

Select the Appropriate Overcall

A1	<u>North</u> 862 KQJ76 ??? K73 64				A2	<u>North</u> A82 64 ??? K73 KQJ76			
	<u>West</u> 1D		<u>East</u>			<u>West</u> 1D		<u>East</u>	
		<u>South</u>					<u>South</u>		

A3	<u>North</u> AK42 KQ97 ??? 7 J964				A4	<u>North</u> AK862 AJ5 ??? KQ7 76			
	<u>West</u> 1D		<u>East</u>			<u>West</u> 1D		<u>East</u>	
		<u>South</u>					<u>South</u>		

		A5	<u>North</u> AKJ2 KQ97 ??? 7 AK64						
		<u>West</u> 1D		<u>East</u>					
			<u>South</u>						

Select the Appropriate Response to Partner's Take-Out Double

B1	<u>North</u>	<u>East</u>	B2	<u>North</u>	<u>East</u>
	"Double"			"Double"	
<u>West</u>		<u>Pass</u>	<u>West</u>		<u>1H</u>
1D			1D		
	<u>South</u>			<u>South</u>	
	???			???	
	K87			Q86	
	T4			9754	
	AKJ9843			T632	
	6			J4	

B3	<u>North</u>	<u>East</u>	B4	<u>North</u>	<u>East</u>
	"Double"			"Double"	
<u>West</u>		<u>Pass</u>	<u>West</u>		<u>Pass</u>
1C			1D		
	<u>South</u>			<u>South</u>	
	???			???	
(a) K876	(b) T876	(c) T876	(a) AK863	(b) A76	
984	98	9	K54	T6	
8432	K6432	KT6432	932	KJ864	
A6	A6	A6	76	Q52	

B5	<u>North</u>	<u>East</u>
	"Double"	
<u>West</u>		
1D		
	<u>South</u>	
	???	
(a) K9876	(b) K87	(c) AQ87
AQ4	AQ5	KJ83
32	KJ87	-----
AJ6	JT9	AJ964

Answers

- 3 -

(A1)

A simple overcall at the 1-level (assuming your suit is higher-ranking than Opener's call) evidences a 5-card or longer suit with 8-15 HCP's.

Bid **1H** = A simple overcall (5 {+} pieces) at the 1-level = 8-15 HCP's

(A2)

A simple overcall at the 2-level (assuming your suit is lower ranking than Opener's call) evidences a 5-card or longer suit with 10-15 HCP's.

Bid **2C** = A simple overcall (5 {+} pieces) at the 2-level = 10-15 HCP's

Both simple overcalls (A1 and A2) show, at maximum, 15 HCP's.

The ability of Responder to handle your overcall will be facilitated by the institution of this high card point upper limit.

(A3)

A "Takeout Double" followed by a "Pass," shows opening count or its equivalent, absence of a 5-card suit of your own, a willingness to accept any suit Responder chooses, and no extra HCP values.

"Double" and then, on your next turn to bid, **"Pass"** = Opening count or its equivalent.

"Never bid the same values twice!"

(A4)

A "Takeout Double" followed by a suit bid is stronger than overcalling in the suit directly.

When holding 16(+) HCP's a would-be Overcaller shows his/her 5-card or longer suit by making, at first, a "Take-out Double," and then bidding his/her suit on his/her second call.

"Double" and then, on your next turn to bid, bid **again at the cheapest level** = 16 - 18 HCP's

In this example, North should first "double, and then bid Spades at his/her next turn to bid.

(A5)

A "Takeout Double" followed by a cue-bid of the Opponent's bid suit is the strongest overcall an Overcaller can make. It shows 19 (+) HCP's seeking a game-level contract if Partner holds anything more than 0-5 HCP's.

"Double" and then, on your next turn to bid, **Cue-bid "2D"** = 19 {+} HCP's

Answers
(Continued)

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When Partner makes a “Take-out Double”, Responder must bid, even with as few as zero HCP’s. The only two exceptions to this would be:

(B1)

If Responder volitionally wishes to convert the “Double” to a penalty scenario

B1: “Pass!”

(B2)

If the Would-be-Responder’s RHO (Right-Hand Opponent) were to make a bid other than “Pass”, and if the Would-be-Responder has nothing to offer in the way of a meaningful call, then the RHO’s overcall, in effect, relieves the Would-be-Responder’s responsibility to bid since the overcall by the Opponent would give Responder’s Partner, the Doubler, another opportunity to make a call.

B2: “Pass!”

(B3)

With 0-8 HCP’s, absent a bid by the Would-be-Responder’s RHO, and without reason to “Pass” as in the previous two examples, the Doubler’s Partner must bid at the cheapest possible level, a so-called “non-jump response”. Preference is always given to a Major suit (Examples: a & b) unless a Minor suit is present, greater in length by two or more pieces

(Example: c).

- (a) Bid 1S (b) Bid 1S (c) Bid 1D

(B4)

With 9-11 HCP’s, Responder to the “Take-Out Double” makes a “non-forcing jump response” signifying that their team holds the majority of the HCP’s and that if the Doubler holds a slightly stronger holding, that a game-level contract might be possible.

- (a) Bid 2S (b) Bid 2-NT

(B5)

With 12 (+) HCP’s, (“Game Values”), Responder either jumps to a known game-level contract, (Examples: a & b), else cue-bids the Opponent’s suit so as to seek more assistance from the Doubler in choosing the suspected game’s denomination (Example c).

- (a) Bid 4S (b) Bid 3-NT (c) Bid “2D”