

**10 Overcalls**

<b>Simple Suit Overcall</b>	w101	5-card suit minimum ! "Suit Quality Test" important at lower HCPs (SQT: #cards + #honours = max tricks possible) 8-15 bid at one level if possible 10-15 can bid at 2-level, if suit passes the SQT. Not with a flat hand  <b>rebid:</b> Raise to "limit of fit" after support (in competing auction) Use LTC "Losing Trick Count" (if enemy has dropped out)
<b>After 1NT (weak)</b>	w102	12-15 Suit overcall after 1NT: Higher HCP & good 5-card needed ...but 2♣ reserved for Landy "I've two good 4/5-card Majors"
<b>Overall "1NT" after a suit bid</b>	w103	16-18 Balanced hand, stopper in enemy suit. 12-14 HCP in 4th seat.
<b>Takeout Double</b>	w121	With 3 suits (4441 ideal. Alt = 5431, or 4432, or 5440) 12+ HCP across 3 suits. You must be ready to play in any suit your partner bids. Your bid means "partner, bid your longest suit". 16+ With 6-cards, double, then rebid your suit (18+ 5-card will do) 19+ balanced: double, then rebid NT at lowest level
<b>Protective Double</b>	w107	"Balancing" In 4th seat after two passes, Takeout double with 8+HCP. After 1NT need 12+ bal. Asks for best suit, or pass for penalty
<b>Double a weak 1NT</b>	w120	Always for penalties, including after any subsequent overcall 16-18 Over RHO ("Good" 15pts will do).
<b>Jump Overcall</b> (i.e bid one level higher than the minimum possible)	w104	~12-15 Need 6-card suit, 6 losers. But beware..... Better players prefer "weak" jump overcalls. 6-10 points, 6 cards
<b>Double Jump Overcall</b> 6-10HCP, 7-card at 3-level, 8+ at 4-level. Beware vuln.	w109	
<b>Overcall a preempt</b> Need Opening hand & 6-card or v. strong 5-card	w108	
<b>Double a preempt</b> for takeout ! Need 6-loser hand, 4441 distribution. In both cases borrow a king in the 4th seat		

**11 Responding to Overcalls**

<b>Competing Auction</b>	w101	6+HCP Bid to the "Limit of the Fit" The total known number of trump cards between you defines the limit of how many tricks you could make, with luck
<b>Enemy has dropped out</b>		With fit, use "LTC". Assume overcaller has 8 losers/7 if vuln., jumper has 6. Or: <b>with 1-level overcall:</b> 10-15 Double raise with 3-card, or own suit with 5-card 16+ Jump or raise to game in own suit 6-card <b>with 2-level overcall:</b> Reply as if to opening hand
<b>NO TRUMPS</b>		With stopper in Opener's suit, bid 3/2/1NT if: HCP adds up to 25/23/less, as usual. Higher bid needs better stoppers.
		Treat exactly as a 1NT opening, but allow for opener being 4 HCP stronger
		You have to bid, unless there's been an intervening bid. (Only pass for penalties)
		0-8 Bid longest suit. Prefer 4-card major to longer minor 9-12 Jump in longest suit 13+ Cuebid enemy suit, whatever your suit <i>With opponents suit</i> 0-8 find another suit 6-9 1NT with one stopper, 10-12 2NT with one stopper, 13-15 3NT with stopper and balanced
		Pass, unless very unbalanced <5 HCP
		<b>balanced</b> bid 2/3NT as responder to 1NT opening <b>unbalanced fit</b> assume overcaller has 6 losers, and do your sums. Or... 6-10 single raise 11+ bid game
		Reply in same way as reply to Opening preempt
		Do not suggest your own new suit. A new suit is a cue bid, showing Slam interest Bid longest suit. DO NOT PASS unless you want to double the enemy Rebalance - put the King back

**1 Hand evaluation** A=4, K=3, Q=2, J=1. Usually....

STRATEGIC OBJECTIVE. Goal: Think about your combined hands	
With 25 HCP and Major fit, bid Major game. 4♠♥	w1
With 25 and balanced, bid NT game 3NT. With 28+ & minor fit, bid minor game 5♣♠, but prefer NT game in the 25-27 range.	w2
With 33+ balanced, bid 6NT Slam. 31+ unbalanced, try suit Slam.	w3,4
Increase by 4 points in both cases for Grand Slam (bid 7)	
<b>Before any suit agreement</b>	
Add 1 pt: • each card beyond 4th, any suit • if all 4 Aces	
<b>After suit agreement</b> (instead of length pts) Add: pair=1, single=3, void=5 (if enough trumps)	
<b>Sub 1 point:</b> • 4333 flat hand • no Aces in a 13+ hand • singleton K,Q,J • doubleton Qx, Jx, or QJ < <b>Note: restore after fit</b>	w11
<b>LOSING TRICK COUNT. 18 - total losers = Bid limit</b>	w13
You can assume 13-HCP opener has 7 losers, 7-HCP responder has 9 7+9=16. 18-16=2. So it's safe to bid up to the 2 level	
Also assume:	
7+ 9 losers	16+ 6 losers
10+ 8 losers	19+ 5 losers
13+ 7 losers	22+ 4 losers
Always count your own, and assume / constantly re-assess partner's. Only use if <b>agreed suit</b> , to assist final decision on bid level. Never NT	
<b>6 Responder's rebids</b> (continued from side 1)	w60
First do your maths on Opener's bid, paying attention to his barrier. Then show your preference if partner has bid 2 suits only rebid your suit if it's long (6-cards) and strong (only forcing at 3 level if a Major. Use 4SF to force minor) use '4th Suit Force' if still unclear (10HCP @2-level, 13+ @3) "invite" if game could be on, end the bidding ASAP if not bid NT at the one level if there's no fit	
If Game or Slam could be on, keep the bidding going, using things like 'Losing Trick Count', '4th Suit Forcing', splinters, Slam techniques If you can see that game only is obvious, make a closing bid at that level If enemy interfere, calculate cost of a sacrifice on their part, or yours.	

