Suit Overcall & Advancing

1-level: 10-18 total points (if only 10-12 points, suit is good)

2-level: 13-18 total points (if only 13-15 points, suit is good)

Advancer raises with 6-10 dummy points:

- Simple raise shows three-card support.
- Jump raises show four-card support.
 - ~ With poor defense: jump to three of overcall suit
 - ~ With some defense: 3-level jump cue-bid "mixed raise"

With support and 11+ dummy points, Advancer cue-bids.

- After cue-bid, Overcaller bids minimally with a minimum.

Advancer's non-jump notrump or new-suit show 8-11 points. Jump notrump or jump new-suit show 12-14 points.

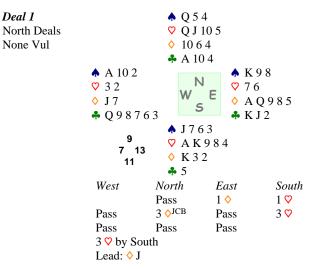
Responder Raises

West North East South 2 → 3 → ?

With an invitational hand, you can no longer cue-bid because the Responder's raise has used that bid. But a double can replace the cue-bid! This is called the "cue-bid double". It shows trump support and invites the Overcaller to bid game.

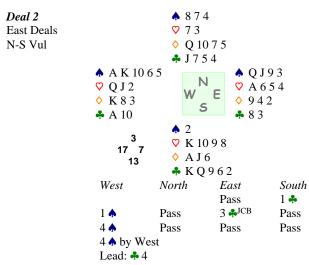
With a weaker (6-10 dummy points) raise, Advancer raises the overcall suit at the cheapest level.

Frank Smoot 2018 March



Bidding: Advancer has four-card support with good defense.

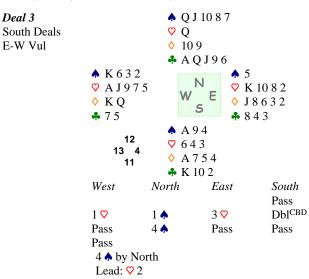
<u>Play</u>: Eliminate ♣ suit by ruffing ♣ twice. Then exit with a ♦.



<u>Bidding</u>: Advancer uses the Jump Cue-Bid (JCB) to show four-card support with good defense.

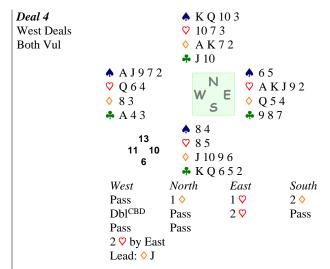
Play: Opener has ♥ King. Lead from Dummy twice toward ♥ Queen and ♥ Jack.

Dummy's trumps are used for transportation.

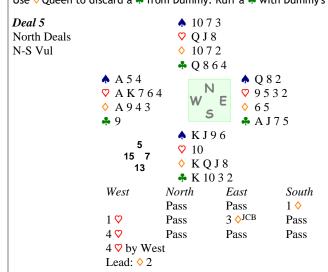


<u>Bidding</u>: Cue-bid double shows a good (at least 11 dummy points) supporting hand.

<u>Play</u>: • Queen wins, then lose finesse on second trump round. If the Defense tries to shorten your trumps twice, simply discard a \heartsuit .



<u>Bidding</u>: Advancer has three-card support. Cue-bid double shows a good hand. <u>Play</u>: You have eight tricks with straightfowrward play. Ruff a ♣ for +140. Duck first round of ♣. Win second ♣ to lead a ♦ toward ♦ Queen. Use ♦ Queen to discard a ♣ from Dummy. Ruff a ♣ with Dummy's ♥ Queen.

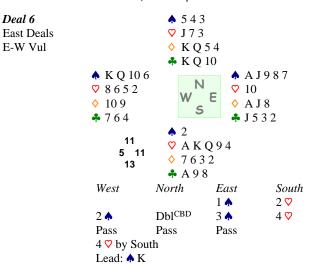


Bidding: Advancer has four-card support with good defense.

Play: Opener likely has ♠ King. Duck first ❖. Cash ♡ tops, then ruff ♣ and ❖.

If North ruffs the fourth ❖, discard a ♠ from Dummy.

If North instead discards a ♣, throw Opener into lead with the fourth ♣.



Bidding: Cue-bid double shows a good supporting hand.

Play: The foul trump split means the fourth ♦ will not become a length trick. Stop drawing trump. (Leave the ♥ Jack in dummy.)

But endplay the defender who wins the third round of ♦ into giving ruff/sluff.

Win one ♦ top (likely the second round). Eliminate ♣ and ♠. Exit with a ♦.