

RobertsLaw Celebrity SpeakersWith Alex Smirnoff



24-FEB-2013

Table of Contents

PART 1: (OVERCALLS AT THE 1-LEVEL	2
RESPON	DING TO 1-LEVEL OVERCALLS AS ADVANCER	2
	ADVANCING (RESPONDING) WITH SUPPORT	
	ADVANCING (RESPONDING) WITHOUT SUPPORT	
(3)	RESPONDING TO ADVANCER'S CUE BID	4
EX	ERCISES	5
RESPON	DING TO 2-LEVEL OVERCALLS AS ADVANCER	8
EX	ERCISES	9
PART 2:	DOUBLES	11
Respon	DING TO TAKE-OUT DOUBLES:	11
	Jump in new suit (8 - 11 HCP with 4 cards in length)	11
	Double jump in new suit (8 - 11 HCP with 5 cards in length)	11
ΕV	EDCICEC	12

PART 1: OVERCALLS AT THE 1-LEVEL

Responding to 1-level overcalls as advancer

Example:

W	N	Е	S
1♣	1♥	Pass	?

You are South: LHO opens 1♣ and partner overcalls 1♥ (One-level overcalls shows at least 5 cards and 8-18 HCP). It is now your turn to act as advancer (partner of the overcaller). How to act is the question, and it is split into two parts: (1) Advancing with support for partner, and (2) advancing without fit for partner.

(1) ADVANCING (RESPONDING) WITH SUPPORT

- a) Single raise (2♥) 6-10 HCP, normally 3 card ♥'s
- b) Jump raise (3♥) "Preemptive" 3-9 HCP, 4 card ♥'s normally unbalanced hand
- c) Game raise (4♥) "Preemptive" 3-9 HCP, 5 card ♥'s normally unbalanced hand

NOTE: The vulnerability plays a <u>very important</u> role when you hold the preemptive-type hands. For example:

- At favourable vulnerability (Green vs. Red) you should bid one level higher
- At unfavourable vulnerability (Red vs. Green) you should bid one level lower
- d) unassuming cue bid (2♣) 11+ HCP, almost always 3+ card **v**'s
- e) unassuming cue bid jump (3♣) 10-12 HCP, 4+ card **v**'s

(2) ADVANCING (RESPONDING) WITHOUT SUPPORT

- a) NT Bids, requires: Stopper in opponent's suit(s)
 - No fit in partner's suit
 - Exact HCP range as shown below

1NT	8 - 11 (12) HCP	No ♥ fit with ♣ stopper(s)
2NT	(12) 13 - 14 HCP	No ♥ fit with ♣ stopper(s)
3NT	15+ HCP	No ♥ fit with ♣ stopper(s)

The reason why these HCP ranges are that high is because partner's overcall does not promise 12+ HCP like an opening bid would have. For example, partner might have overcalled 1♥ over 1♠ with ♠10642 ♥AKJ98 ◆862 ♠2 (who wouldn't!) and we shouldn't be bidding 1NT as low as 6 HCP.

b) New suit at the 1-level

Example:

1♣ 1♥ Pass 1♣	W	N	Е	S
	1♣	1♥	Pass	1♠

You need:

- At least 5 cards in \(\delta 's \) (can be 4)
- 8+ HCP
- No fit in **∀**'s
- Forcing

c) New suit at the 2-level (no jump)

Example:

W	N	Е	S
1♣	1♥	Pass	2♦

You need:

- At least 5 cards in ◆'s
- Good suit quality
- Around 8-12 HCP
- No ♥ fit
- Non forcing

d) unassuming cue bid

Example:

VV IV L J	V
1♣ 1♥ Pass 2♣	A 1

In bridge, there are always exceptions to everything. On the auction above, at rare times you may be dealt a hand in which you have:

- At least 11+ HCP
- No ♥ fit
- No ♣ stopper
- No 5+suit of your own

Under these conditions, you cannot do anything except bid 2♣ (cuebid) to stall and find out more information.

