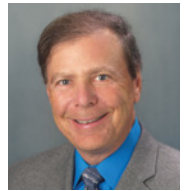


Bidding Basics

Responding after an opposing 1♦ overcall



BY LARRY COHEN
larryco.com

First, let's make sure you're on the ball.

If the opponents overcall 1♦, what was your partner's opening bid?

OK, you're awake.

So, our one and only start for this month is:

West	Partner	East	You
1♣		1♦	?

Pass = 0 to about 7 or 8, or possibly a hand that wants to penalize 1♦. More on that at the end.

Double = Negative. In this case it guarantees at least 4-4 in the majors. Do not make a negative double here without *both* majors. How many points? Enough to respond at the one level – so 6 is enough. Make a negative double with something like:

♠KJ95 ♥Q1065 ♦865 ♣63.

Is there an upper limit? No. You would make a negative double with:

♠A1076 ♥AQJ2 ♦A86 ♣A4.

So, the word “negative” can be a bit confusing. Of course, after doubling with such a hand, you will bid more later on.

1♥ = 6-plus points and 4-plus hearts, as if there had there been no overcall.

Respond 1♥ with:

♠A2 ♥AQ85 ♦986 ♣10654.

Do not double, because you don't have both majors. Also respond 1♥ with:

♠65 ♥K8754 ♦K952 ♣95

or

♠AK2 ♥AKQ10854 ♦54 ♣2.

1♠ = 6-plus points and 4-plus spades.

The same as a 1♥ response but with spades as your suit. The 1♠ bidder usually won't also have four-plus hearts (no negative double), but could have hearts and a shapely hand like:

♠AQJ876 ♥K754 ♦K2 ♣5.

1♠ does not promise five-plus spades; it would be the response with:

♠Q976 ♥102 ♦AQ54 ♣1065.

1NT = 6–10 balanced with diamonds stopped, no four-card major. Respond 1NT with:

♠Q97 ♥J54 ♦KQ54 ♣985

or

♠K2 ♥J65 ♦J9765 ♣K32.

2♣ = 6–10 and club support (usually five-plus clubs) and no four-card major. Raise to 2♣ with:

♠875 ♥54 ♦J53 ♣AJ865

or

♠2 ♥653 ♦K976 ♣K10654.

Note: Even if you have heard of inverted minors, that convention doesn't apply after the overcall.

2♦ = Limit raise or better in clubs and no four-card major. Presumably five-plus clubs because opener might have only three. Cuebid 2♦ with:

♠A65 ♥54 ♦J32 ♣AJ654

or

♠2 ♥AQ4 ♦A765 ♣K8754.

2♥/2♠ = Weak with six cards in the suit. Don't make such a bid without partnership discussion/agreement.

2NT = 11–12 HCP, invitational, balanced with diamonds stopped, no four-card major. Respond 2NT with:

♠K98 ♥K102 ♦KJ2 ♣J1065

or

♠AQ2 ♥Q102 ♦QJ65 ♣J54.

3♣ = Requires partnership discussion. In modern bridge, this would be weak (because 2♦ is a good club raise). Example:

♠98 ♥543 ♦K2 ♣K108754.

3♦ = Don't make such a bid – a jump cuebid.

3♥/3♠ = Weak with seven cards in the suit. Don't make such a bid without partnership discussion/agreement.

3NT = Similar to 2NT but with 13–15 HCP, balanced, diamonds stopped, no four-card major. Respond 3NT with:

♠K102 ♥QJ6 ♦AQ6 ♣Q1065

or

♠KJ2 ♥KQ6 ♦KQ4 ♣10976.

4♥/4♠ = To play, good hand, good suit, but no slam aspirations. For example, bid 4♠ with:

♠AQJ108765 ♥2 ♦4 ♣875.

Trap pass = With a desire to penalize 1♦, you can pass, hoping that partner reopens with a double for takeout. You can then leave in the double, converting it to penalty. This is most likely to happen if the 1♦ overcaller was vulnerable. You could pass and hope for a penalty with, say:

♠A65 ♥A82 ♦KJ985 ♣64.

Bidding Basics Quiz

What is your response after 1♣–(1♦) with:

- ♠J542 ♥Q43 ♦9876 ♣J2
- ♠A2 ♥AK3 ♦QJ987 ♣432
- ♠AQ2 ♥10876 ♦32 ♣AK32
- ♠KQ2 ♥AKQJ10 ♦32 ♣AK2
- ♠Q87 ♥J32 ♦QJ87 ♣K92
- ♠QJ10876 ♥2 ♦54 ♣10872
- ♠KQ10 ♥QJ7 ♦KQ10 ♣J872
- ♠K765 ♥10876 ♦KQ2 ♣A3

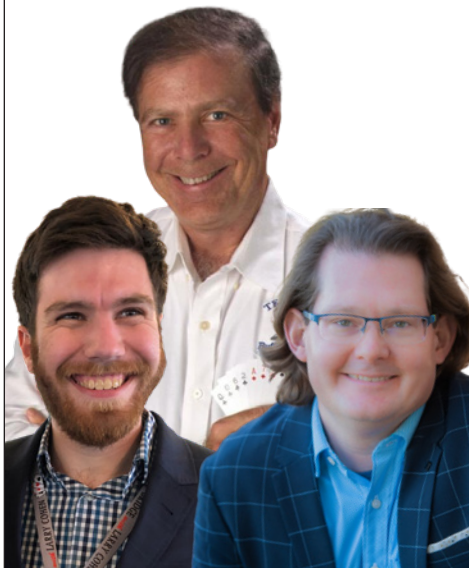
Solutions on page 50.



Bridge Made Simple

Webinars!

- Learn from the **BEST!**
- Interact **LIVE** or watch recording later.
- Fun **Q&A** and **Chat!**
- **Guaranteed to improve your bridge game!**
- Includes lesson notes and practice deals or quiz.
- Duplicate Game after some webinars!
- **LEARN and HAVE FUN!**
- Lots of topics.
- Only **\$10/\$15!**



Larry Cohen, Michael Berkowitz, and Robert Todd

Every Tuesday,
Thursday, and Friday
2:00-3:30PM Eastern

Register NOW!

www.Larryco.com

Bidding Basics Quiz Answers

From quiz on page 49.

1. Pass. Who sent for you?
2. Pass. Hope partner, who is likely short in diamonds, reopens with double and you can leave it in for penalty.
3. 1♥. Four-plus hearts, 6-plus points (as if there had been no overcall).
4. 1♥. For now. Big things coming later in the auction.
5. 1NT. 6–10 with diamonds stopped and no four-card major.
6. 2♠. Weak. Don't do it with a partner who might not know.
7. 3NT. Too much for only 2NT (11–12).
8. Double. Indicates 4–4 in the majors. No rush to bid notrump.