**8 Conventions**

<b>STAYMAN Goal: To find an 8 card Major match</b>	w80	Bid 2♣ after 1NT opening, with any 4-card Major & 11+HCP Opener then reveals 4-card Major count: 2♦, no 4 card Major 2♥=4 hearts, maybe spades. 2♠=4 spades (only) Responder either: 1. confirms any 8-card match: 3♥/♠=inviting, 4♥/♠=game or: 2. denies any match with 2NT=inviting or 3NT=game Opener finally: 1. with 14HCP, converts invitation to game, or 2. with two 4-card Majors, converts NT to other major Also: You can use Stayman with <11 HCP if you can cope with any response Use Stayman as weakness takeout to a minor, with a 6-card suit Use Stayman with 5/4 or 5/5 in the Majors, rather than Transfers (unless one of the 5-card suits is useless)
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<b>WEAK TWO.</b> (Weak openings: overleaf). With 20-22 open 2♣, responder relays 2♦, then bid as Strong 2 opener. With 23+ open 2♦, deny=2♥	w152
<b>TRANSFERS Goal: After NT open, find Game in Major or NT, hide complex hand.</b>	
Bid only 5+card Major at a level lower e.g. for ♠ bid ♥, opener corrects to ♠. w81,2	
Rebid. 11+? With 6♠ bid ♠, with 5♠ bid NT. With 13+ ditto at game level. <11? Pass	
<b>NEGATIVE DOUBLE Goal: imply bid at a lower level after opponents overcall.</b>	
Implies 4-cards in the unbid Major(s). Can imply a 2-level bid with right HCP. Try to bid suit if 5-card. Implies 4 cards in both minors if both Majors bid. w124	
<b>UNUSUAL 2NT. Goal: show two 5-carders, 8-15, in 1 bid.</b> Overcall 2NT means I've 2 good minors, or the missing one + a Major (call enemy's suit to enquire) w170	
<b>MICHAELS CUEBID. Goal: show two 5-carders, 8-15, in 1 bid.</b> Bid 2 of enemy suit. I've 2 good Majors, or the missing one + a minor (call 2NT to enquire). w171	
<b>RESPONSE to BOTH.</b> Forcing unless intervening bid: choose best suit, jump to encourage; bid opener's suit to force game; or 3NT if strong and stopped in others.	

<b>MINOR SUIT TAKEOUT. Goal: After 1NT, Takeout to 3 of a minor</b>	
Need 6-card suit. Use Stayman and rebid 3♣/♦ if weak. Opener passes	
If you are strong, go directly to 3♣/♦ after 1NT, again 6-cards. w161	
<b>AFTER 1NT. 11 or 12HCP? Goal: Differentiate 24/25 HCP</b>	w33
You have a balanced hand, 11-12 HCP (Beginners bid = 2NT) invite: 11 HCP: bid 2♣ Using this system, opener with 12-14HCP 12 HCP: bid 2NT can accurately assess game.	
<b>4th SUIT FORCING Goal: Find NT game if no Major fit</b>	w160
After 3 suits have been bid, responder bids 4th suit to request stopper in that suit. Opener bids 3NT on yes. Need 10HCP at 2 level, 13+ at 3-level To force a minor game, bid 4th suit, and then rebid the minor.	

**9 Slam bidding conventions**

<b>BLACKWOOD Goal: Find # of Aces, or Keycards, in a Slam try. Bid 4NT</b>	w91	Answers: Blackwood KeyCard Blackwood Roman KCB
5♣	0 or 4 Aces	0 or 4 keycards
5♦	1 Ace	1 or 5 keycards
5♥	2 Aces	2 keycards
5♠	3 Aces	3 keycards
		2/5 KC's, - Q of trumps
		2/5 KC's, + Q of trumps
5 Keycards are the 4 Aces & the King of trumps. With 2 KC's missing, bail out at 5. With all 5 KC's, bid 5NT ask for Kings. To stop at 5NT bid an unbid suit, relay NT. Superior Acol Bidding Cribsheet, side 2 © www.bidandmade.com version 2.1a (other side: Opening bids & rebids & responses)		

<b>GERBER Ask for Aces, after NT open &amp; rebids.</b> Bid 4♣ Reply 4♦=0, 4♥=1, etc	w93
<b>SPLINTER Show game level support in Major, with singleton in case Slam</b>	w151
Needs 11-13HCP: double jump-shift. Opener explores slam if splinter fits his losers If no fit, responder resplinters with a void. He can also "delayed splinter" on 5-3 fit.	
<b>JACOBY 2NT Show game level support in Major, &amp; request splinter in case Slam</b>	
Also denies any splinters. Opener either: 1) shows a "splinter": bid 3 in new suit or 2) 12-13: weak. bid Game in Major 4) 16-19: strong. bid 3 major 3) 14-15: mid strength. 3NT 5) 16-19 strong & 2nd suit: 4 2nd suit	w150
<b>CUEBIDS bid shows 1st round control of a suit, passover denies. NT=trump control</b>	

<b>More materials</b> full details on these conventions & others + quizzes + example hands	
<a href="http://www.bidandmade.com">www.bidandmade.com</a>	
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