So what are the responses to an advancer's cuebid? Continue reading below:

(3) RESPONDING TO ADVANCER'S CUE BID

a) Simple repeat of your own suit

Example:

W	N	Е	S
1♣ Pass	1♥ 2♥	Pass	2♣

It denotes:

- A weak overcalling hand
- Less than an opening hand (~8-11 HCP)
- Doesn't promise 6 cards

b) A jump of your own suit

Example:

W	N	Е	S
1 ♣ Pass	1 ♥ 3 ♥	Pass	2♣

It denotes:

- 6 card suit, decent quality
- 13+ HCP
- Game Forcing

c) NT - Bids

Example:

W	N	Е	S
1 . Pass	1♥ 2NT / 3NT	Pass	2♣

It denotes:

- Stopper(s) in the opponent's suit(s)
- 2NT shows 12 14 HCP (invitational to 3NT)
- 3NT shows 15 18 HCP

d) New suit below 2-of-overcall's-suit Example:

W	N	Е	S
1 ♣ Pass	1 ♥ 2 ♦	Pass	2♣

It denotes: - At least 4♦'s

- No extra values needed, so it's still 8 - 18 HCP

- Forcing

e) New suit above 2-of-overcall's-suit Example:

W	N	Е	S
1♣	1♥	Pass	2♣
Pass	2♠		

It denotes: - At least 4♠'s

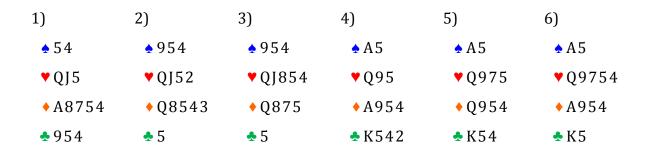
- Extra values, 12+ HCP

- Forcing

EXERCISES

Using this auction below, what do you do as South:

W	N	Е	S
1 .	1♥	Pass	?



W	N	Е	S
1♣	1♥	Pass	?

7)	8)	9)	10)	11)	12)
♦ K54	. 4	♦ Q3	♦ KJ5	♦ Q654	♦ KJ643
▼ K84	♥ Q543	♥ Q54	♥ A5	♥ QJ874	♥ 6
♦ Q3	♦ J 5 4 2	♦A942	♦ Q854	♦ 984	◆Q6532
♣ J9842	. Q964	♣ KJ42	♣ QJ54	♣ 2	♣ J 5
13)	14)	15)	16)	17)	18)
♦ K54	♣ 4	♠ Q3	♦ KJ5	♣ A 5 4	♦ KJ63
▼ K8	♥ Q543	♥ Q542	♥ 52	♥ 87	♥ A 2
♦ Q32	♦ AK42	♦ 98542	♦KQ5432	◆Q842	◆Q632
♣ J9842	. Q964	♣ 42	♣ 42	◆ 9542	♣ AJ5
19)	20)	21)	22)	23)	24)
♦ 98654	♣ J 5	♠ Q3	♦ KJ5	♣ AQ52	♦ J63
▼ A9854	♥ Q43	♥ 42	♥ Q 2	♥ Q 7	♥ A 2
♦ 985	♦ AK42	♦ AKQ542	♦ 5432	♦AQ842	◆Q7632
♣	♣ Q964	♣A62	◆ 9742	♣ 42	♣ KJ5

$\alpha \alpha$	T '	T 1	rn	п 1	$\mathbf{r} \sim$	T	
SO	Ι.		ľ) I\	1.5

1)	2)	3)	4)	5)	6)
♦ 54	♦ 954	♦ 954	♠ A5	♦ A5	♠ A 5
♥ QJ5	♥ QJ52	♥ QJ854	♥ Q95	♥ Q975	♥ Q9754
◆A8754	◆Q8543	◆Q875	♦A954	◆Q954	♦A954
♣ 954	♣ 5	♣ 5	♣ K542	♣ K54	♣ K5
2♥	3♥	4♥	2 🚓	3♣	2♣

7)	8)	9)	10)	11)	12)
♦ K54	♣ 4	♠ Q3	♦ KJ5	♦ Q654	♦ KJ643
♥ K84	♥ Q543	♥ Q54	♥ A5	♥ QJ874	♥ 6
♦ Q3	♦ J 5 4 2	♦A942	◆Q854	♦ 984	◆Q6532
♣ J9842	♣ Q964	♣ KJ42	. QJ54	♣ 2	♣ J 5
2♥	3♥	2♣	2NT	4♥	1 •

13)	14)	15)	16)	17)	18)
♦ K54	. 4	♠ Q3	♦ KJ 5	▲ A 5 4	♦ KJ63
♥ K8	♥ Q543	♥ Q542	♥ 52	♥ 87	♥ A 2
◆Q32	♦ AK42	♦ 98542	♦KQ5432	◆Q842	◆Q632
♣ J9842	♣ Q964	♣ 42	♣ 42	♣ 9542	♣ AJ5
1NT	3♣	3♥	2♦	Pass	3 N T

