

Bidding your hand after the opponents have already opened the bidding

There are four basic ways of entering the bidding after the opponents have opened with a bid of 1 of a suit .

- 1) Simple overcall
- 2) Jump overcall
- 3) Strong NT overcall
- 4) Take out Double

You might have hoped that that little lot would cover most eventualities. Well they will but you will need to be flexible in your approach.

e.g N	E	S	W
1D	?		
	AQJxx		
	KJxx		
	xxx		
	x		

...and a simple overcall of 1Sp does the job nicely promising a 5 card suit , 10-15 pts , shape { and approx 5/6 playing tricks }.

Change the hand slightly ...

e.g N	E	S	W
1D	?		
	AQJxxx		
	Axx		
	AJx		
	x		

and now 1Sp is inadequate { you are too strong/have too many points}.

In the "old days" when *strong jump overcalls* were the order of the day players simply jumped to 2Sp when they couldn't bid 1Sp. { Not such a bad idea really though there still must have been problems when 5 card and not 6 card suits were held}.

Nowadays with strong *jump overcalls* on the wane and players trying *intermediate jump overcalls* and *weak jump overcalls* anyway a different approach is needed.

We are going to see that a more laissez -faire use of the *take out double* will rescue us most of the time when neither our one level nor jump overcalls describe our hands accurately.

Looking again at our last example.

e.g N	E	S	W
1D	Dble		
	AQJxxx		
	Axx		
	AJx		
	x		

Double is going to be the first bid on such hands. See over the page ----->

