



Responding after a preemptive overcall

Responding after the opponent has overcalled 2 ♥

- Shifting at level 2 (2 ♠) promises 11 HCP (or more) and 5 ♠ cards
- Shifting at level 3 (with NO jump) promises 11 HCP (or more) and 6 cards in the named suit
- Jump shifts these are supporting bids : jump fit
- Spoutnik double promises at least 4 cards in the other major suit (♠) and 8 HCP
- 2 NT 11 HCP and at least 1 stopper in the overcalled suit..of course, it's better with 2 stoppers !
- 3 NT at least 12 HCP and 1 stopper in the overcalled suit, 2 would be even better !
- Supporting the opening minor suit denies 4 ♠ cards and the possibility of a NT contract
- Cue-bid promises a minimum of 12 HCP, without any possible natural bid.

S	W	N	E
		1 ♦	2 ♥
Pass			

K	10	7	2	Q	9	Q	8	4	3	2	4	2
♠	♠	♠	♠	♥	♥	♣	♣	♣	♣	♣	♦	♦

Exercise E5674 **PASS** only 5 useful HCP (Q ♥ doubleton is worth nothing), you can't Spoutnik double nor name your ♣.

S	W	N	E
		1 ♦	2 ♥
2 ♠			

A	K	Q	10	7	4	A	4	9	4	3	K	4
♠	♠	♠	♠	♠	♠	♥	♥	♣	♣	♣	♦	♦

Exercise E5676 2 ♠ and no more...3 ♠ would be a jump fit...and you don't hold a ♦ fit !



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Forcing or non forcing..

- Shifting without jumping (2 ♠ or 3 in the other minor suit) is forcing
- Cue-bidding is game forcing
- Jump shifting is jump fit bidding : forcing
- Raising is non forcing
- NT bidding is non forcing

S	W	N	E
		1 ♦	2 ♥
3 ♦			



Exercise E5683 3 ♦ non forcing raise...no other option.

S	W	N	E
		1 ♦	2 ♥
3 ♥			



Exercise E5682 3 ♥ cue-bid : game forcing ...no other natural bid.



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NT responses

- A NT response promises at least a solid stopper in the overcalled suit and preferably 2 (K J 9 are better than Ace x x)
- With 11 HCP propose a NT game : 2 NT (pay attention to the assessment of your hand, your honors locations, your suits lengths)
- Above 12 HCP go to game : 3 NT (pay attention to your points)

S	W	N	E
		1 ♦	2 ♥
2 NT			

8 ♠	7 ♠	K ♥	J ♥	9 ♥	K ♣	J ♣	10 ♣	8 ♣	6 ♣	Q ♦	8 ♦	5 ♦
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Exercise E5678 2 NT You've got a double ♥ stopper and your ♣ length is bringing you the missing HCP

S	W	N	E
		1 ♦	2 ♥
3 NT			

10 ♠	4 ♠	2 ♠	K ♥	J ♥	8 ♥	10 ♣	7 ♣	4 ♣	A ♦	K ♦	Q ♦	7 ♦
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Exercise 1472

3 NT 13HCP and good ♥ stopper... NT game, of course. The only thing that really matters is to guard the opponents suit. Your partner will help in ♠ and ♣



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Cue-bid

This bid is game forcing and requires at least 12 HCP and the lack of natural bid.

Jump fit

A jump shift shows a 4 cards support, 5 cards in the named suit and enough strength to play a game.

S	W	N	E
		1 ♦	2 ♥
3 ♥			



Exercise E5682 3 ♥ 13HCP, no natural bid... cue-bid.



S	W	N	E
		1 ♠	2 ♥
4 ♣			



Interesting long ♣ suit, and a 4 card support.
After an overcall, there is no more Splinter !