

BIDDING OVER PARTNER'S OVERCALL

When your Left Hand Opponent opens with 1 of a suit and your partner overcalls at the 1 level, he/she may have only 6 or more points but they could have as many as 16 or 17. You should try to find a bid over partner's overcall whenever you have 8 or more pts but there may be some hands where you are forced to pass.

In the following questions, LHO has opened 1D and partner has overcalled 1S. RHO passes so what would you bid?

1. Jxx
Kxxx
xx
Qxxx

6. Kx
Qxxx
xxx
Kxxx

2. Jx
Kxx
Q10xx
Qxxx

7. Qx
AJxx
xxx
KJxx

3. Jx
Kxxx
xxxx
Qxx

8. 10x
Ax
KJx
AKQxx

4. Jx
A1010xx
KJx
xxx

9. Qxxxx
x
xxx
A10xx

5. Jxxx
xx
Axx
KQJx

10. xxx
Axx
Kxx
K9xx

What's Your Problem?

- 1.** A86
K1063
A8
QJ96

Your Left Hand Opponent opened 1D and your partner overcalled 1S. Your Right Hand Opponent passed, so it's your turn to bid.

What's Your Problem?

- 2.** 874
K109
KJ106
AK4

Your partner opens the bidding with 1D and your RHO overcalls 1S, so it's your turn to bid.

What's Your Problem?

- 3.** Q985
74
AQ96
K87

Your partner opens the bidding with 1NT and your RHO overcalls 2H, so it's your turn to bid.

What's Your Problem?

- 4.** KQ43
KQ43
75
K43

Your LHO opens the bidding with 1C and your partner makes a Takeout Double. Your RHO passes, so it's your turn to bid.

What's Your Problem?

CUEBIDDING THE OPPONENTS SUIT (1)

Cuebidding After Partner Has Overcalled

When your Left Hand Opponent opens 1 of a suit and your partner overcalls, you should have agreements about the overcall. I like to play that a 2 level overcall shows at least a good 5 card suit and about an opening bid or better. However, if the overcall is at the 1 level, it could be anything from a 6 count up to 16 or 17. With most hands, you treat the overcall just like an opener... pass with a weak hand, raise the suit with 3 or more, bid INT with 8 - 11pts, no fit and a stopper in LHO's suit, bid your own 5+ card suit with 10+ pts, etc.. The DIFFICULT hand to deal with over partner's 1 level overcall, is the one where you have an opener or better. If overcaller has an opener or better, you need to get to game. If overcaller has less than an opener, you need to stay as low as you can.

YOU NEED TO ASK YOUR PARTNER ABOUT THE STRENGTH OF HIS/HER HAND. THE WAY TO DO THIS IS TO CUEBID THE SUIT OPENED BY YOUR LEFT HAND OPPONENT. THE CUEBID SHOWS A GOOD HAND.

If partner's overcall is less than 11pts, he/she should rebid 2 of the suit. Any other bid than 2 of the suit, shows a good overcall with an opening bid or better. For Example:-

With a good 5 card or 6 card suit Jump in the suit

With a stopper in LHO's suit Bid NT

With a 2 suited hand Bid the second suit

This will usually give responder all the information needed to know where to head.

Some players use a cuebid in this situation when they only have a Limit Raise in overcaller's suit. If they hear a rebid of 2 of the overcaller's suit, **THEY PASS**. If they hear any other response to the cuebid, they know that partner has an opener and they raise to the 3 level. (This allows an immediate jump of overcaller's suit to be preemptive). If you are going to have this agreement, make sure that you discuss it with partner.

After Partner Overcalls

1. DirE AQ83
None K105
96
KQ74

N	E	S	W
	1D	1H	Pass
2D	Pass	2H	All Pass

J72 K1094
J6 942
10753 AQJ8
J982 A3

65
AQ873
K42
1065

Opposite South's 1H overcall, North has 14HCP. First thoughts may be to bid game but North needs to remember that an overcall at the 1 level has a very wide range. It may be as low as 6 or 7 pts or as high as 16 or 17. North needs to know what sort of overcall South has. The way to do this is to CUEBID East's opening 1D bid. Over 2D, South rebids 2H showing less than an opener (probably less than 11pts). This tells North that game is unlikely and that 2H should be passed. NS make 9 tricks

2. DirS 82
105
10542
98432

N	E	S	W
		1H	1S
Pass	2H	Pass	3D
Pass	4S	All Pass	

AK1064 Q76
AJ2 943
K963 AJ7
7 AQ106

J93
KQ876
Q8
KJ5

Over partner's 1S overcall, East has 13HCP and a 3 card spade. If West's overcall is an opener or better, EW will have a game their way but if not then they should stop in a partscore. East cuebids 2H to find out more about the strength of West's overcall. 2S by West would show less than an opener but 3D shows a full opener. Knowing West has an opener, East is now very comfortable in raising to 4S

