

BIDDING WHEN YOU ARE A PREVIOUSLY-PASSED HAND

1. A new suit response to an opening bid by a previously-passed Partner is not forcing. 3rd or 4th position Opener knows that you had previously passed; and that you, therefore, hold fewer than 13 HCP's. He/she can, therefore, make an informed decision as to whether or not any furtherance to the bidding is necessary.

Example:

<u>East</u> (You)	<u>West</u> (3 rd Position Opener)	AKXXX QXX QXXX X
Pass	1S	
2H	??	(With fewer than 14 HCP's, West can pass since game is unlikely.)

2. Unless a Partnership is utilizing weak jump-responses, a jump-shift by a previously-passed Partner evidences the point count just short of an opening bid.

Examples:

<u>South</u> (You)	<u>North</u>
Pass	1C
??	

You Hold: (a) AKXX XXX JXX XXX (Bid 1S, a Jump to 2S would show 11-12 HCP's)
 (b) AKXX XX JXX KXXX (Bid 2S, evidencing 11-12 HCP's.)

3. In competition, with you having previously passed with almost opening count, and with primary support for Partner, who has overcalled in 3rd position, make a cue-bid of the Opponent's suit in response to Partner's overcall. It shows 11-12 support points for Partner.

Example:

<u>South</u> (You)	<u>West</u>	<u>North</u>	<u>East</u>
Pass	1H	2C	Pass
????			

You Hold: KQT XX QXX ATXXX (Bid "2H" to show Club support and just short of opening count.)

4. With a 4-4-4-1 or a 5-4-4-0 shape, a previously-passed hand should double for take-out even with as few as 9 HCP's, if the Opponent's suit is your singleton or void.

Examples:

<u>South</u> (You)	<u>West</u>	<u>North</u>	<u>East</u>
Pass	Pass	Pass	1H
??			

You Hold: (a) KJXX X KXXX KXXX (Double for Take-out.)
 (b) KJXX - KXXXX QXX (Double for Take-out.)
 (c) KXXX X KXXX QXXX (Double for Take-out - It is close enough.)
 (d) KXX JXXX AXXX QX (Pass - You have 4 Cards in the Opponent's suit; i.e., the wrong shape.)

5. A direct overcall of "1-NT", by a previously-passed hand, after a Major suit opening by the Opponent's, is "Unusual" for the Minors. It is the same as a direct "2-NT" overcall by a hand that had not previously passed.

You Hold: X X QJXXXX AJXXX

Examples:

<u>South</u>	<u>West</u> (You)	<u>North</u>	<u>East</u>
(a)	1S	??	(Bid "2-NT" - "Unusual" for the Minors. A 1-NT bid would have been natural; i.e., 15-18 HCP's.)
(b) (alternatively)	1S	??	(Bid "1-NT" - "Unusual" for the Minors.)
		Pass	Pass

Do not confuse (b) above with a "Pass-out" (4th-seat), "Balancing" 1-NT which evidences a balanced, or semi-balanced, hand (because, oft times, it might contain two doubletons), with as few as 9-14 HCP's, (a stopper in the Opponent's bid suit is not mandatory), usually denying the distributional requirements for a Take-out double, and done in desperation so as not to let the hand to be passed out at a low-level. You Hold: AXX KJX QXXX QXX

Example: South West North East
P

- (a) 1H P P ?? (Bid 1-NT - Balancing, and natural. A Balancing "2-NT" would have been "Unusual" for the Two Lower-Un-bid suits.)

SUMMARY OF NO-TRUMP OPENINGS AND OVERCALLS:

1B = 1C or 1D or 1H or 1S

- (a) Opening Bid:
?? (S.A.) 1-NT = Natural, 15-17 HCP's.
(ACOL) 1-NT = Natural, 12-14 HCP's.
2-NT = Natural, 21-22 HCP's.
3-NT = "Gambling" 9-11 HCP's.
- (b) Direct (2nd Seat) Overcall:
1B ?? 1-NT = Natural, 15-18 HCP's.
"2-NT" = "Unusual" (5-5)
(2-Lower Un-Bid suits)
- (c) Balancing (4th Seat) Overcall:
1B P P ?? 1-NT = Natural, 9-12 HCP's.
"2-NT" = "Unusual".
- (d) By a Previously-Passed Hand
in the Direct (2nd) Position:
P P 1B ??? "1-NT" = "Unusual".
2-NT = A non-existent bid.
- (e) By a Previously-Passed Hand
when Partner has Opened:
P 1B P ??? 1-NT = Natural, 6-10 HCP's.
2-NT = Natural, 11-12 HCP's over
a Minor suit opening, and 13-15 HCP's over a Major suit opening.
3-NT = Natural, 13-15 HCP's over
a Minor suit opening, and 16-18 HCP's over a Major suit opening.
- (f) Following a weak 2-Bid or 3-Bid
By an Opponent:
2B/3B ??? 2-NT = Natural, 15-17 HCP's.
3-NT = Natural, to play, game,

or near game values in hand.

6. After an intervening overcall over your Partner's opening bid, and assuming you to be a previously-passed hand, the cue-bid of the Overcaller's suit substitutes for a limit raise showing 11-12 HCP's, the simple raise is natural showing 6-10 HCP's, and the jump-raise becomes pre-emptive.

Examples: South(You) West North East
Pass Pass 1H 2C
??

- You Hold: (a) XX AQXX KJXX JXX (Bid "3C" - a cue-bid to show a limit raise, 11-12 HCP's in support of Hearts.)
(b) XX AQXX XXXX JXX (Bid 2H, natural.)
(c) QXX QXXX KXX JXX (Bid 3H - Pre-emptive.)