# **Bidding Basics**

## Responding after an opposing 1 ♥ overcall



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ike last month, let's start by making sure you are on the ball. If the opponents overcalled with 1♥, what was your partner's opening bid? Right, partner has opened a minor and RHO has overcalled 1♥. What are your options as responder?

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

**Double** = Negative. This particular negative double guarantees exactly four spades. Not three, not five. Not two, not six. Exactly four! This is etched in stone. The strength is approximately 6-plus HCP. You can make a negative double with as little as:

**♠**QJ92 **V**65 **♦**8752 ♣K65.

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

**♠**AQ98 **∀**AJ2 ♦A765 ♣A2.

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

**1**  $\spadesuit$  = 6-plus HCP and five-plus spades. To help you remember, be happy when the opponents overcall  $1 \checkmark$ . It allows responder to convey right away if he has only four spades with a negative double, or five or more. Bid 1 (forcing, of course) with these hands:

**♠**J8765 **♥**AK2 ♦875 **♣**54, **♠**AQJ1065 **∀**AK2 **♦**A2 **7**6.

**1NT** = 6-10 balanced with hearts stopped, fewer than four spades. With either of these, respond 1NT:

**♠**Q87 **♥**Q102 **♦**KQ65 **♣**1092 **♦**K2 **∀**K1065 **♦**Q1054 ♣J65.

2 = If the opening bid was 1 , thenthis raise shows 6-10. usually with fiveplus clubs, and denies four spades. If the opening was 1♦, then this shows fiveplus clubs and 10-plus points (one-round force). Respond  $2 \clubsuit$  after  $1 \clubsuit - (1 \heartsuit)$  with:

**A** A 2 ♦Q76 ♣J10876. **♥**J52 Respond  $2 \clubsuit$  after  $1 \blacklozenge -(1 \blacktriangledown)$  with:

**♠**54 **V**53 ♦A63 ♣AK9762.

 $2 \blacklozenge =$  If the opening bid was  $1 \blacklozenge$ . then this shows 6-10, usually with four-plus diamonds, and denies four spades. If the opening bid was 1, then this shows five-plus diamonds and 10-plus points (one-round force). Respond 2 ♦ after  $1 \blacklozenge -(1 \lor)$  with:

**Y**986 ♦KJ976 **♣**64. Respond  $2 \blacklozenge$  after  $1 \clubsuit - (1 \blacktriangledown)$  with:

**♠**Q2 **♥**J65 **♦**AQ10854 **♣**K2.

**2**♥ = Limit raise or better in the minor opened. Respond  $2 \forall$  after  $1 \clubsuit - (1 \forall)$ with:

**♠**A6 **♥**A83 ♦A52 ♣A9865. Respond  $2 \bigvee$  after  $1 \diamondsuit - (1 \bigvee)$  with:

**♠**54 **♥**742 ♣AJ76. ♦AQ102

2♠ = Weak, six spades. Don't make this bid without partnership agreement/ discussion.

**2NT** = 11–12 HCP, invitational, hearts stopped, denies four spades. With either of these, respond 2NT:

**♠**K65 **♥**K32 ♦KJ2 ♣J1054 **♦**QJ65 ♠AQ2 **♥**Q54 ♣J32.

**3 level raise** = Requires partnership agreement. In modern bridge, this would be preemptive because the cuebid is available to show a limit raise or better.

3 of a new suit = Weak, but don't make such a bid without partnership agreement.

**3NT** = 13-15 HCP, hearts stopped, denies four spades. With either of these, respond 3NT:

**♦**K102 **♥**QJ84 **♦**AQ2 ♣Q105 **♦**KJ6 **∀**KQ2 **♦**KQ2 **♣**10965.

**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 for penalty. This is most likely to happen if the 1 vovercaller was vulnerable. You could pass and hope for partner's reopening double with, say,

♠K54 **∀**KQ982 **\$984.** ♦A2

#### **Bidding Basics Quiz**

What is your response after  $1 - (1 \lor)$  with: 1. ♠10876 ♥A2 ♦AQ2 ♣AQJ2

2. ♠AK765 ♥A8654 ♦32 3. ♠K2 ♥KQ10 ♦AQ32 ♣J543

4. ♠ - ♥A32 ♦Q654 ♣KQ8754

What is your response after  $1 \blacklozenge -(1 \blacktriangledown)$  with:

5. ♠A9876 ♥ - ♦AQ872 ♣A74

6. ♠J65 ♥KJ9 ♦Q32 ♣Q1076 7. ♠K32 ♥A ♦Q542 ♣K10765

8. **♠**54 **∀**54 ♦AJ765 ♣10765

Solutions on page 50.



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#### **Bidding Basics Quiz Answers**

From quiz on page 49.

- 1. Double. Exactly four spades. You will spring to life later; for now, look for the 4-4 spade fit.
- 2.1 . Five-plus spades. Don't play for penalties (even if they are vulnerable); this hand has too much offensive potential.
- 3.3NT. Make sure to reach game.
- 4.2♥. Limit raise or better in clubs.

- 5.1 . To start (nice that partner will know you have at least five spades).
- 6. 1NT. 6-10, hearts stopped, denies four spades.
- 7.2. Natural, five-plus clubs, 10-plus HCP, one-round force.
- 8.3 ♦ Hopefully, partner knows this is weak in modern bridge.