3. DirW AKJ1093
5
K5
J1054

N	E	S	W
			1D
1S	Pass	2D	D'ble
4S	All Pass		

4 872
QJ106 K43
AQJ762 1094
K6 9832

Q65
A9872
83
AQ7

North has way too good a hand to make a Weak Jump Overcall of 2S. Over North's 1S overcall, South has 12HCP and feels there is probably a game if North's overcall is an opener or better. South cuebids (showing a good hand). West doubles 2D to show that the 1D opener was a very good suit but that doesn't daunt North who correctly views his hand as well worth an opener and bids 4S.

CUEBIDDING THE OPPONENTS SUIT (2)

Cuebidding After Partner Opens And RHO overcalls.

Let's assume that partner has opened 1D and RHO overcalls 1S. These bids are available to you:-

- Raising to 2D (6 - 9 pts) or 3D (10 or 11 pts)
- Bidding 1NT (7 - 10 pts) or 2NT (11 pts) or 3NT (12+ pts), WITH A SPADE STOPPER.
- Bidding a new suit with 10+ pts
- Making a Negative Double to show hearts

But what would you do with the following hands?

i) Axx	b) Kxx	c) xx	d) Qx
AQx	AKx	Axx	Axx
J10xx	QJx	AQ10xx	Kxxxx
Axx	K10xx	Q10x	AKQ

THE ANSWER IS TO CUEBID 2S, ALLOWING PARTNER TO TELL YOU MORE ABOUT THEIR OPENING BID.

With a minimum opener, partner can rebid diamonds, rebid 2NT with a spade stopper or rebid 3C with a second suit.

With a better than minimum opener, partner can jump in diamonds, jump to 3NT, jump in clubs or even cuebid right back at you.

After you cuebid 2S, if your LHO doubles or bids, your partner can show a MINIMUM hand by passing. If partner does anything other than pass, he/she shows something extra, either in terms of points or distribution.

Many players also use the cuebid here, when they have a Limit Raise in opener's suit. If opener makes a rebid showing a minimum opener, the cuebidder just returns to opener's suit. THIS SHOWS THAT THE CUEBID WAS A LIMIT RAISE. Similarly, if opener makes a rebid showing a better than minimum hand, then you show the Limit Raise by returning to opener's suit.

If you and your partner decide to play the Cuebid as "at least a Limit Raise", then you can jump in partner's suit when you have a preemptive hand (4 or more trump and just 5 or 6 pts). This can be very destructive to the opponents bidding.

Cuebidding When The Opponents Overcall

1. DlrN	Q76		N	E	S	W	
	None	J85	1D	1S	2S	Pass	
		AK873	2NT	Pass	3NT	All Pass	
		K6					
	J5	K10982					<p>Over partner's 1D opener, South would jump to 3NT if East passes. However, when East bids 1S, South is worried about the spade stopper being knocked out at trick 1. South should Cuebid 2S showing a good hand and asking for more information from partner. North should bid 2NT with a spade stopper (Q76) and now South is comfortable in raising to 3NT. East will probably lead 10S to North's QS. North must knock out AH first so that when West later wins QD, he has no spades.</p>
	10942	A63					
	Q109	6					
	J873	Q1052					
		A43					
		KQ7					
		J542					
		A94					
2. DlrE	K872		N	E	S	W	
	NSvul	K762		1D	1S	2S	
		5	3S	4C	Pass	5D	
		9872	All Pass				
	1043	9					<p>Over East's opening 1D, West has an excellent 12HCP with a very good 5 card diamond fit. West wants to go to game but when South overcalls 1S, West cannot bid 3NT. 5D means that partner will have to make 11 tricks so West Cuebids 2S, hoping that partner might have a spade stopper and bid NT. North has a good raise to 3S but East can bid 4C with 13HCP AND a singleton opposite partner's Cuebid. South should jump to 5D, knowing partner is short in spades.</p>
	A4	Q53					
	AQ1043	KJ876					
	Q104	AK65					
		AQJ65					
		J1098					
		92					
		J3					
3. DlrS	A65		N	E	S	W	
	EWvul	Q7			1C	1H	
		AKQ	2H	Pass	2NT	Pass	
		K9842	4NT	Pass	6NT	All Pass	
	72	10943					<p>Over West's 1H, North is clearly going to game and maybe a slam. North should Cuebid to tell South he has a good hand and to discover more about South's opener. South knows that North doesn't have 4 spades (no Negative Double) and so bids 2NT to show a heart stopper and a minimum opener (12 - 14). North bids a Quantitative 4NT and South raises to 6NT with a maximum 14 HCP.</p>
	KJ654	9832					
	8765	932					
	A3	76					
		KQJ8					
		A10					
		J104					
		QJ105					