19)	20)	21)	22)	23)	24)
♦ 98654	♦ J 5	♦ Q3	♦ KJ5	♣ AQ52	 4 J63
▼ A9854	♥ Q43	▼ 42	♥ Q2	♥ Q7	▼ A2
♦ 985	♦ AK42	◆AKQ542	♦ 5432	◆AQ842	◆Q7632
*	♣ Q964	♣ A62	♣ 9742	♣ 42	♣ KJ5
4♥	2♣	2 🍨	Pass	1♠	1NT

Responding to 2-level overcalls as advancer

Example:

W	N	Е	S
1♥	2♣	Pass	?

What does partner's 2♣ overcall promise?

2-level overcalls (without jump) show about 11 - 18 HCP and 6 card suit, or 14+ HCP with a good 5 card suit. Advancing to this is quite different to advancing to 1M overcalls because the goal now is to find a 3NT contract (9 trick game), or sometimes to try and find a 4-4 major fit, or a 3-5 major fit if advancer has a 5 card major.

Over the 2♣ overcall, you can bid:

New Suit	8+ HCP	5 card suit, forcing	
2NT	10 - 11 HCP	Stopper in opponent's suit, usually (but does no promise) a fit in partner's minor	
3NT	12+ HCP	Stopper in opponent's suit, usually (but does not promise) a fit in partner's minor	
3♣	6-9 HCP	At least 3 card support	
4♣	6-9 HCP	"Preemptive", should have unbalanced hand	
2♥	Asking for a ♥ stopper (opponent's suit), and also shows a fit in partner's minor, clubs		

Example:

W	N	E	S
1♥	2♣	Pass	?

```
10+ HCP, ♣ fit, asking for ▼ stopper
5+♠, 8+ HCP
2NT 10 - 11 HCP, with ▼ stopper
6 - 9 HCP, 3+♣
3NT 12+ HCP, with ▼ stopper
4♣ Preemptive, less than 10 HCP, 4+♣ and an unbalanced hand
```

EXERCISES

Using this auction below, what do you do as South:

W	N	Е	S
1♥	2♣	Pass	?

1)	2)	3)	4)	5)	6)
♦ 54	♦ KJ653	♦ K54	♣AQ3	♦ 9753	♣ A 5
♥ QJ5	▼ 72	♥AJ4	♥ 952	♥ 5	♥ QJ54
♦A8754	♦ Q83	♦ J875	♦ KJ 5 4	♦ 9652	♦A962
 964	♣ Q54	. 083	♣ 072	♣ K542	♣ K62

SOLUTIONS

1)	2)	3)	4)	5)	6)
♦ 54	♦ KJ653	♦ K54	♣AQ3	♦ 9753	♠ A 5
♥ QJ5	▼ 72	♥AJ4	♥ 952	y 5	♥ QJ54
♦A8754	◆Q83	♦ J875	♦ KJ54	♦ 9652	♦A962
♣ 964	♣ Q54	♣ Q83	♣ Q72	♣ K542	♣ K62
3♣	2 🏚	2NT	2♥	4 🐣	3 N T

PART 2: DOUBLES

Responding to Take-Out Doubles:

(1♣) - DBL - (Pass) -?

9832

You have to bid even if your hand was 0HCP! By bidding 1♣ you are not saying to partner that you have a good hand - in fact, you are doing the opposite. By bidding at the cheapest level (the 1 level in this case) you are telling partner where your longest suit is and that you are also lacking in the HCP department (except a NT bid). If you had a better hand (about 8-11HCP) then you need to *jump to 2*♠ to tell partner that your hand has a bit of hope! Passing a takeout double is suggesting you have lots of trumps tricks and want to defend (for example, if your hand was ♠8 ♥ 843 ♠ 7543 ♠ KQJ97.

Example: (1♣) – Dbl – (Pass) -?

