



After the Opener, there are 3 main types of interventions :

- bidding a 5 card suit
- bidding DOUBLE
- bidding 1NT with a regular distribution and a stopper in The Opener's suit

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Interventions with a suit

At the 1 level with 8HCP and a "nice" 5 card suit

At the 2 level without a jump With 10HCP and a "nice" 6 card suit.

At the 2 level with a jump in a major with the equivalent of The Opener bidding a weak 2 (cf level 2)

At level 3,4 and 5 with a long one suiter. "Pre-empts" (cf level 2)



Problem E3707 PASS ... DESPITE 15HCP : no 5 suiter to bid.



Problem E3753 1 ♥ : Intervene - this is like opening with this 5 solid card suit.

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Double

This intervention is the most economical. It promises :

- - At least 12-13HCP and at least 3 cards in the non bid suits. Don't double when don't have at least 4 cards in the non bid major.
- - At least 17-18HCP regardless of distribution.

Careful !

With a strong hand, always start with double ... even if you have a "nice" suit.



Problem E3795 Double - so that you may find a possible fit in 💙 or 🔺

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Intervention: 1NT

Use this bid with distribution and points as though you were The Opener. :

- You are ideally situated behind The Opener a strength of 15-17HCP is enough.
- A stopper in the Opponent's suit.

Careful!

Dont forget that your Partner can have 0 points! Intervening "light" will be punished by a double from Opponents.



Problem E1056 As though you would have opened 1NT with this hand ... you intervene with 1NT (with a strong hold in \blacklozenge)