CUEBIDS WHEN THE OPPONENTS OVERCALL PARTNER'S INT

When your partner opens INT and your Right Hand Opponent Doubles or bids 2 of a suit, it often interferes with the way in which you were going to respond. This is complicated by the fact that RHO's bid may have numerous meanings. For example, if they bid 2D, it may show diamonds OR it may be a Transfer to hearts OR it may show the majors OR it may show diamonds and another suit, etc.. Another complication is that various players use different methods to combat this interference. Some play Double as Negative, some Double to show diamonds and some play "Stolen Bid Doubles" showing they would have bid 2D to Transfer to hearts. This can all be very confusing, particularly if you have never discussed it with your partner.

My recommendation is this:-

**WHEN PARTNER HAS OPENED INT AND RHO HAS INTERFERED,
ALL SYSTEMS ARE OFF. ANY BID YOU MAKE IS NATURAL.**

With 0 - 7(8)pts and no 5 card or longer suit..... PASS

With 4 - 7(8)pts and a 5 card or longer suitBid your suit if you can do so at the 2 level.
Otherwise PASS.

With 8(9)pts and a stopper in the opponent's suitBid 2NT

With (9)10+pts and a stopper in the opponent's suitBid 3NT

With 10+pts and a 5 card or longer suitBid or jump to 3 of your suit.

MAKE A PENALTY DOUBLE of the opponent's bid with 4 Trump sitting behind the overcaller.

With (9)10+ pts, no 5 card suit and no stopper, IT IS TIME TO USE A CUEBID OF RHO'S SUIT.

THE CUEBID TELLS PARTNER THAT YOU HAVE ENOUGH FOR
GAME AND GIVES HIM/HER THE OPPORTUNITY TO BID 3NT
WITH A STOPPER OR BID A 4 CARD MAJOR OR BID HIS OWN
SUIT.



When the opponent interferes at the 3 level, you won't have 4 Trump to make a PENALTY DOUBLE so most people play Double as NEGATIVE.

CUEBIDS TO THE RESCUE

1. DirS 104
 None K954
 AK7
 J1064
 KJ9876 32
 AQ 873
 J1064 9532
 9 Q752
 AQ5
 J1064
 Q8
 AK83

N	E	S	W
		1NT	2S
3S	Pass	3NT	All Pass

Over 1NT, North was all set to use Stayman and head for game. When West overcalls 2S, North should bid 3S, telling partner that he has a gamegoing hand, no spade stopper and probably no 5 card suit. Over 3S, South has 2 choices... 3NT with a good spade stopper or bid 4H since partner is likely to have 4 of them. I would choose 3NT since it's a good spade stopper and North may not have 4 hearts.

2. DirS AJ105
 Both J107
 63
 A1063
 642 9873
 A6 K943
 KQJ984 72
 J5 982
 KQ
 Q852
 A105
 KQ74

N	E	S	W
		1NT	2D
3D	Pass	3H	Pass
3S	Pass	3NT	All Pass

Over the 2D overcall, North still wants to be in game so cuebids 3D hoping to hear South bid 3S. South bids 3H but might still have a 4 card spade suit so North bids 3S. With no 4 card spade fit South is forced to bid 3NT despite having a single diamond stopper. West leads KD but NS have 9 top tricks with 4 spades, AD and 4 clubs. (2D would just have gone set by one trick).

3. DirE 109763
 105
 943
 983
 KJ84 A2
 J4 873
 K65 AQJ107
 Q542 AJ7
 Q5
 AKQ962
 82
 K106

N	E	S	W
	1NT	2H	3H
Pass	4D	Pass	?

A solid 2H overcall by South but North has 10 HCP and would like to play 4S if South has a 4 card fit OR play 3NT if South has a heart stopper. The cuebid gives South the opportunity to show either. On this hand South denies either by bidding 4D, showing a diamond suit. North could raise to 5D but let's stop and think for a moment. South couldn't bid 3NT so doesn't have either AH or KH. SO EW WILL CASH 2 HEART TRICKS OFF THE TOP. It's likely we'll lose another trick somewhere, so I would pass 4D.

Cuebids Over Partner's Takeout Double

When your Left Hand Opponent opens 1 of a suit and your partner makes a Takeout Double, it should show:-

- a) An opening bid.
- b) Shortage in the opponent's suit with support for the other 3 suits.
- c) 4 of the other major if partner doubled a major.
- d) At least 3 of each major if partner doubled a minor.

RESPONDING TO PARTNER'S TAKEOUT DOUBLE.

