump and your partner will be in the lead. You want a club lead. In the unlikely event that opponents elect to play the contract in 2♣, you have five tricks and a reasonable chance to defeat the contract.

SOUTH - YOU			
♠ J 8 6 5			
♥ A 9			
♦ 8 6			
♣ K Q J 9 4			
West	North	East	South
1NT	Pass	2♣	Dbl

NEGATIVE DOUBLES AND RESPONSES

A *negative double* is another form of a takeout double. It is an immediate double of an opponent's overcall of your partner's one-level opening bid. **Its primary function is to locate a four-four major suit fit.** A typical negative double is illustrated on the right.

Requirements for a Negative Double

- ✓ 7+ dummy points if force partner to bid at one level.
- 9+ dummy points if force partner to bid at two level.
- ✓ At least four cards in each of the two unbid suits.

SOUTH - YOU			
♠ Q J 8 6			
♥ J 7			
♦ 8 3 2			
♣ K 9 4 2			
North	East	South	West
1♦	1♥	Dbl	

Bidding Auction: 1♦ → 1♠ → ??

Pass with: ♠84 ♥KT96 ♦T83 ♣K875

7 **DumPs** (6H+1S). Too weak to force partner to bid at two level.

Overcall 2♠ with: ♠84 ♥KQJ96 ♦T8 ♣K875

10 **DecPs** (9H+1L). Two level overcall of opponent's overcall promises five-card suit and at least 10 points.

Rebids by Opener

Opener's rebid depends on the strength of the opening hand:

- Minimum (13-16) → Rebid at the cheapest possible level. Opener may pass if the right hand opponent made a contract bid.
- Medium (17-18) → Jump a level if right hand opponent passed. Rebid if right hand opponent made a contract bid.
- Maximum (19-21) → Bid game or cuebid opponent's suit to force partner to rebid.

Bidding Auction: 1♣ → 1♠ → Dbl → Pass
??

Rebid 2♥ with: ♠A7 ♥QJ63 ♦974 ♣AQ54

13 **DecPs** (13H). Minimum strength. Partner's double suggests eight-card heart fit.

Rebids by Responder (Doubler)

Responder now knows the combined strength of the partnership. Responder can:

- Pass if opener did not cuebid opponent's suit.
- Invite a game by raising opener's second suit.
- Invite a game by raising opener's original suit.
- Bid a game.
- Cuebid opponent's suit to force opener to bid again.

BIDDING EXAMPLES

OVERCALL EXAMPLE 1

- **West opens 1♠**: West should have 13-21 declarer points and at least five spades.
- **North overcalls 2♥**: North should have 11-18 declarer points to overcall at 2-level and at least five hearts.
- **East responds 2♠**. East should have 6-9 dummy points and at least three spades.
- **South advances the overcall to 3♥**: South has 8 dummy points (5 HCP + 3 ♠ SSP) and four card support. *With four card support and partnership not vulnerable, South might even risk a preemptive jump to 4♥.*

VUL: E-W				
SOUTH - YOU				
♠ 7				
♥ Q J 9 6				
♦ Q 8 6 3				
♣ T 9 5 4				
South	West	North	East	
Pass	1♠	2♥	2♠	
3♥	Pass	Pass	Pass	

OVERCALL EXAMPLE 2

- **East opens 1♣**: East should have 13-21 declarer points without a five card major, at least three clubs and less than four diamonds or more clubs than diamonds.
- **South overcalls 1♠**: South has 10 declarer points (9 HCP + 1 ♠ LSP) and five spades.
- **West responds 2♣**. West should have at least five clubs and 6-9 points.
- **North advances the overcall with 2♠**: North should have 6-10 dummy points and at least three spades.
- **East passes**: East probably has a minimal opening hand.
- **South passes**: South knows the partnership has an eight card spade fit but only 16-20 (10+6 to 10+10) total points. There is no reason to invite partner to bid a game.
- **West rebids 3♣**: West probably has 8-9 dummy points and with partnership not vulnerable West risks 3♣ to steal the contract.
- **North passes**: Partner will get another bid.
- **East passes**:
- **South passes**: With partnership not vulnerable, South might risk 3♠ to steal the contract.

VUL: NONE				
SOUTH - YOU				
♠ A Q J T 5				
♥ 8 7 2				
♦ Q T 3				
♣ 8 2				
East	South	West	North	
1♣	1♠	2♣	2♠	
Pass	Pass	3♣	Pass	
Pass	Pass			

DOUBLE EXAMPLE 1

- **West opens 1♦**: West should have 13-21 declarer points, usually at least four diamonds, and either no five card major or a longer diamond suit.
- **North makes a takeout double**: North should have at least 13 dummy points, at least three cards in the unbid suits, and shortness in diamonds.
- **South advances the double with 1♥**: Since South's right hand opponent passed, South is **forced to bid**.
- **West rebids 2♦**: West should have at least five diamonds and more than opening strength.
- **North jumps to 3♥**: North's jump describes a hand with at least 17+ dummy points.
- **South passes**:

VUL: E-W			
SOUTH - YOU			
♠ T 8 3			
♥ T 7 6 3 2			
♦ 9 6 3 2			
♣ 9			
West	North	East	South
1♦	Dbl	Pass	1♥
2♦	3♥	Pass	Pass
Pass			

DOUBLE EXAMPLE 2

- **South opens 1♦**: South has 13 declarer points (13 HCP) and four diamonds.
- **West overcalls 2♣**: To overcall at the two level West should have 11-17 declarer points and at least five clubs.
- **North makes a negative double**: North should have at least 9 dummy points to force a rebid at the 2-level, at least four hearts, and at least four spades.
- **South rebids 2♠**: With just 13 points, South rebids at the cheapest level.
- **North jumps to 4♠**: North must have at least 13 points to jump to game.

VUL: NONE			
SOUTH - YOU			
♠ A Q 7 5			
♥ K 5			
♦ A T 6 3			
♣ 8 4 3			
East	South	West	North
Pass	1♦	2♣	Dbl
Pass	2♠	Pass	4♠
Pass	Pass	Pass	

DOUBLE EXAMPLE 3

- **East opens 1♥**: East should have 13-21 declarer points and at least five hearts.
- **South passes reluctantly**: South has 13 declarer points (13 HCP) but South:
 - ✓ does not have a five card suit to overcall a suit
 - ✓ does not have enough points to overcall 1NT
 - ✓ has too many hearts to make a takeout double

Given the known location of at least 26 points, partner probably passed with about 7 points. If South did want to compete, the smallest *lie* would be a takeout double.

VUL: NONE			
SOUTH - YOU			
♠ Q 4 3			
♥ K Q 8 5			
♦ K J 4			
♣ Q 7 5			
North	East	South	West
Pass	1♥	Pass	2♥
Pass	Pass	Pass	