New suit at the 1st level

- 1 ◆ 0-7 HCP (3) 4+ diamonds
- 1♥ 0-7 HCP (3) 4+ hearts
- 1• 0-7 HCP (3) 4+ spades

NT Responses

1NT 7-10 HCP, balanced hand with club stopper(s), no 4 card major

2NT 11–12 HCP, balanced hand with club stopper(s), no 4 card major

3NT 13+ HCP, balanced hand with club stopper(s), no 4 card major

Jump in new suit (8 - 11 HCP with 4 cards in length)

- 2 ◆ 8 11HCP 4 diamonds
- 2♥ 8 11HCP 4 hearts
- 2♠ 8 11 HCP 4 spades

Double jump in new suit (8 - 11 HCP with 5 cards in length)

- 3 ◆ 8 11HCP, 5 diamonds
- 3♥ 8 11 HCP, 5 hearts
- 3♠ 8 11 HCP, 5 spades

Bidding a game in a Major

- 4♥ 12+ HCP 5+ hearts
- 4⁴ 12+ HCP 5+ spades

Bidding the opponent's suit at the 2nd level (Also known as a Cue-Bid)

- 2. 8+ HCP with both Majors or 11+HCP without 5card Major
 - → Forces partner to describe their hand!

EXERCISES

1. What do you respond to this auction: 1♣ - Dbl - Pass -?

LHO 1.	Par DBI	tner	RHO Pass	You ?	
a)	b)	c)	d)	e)	f) ♠ KJ5 ♥ J5 • Q543 ♠ QJ52
• 984	• AK654	◆ AK65	• K65	• KQJ543	
• 843	• Q5	▼ QJ65	• J54	• 5	
• 6543	• 9654	◆ A4	• KJ54	• AJ54	
• J52	• 65	◆ 654	• AJ4	• 53	

2. RHO opens 1♦ - What is your bid?

a) ♣ AQ54 ♥ 54 ◆ KJ54	b) • 9854 • AKQ2 • 54	c) • 5 • K54 • AQ8754	d) ♠ KJ5 ♥ Q43 ♠ A543	e) • AQ542 • K5 • KJ5	f) • AKQ542 • 5 • A543
◆ Q54	★ K54	• J54	♣ AQ5	♣ J53	♣ A5

3.

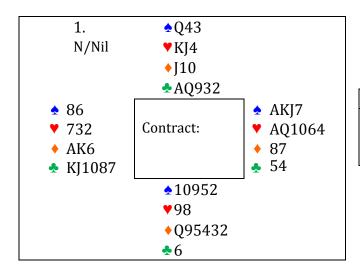
LHO 1•	Part DBI	tner	RHO Pass	You ?	i
1) • 654 • 54 • K8754 • Q54	2) ♠ AQ854 ♥ Q2 ♠ 542 ♠ K54	3) ◆ 5 ◆ K54 ◆ AQJ754 ◆ A54	4) ♠ KJ52 ♥ Q43 ♠ 43 ♠ K542	5) • A542 • Q5 • J5 • QJ532	6) ♠ AKQ542 ♥ 5 ♠ 9543 ♠ Q5
7) • K54 • A54 • K754 • A54	8) • A54 • Q2 • K542 • K542	9) • 5 • K542 • Q754 • A542	10) ♠ KJ2 ♥ Q43 ♠ A32 ♣ J542	11) ♣ AJ542 ♥ Q5 ♣ J5 ♣ K532	12) ♠ KQ542 ♥ 5 ♠ K543 ♠ A52

SOLUTIONS

1. What do you respond to this auction: 1♣ - Dbl - Pass -?

LHO 1.	Par DBI	tner	RHO Pass	You ?	
a) • 984 • 843 • 6543 • J52	b) • AK654 • Q5 • 9654 • 65	c) • AK65 • QJ65 • A4 • 654	d) • K65 • J54 • KJ54 • AJ4	e) • KQJ543 • 5 • AJ54 • 53	f) ♠ KJ5 ♥ J5 ♠ Q543 ♣ QJ52
<u>1</u> • 2. RH0	<u>3•</u> O opens 1• - V	<u>2∗</u> Vhat is your b	<u>3 NT</u> id?	<u>4•</u>	<u>1 NT</u>
a) ♣ AQ54 ♥ 54 ♣ KJ54 ♣ Q54	b) • 9854 • AKQ2 • 54 • K54	c) • 5 • K54 • AQ8754 • J54	d) ♣ KJ5 ♥ Q43 ♣ A543 ♣ AQ5	e) • AQ542 • K5 • KJ5 • J53	f) ♠ AKQ542 ♥ 5 ♠ A543 ♠ A5
<u>PASS</u> 3.	<u>Double</u>	<u>PASS</u>	<u>1 NT</u>	<u>1 ♠</u>	<u>Double</u>

