



Your P who has just overcalled may have from 12HCP to more than 20HCP

The Responder hasn't bid, you absolutely have to bid

- - with a very weak hand, bid at the lowest possible level your best suit (even with 0HCP!)
- - with a stronger hand (8-10HCP)
 - - and a 4 carder, jump bid in your suit
 - with a 5 carder use a double jump bid
 - Without a 4 card major and stoppers in Opener's suit you're looking for a NT contract
- With 11HCP or more cue-bid the Opener's suit : this bid is Game forcing.



Problem E4920 2♠ The Responder has passed; you absolutely have to bid your best suit. with less than 8 HCP, Don't hesitate - bid ♠ at the lowest level : 1♠.



Problem E4869 The Responder has passed; you have to bid. Your bid is 1♥ ... which does not promise much.



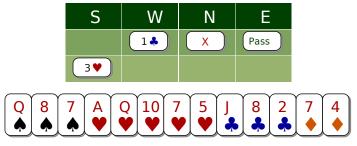


Respond bidding with a suit.

- 0-7HCP: bid your best suit at the lowest level... giving priority to the majors
- with 8-10HCP:
 - $\circ\,$ and a 4 card major or a 5 card minor JUMP bid in the suit.
 - with a 5 card major, double jump bid in your suit
 - with a 6 card major, triple jump in your suit



Problem E4873 You have to bid your least bad suit.



Problem E5796 3♥ A double jump bid showing both a point count of 8-10HCP and a 5 carder.





NT bids

guarantee a stopper in Opp's opening suit and deny a 4 card major

• 7-9HCP:1NT • 10-11HCP::2NT



Problem E4875 1NT : 7-9HCP and a ♦ stopper





Cue-bid made by Overcaller's P after a take-out double

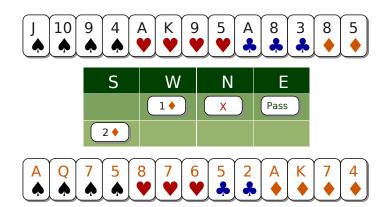
Cue-bid without a jump shows:

- Strong hand 11HCP or more
- This bid is Game forcing

Cue-bid with a jump, shows

- both majors with 4 cards
- and 8-10HCP
- · This bid is non Game forcing

The "doubler" now has all the elements he needs to decide the best contract.



Exercise 4958 You are South, use a cue-bid so as to ask Opener to describe his hand and find the best contract for Game.



Exercise 5797 Jump cue-bid - showing both majors with 4 cards and 8-10HCP.