1. With 0 – 7(8)pts, bid your best suit at the LOWEST level
2. With (8)9 – 11pts, JUMP in your suit. THIS IS NONFORCING.
3. With 12+pts, bid game or CUEBID if you need more information about the T.O.X.
4. With 7 – 10pts, bid 1NT with a good stopper in the opponent's suit.
5. With (10)11(12)pts, bid 2NT with a good stopper in the opponent's suit.
6. With (12)13+pts, bid 3NT with a good stopper in the opponent's suit.

CUEBIDDING OVER PARTNER'S TAKEOUT DOUBLE.

Sometimes you might have an opener of your own over partner's Takeout Double. This means that you want to go to game. However, you may need more information from partner before you can decide which game. For example, your LHO has opened 1D and partner has made a Takeout Double. You hold:-

a) AQ75	b) KQ43	c) K
J2	KQ43	10963
A1064	75	Q1042
K93	K43	AKJ7

On Hand a), you have 14HCP and clearly want to be in game. Partner may have 4 spades in which case you want to play 4S. If not, then you'll play 3NT. Bid 2D. If partner bids 2S, bid 4S. If partner bids 2H, bid 3NT. Partner knows that you have a diamond stopper and 4 spades.

On Hand b), you have 13HCP and clearly want to be in game. Partner is very likely to have 4 of one of the majors but which one? You don't need to guess. Just cuebid 2D and partner will respond 2H or 2S and you raise to the 4 level.

On Hand c), You have 13HCP and again you want to be in game. If partner has 4 hearts, then 4H would be a good spot. Cuebid 2D. If partner bids 2H, jump to 4H. If partner bids anything else, jump to 3NT.

You can sometimes use a cuebid of LHO's opening suit, when you have an invitational hand.

Examples Of Cuebids Over Partner's T.O.X.

1. DirS

NSvul J10854
72
105
10942

N	E	S	W
		1D	D'ble
Pass	2D	3D	3H
Pass	4H	All Pass	

A73 KQ62
AJ103 Q965
64 A92
AQ85 J6
9
K84
KQJ873
K73

When West makes a Takeout Double of 1D, East has 12HCP and BOTH 4 card majors. It's almost certain that West will have a fit in one or other of them but which one? East doesn't have to guess ... a Cuebid of 2D will give West the opportunity to bid a 4 card major. Even when South bids 3D to show a good diamond suit, West bids 3H and East has an easy raise to 4H. The cuebid showed a good hand and asked for more information.

2. DirW

None AQ2
KJ82
94
A865

N	E	S	W
			1D
D'ble	Pass	2D	D'ble
2H	Pass	4H	All Pass

K43 987
97 543
AKQ32 J765
J72 1043
J1065
AQ106
108
KQ9

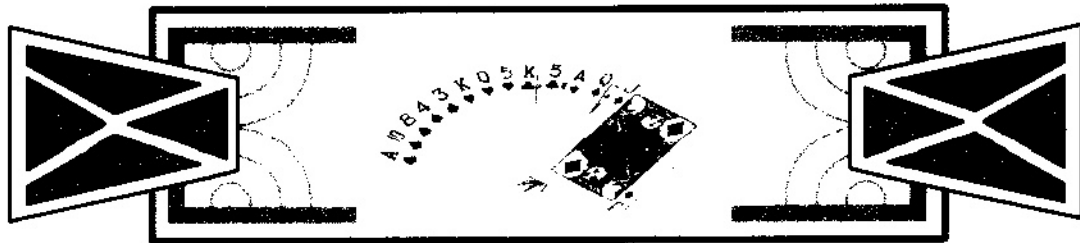
A solid 14HCP Takeout Double by North and South has 12HCP with both 4 card majors. Game is probably on but in which major? South uses the Cuebid of 2D to give North the opportunity to bid hearts or spades. West doubles 2D to show good diamonds but North still shows the 4 card heart suit. South has an easy raise to 4H and North loses just 2 diamond tricks when KS finesse is on side.

3. DirN

EWvul 76
Q7
K982
AK1096
K954 AQ102
AJ83 K62
Q7 AJ103
754 J2
J83
10954
654
Q83

N	E	S	W
1C	D'ble	Pass	2C
Pass	2S	Pass	3S
Pass	4S	All Pass	

Over East's Takeout Double, West only has 10HCP. He/she could bid either 2H or 2S showing 9 – 11pts but this is NONforcing and East might pass with only 3 card support for the suit West bid BUT 4 card support for the other suit. West should make sure to find the right fit by cuebidding 2C. When East shows 4 spades, West should now invite game by bidding 3S. With 15HCP, East accepts and bids 4S. East will lose 2 clubs and possibly QH, although it does drop if East does not take the finesse.



Time with Tony

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