LHO 1•	Par DBI	tner	RHO Pass	You ?	I
1) • 654 • 54 • K8754 • Q54	2) • AQ854 • Q2 • 542 • K54	3) • 5 • K54 • AQJ754 • A54	4) • KJ52 • Q43 • 43 • K542	5) • A542 • Q5 • J5 • QJ532	6) • AKQ542 • 5 • 9543 • Q5
<u>1</u> ♠	<u>3</u> ♠	<u>Pass</u>	<u>2</u> ♠	<u>2</u> ♣	<u>4</u> •
7) ♠ K54 ♥ A54 ♠ K754 ♠ A54	8) ♠ A54 ♥ Q2 ♠ K542 ♠ K542	9) ◆ 5 ▼ K542 ◆ Q754 ◆ A542	10) ♠ KJ2 ♥ Q43 ♠ A32 ♠ J542	11) ♠ AJ542 ♥ Q5 ♠ J5 ♠ K532	12) ♠ KQ542 ♥ 5 ♠ K543 ♣ A52
<u>3NT</u>	<u>2NT</u>	<u>2</u> ▼	<u>2NT</u>	<u>3♠</u>	<u>4</u> •

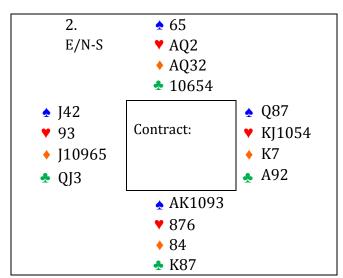


W	N	Е	S
	1♣	1♥	Pass
2♣	Pass/Dbl	2•	Pass
3♥	Pass	4♥	All pass

West has at least 11 HCP along with a fit, so a 2♣ cue raise is called for. East should take into account that 2♣ may potentially not have a fit (could be 11+ HCP with no fit, no club stopper and no 5 card suit to bid) so East should not just blast 4♥. However, East has enough HCP for a 2♠ bid (bidding a suit that's higher ranking than their overcalled suit). West now bids 3♥ clarifying their hand type, and it is finally raised to game by East.

Play:

South leads a club to the J - Q - 4. 2^{nd} round of clubs is cashed, and an exit of a third club. The third club should be ruffed with the $\checkmark 10$ and a diamond to dummy for a heart finesse. When this wins, the $\checkmark A$ is cashed, and then the outstanding trump is given to North. Dummy still has a diamond entry for the two good clubs for spade discards.



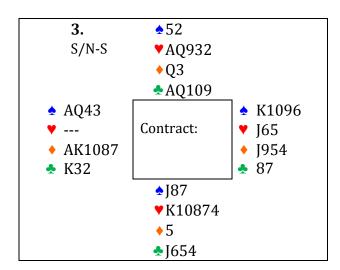
W	N	E	S
-	-	1♥	1.
Pass	1NT(!)	Pass	Pass
Pass			

Bidding:

North is advancing to South's 1-level overcall and should take precaution as the overcall could be made on just 8 HCP. Advancing with a 1NT bid shows about 8-12 HCP.

Play:

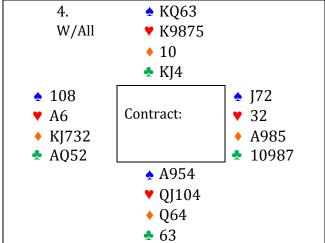
▼J lead win with Q, and spade to 9 and jack. West returns a heart and North wins and cashes spades from the top .



W	N	Е	S
-	-	-	Pass
1♦	1♥	Pass	4 ♥(!)
4♦ (!)	Pass	Pass	Pass

Although South is facing unfavourable vulnerability, a 4 preemptive bid is warranted given the unbalanced nature of the hand. However, that should not deter West from bidding 4 - West has a very good hand coupled with a heart void. On a good day 4 makes (like today) but otherwise it might be a good save against a making 4 (like here). Note how both sides can make without the prerequisite "25 combined HCP" as mentioned in textbooks. The reason for this is due to the wild nature of distribution.

<u>Play:</u> North should lead the ♥A ruffed by West. West should then cash the ♠A and then the ♠Q. If trumps break, West should cash a top diamond before drawing the last trump in case North has a diamond void. If North started life with four spades, West should also cash a top diamond before drawing the last two trumps (finessing with dummy's ♠K10). If South begun life with four spades, then you better hope for a miracle!

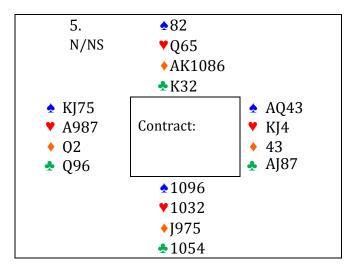


W	N	Е	S
1♦	1♥	Pass	3♦
Pass	4♥	Pass	Pass
Pass			

Bidding:

North should overcall 1♥ instead of doubling. It is important to get your 5 card Major across, and you plan to overcall 1♥ and hopefully double 2♦ later for takeout. South has 4 trump support and 10-12 support points and should therefore jump cue with 3♦. Now North knows about 4 card support and doesn't need to worry about the bad quality of trumps. With 12HCP and a singleton diamond he's got enough "stuff" to jump into a game!

<u>Play:</u> East leads the ◆A. Declarer should lose 3 aces to make 10 tricks (♣A is marked from the auction).

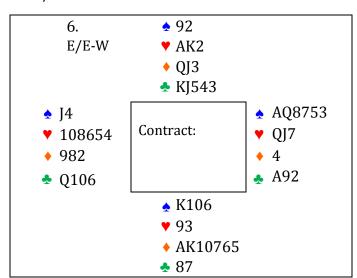


W	N	Е	S
	1•	Dbl	Pass
2•	Pass/Dbl	2•	Pass
3♠	Pass	4 ♠	All pass

North opens with 1• and East should double. East should not bid 1NT due to the lack of a diamond stopper. Over the double West has almost enough points to force to game, but maybe with Qx in diamonds (the opponent's suit) West should just invite. An addition to this problem is that West does not know which major suit to bid to hit partner's major(s). Solution: West cuebids with 2• asking partner to bid their major(s) up the line.

Play:

South leads the five of diamonds and North should cash the K and the A. The best move for North now is to exit with a trump. After this start declarer should plan to draw trumps and proceed to take a finesse in clubs and hearts. After all, North had opened the bidding with 1• so therefore North must have at least one, if not both honours in clubs and/or hearts.



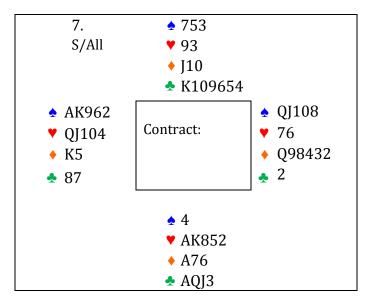
W	N	Е	S
		1.	2•
Pass	2•	Pass/Dbl	2NT
Pass	3NT	All pass	

Bidding:

North has a good raise in diamonds and should therefore start off with a 2♠ cue raise. Whatever East does over 2♠ (pass or dbl) South should bid 2NT signifying a spade stopper,

Play:

West should lead the J (partner's suit) and thereafter declarer makes 9 tricks.

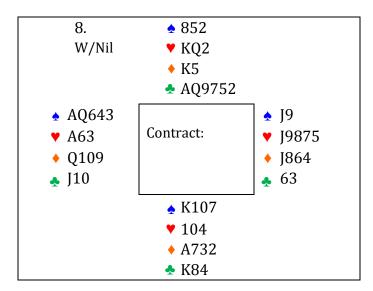


W	N	E	S
-	-	-	1♥
1 ♠	Pass	3♠	Dbl
Pass	4♣	Pass	5♣
Pass	Pass	Pass	

East, with 4 card support and an unbalanced hand, should make a preemptive raise of 3♠. With such a strong hand South should still compete and double 3♠ and raise partner's 4♠ to 5♠.

Play:

Declarer loses just one spade and one diamond. Hearts can be set up (or alternatively, North just needs to ruff two spades in dummy to make their hand good),



W	N	E	S
1 ♠	2 ♣	Pass	2NT
Pass	3NT	All pass	

Bidding:

Although South has a good raise in clubs, the *K isn't that good (opponent's suit) and should therefore make an invitational 2NT bid to protect it.

Play:

West should still lead a spade (trying to set up their long suit along with the \P A) despite declarer showing a spade stopper, and that should be enough for declarer to take 1 + 2 + 6 tricks for the contract. If West leads anything else, that will give declarer the tempo to set up two heart tricks.