Lesson 55 Examples
Responding to Partner's Takeout Double: Introducing the Cuebid

| $\begin{aligned} & \text { A9642 } \\ & \text { vQ854 } \end{aligned}$ | N |  | South |
| :---: | :---: | :---: | :---: |
|  | $\mathrm{W}^{\text {S }}$ E |  |  |
| -94 |  |  |  |
| West | North | East |  |
| - | 1* | Dbl | Pass |
| ?? |  |  |  |


| $\begin{aligned} & \text { ^K842 } \\ & \text { vQJ85 } \end{aligned}$ | N |  | South |
| :---: | :---: | :---: | :---: |
|  | $\begin{array}{cc} \mathbf{W} & \mathbf{E} \\ \mathbf{S} & \\ \hline \end{array}$ |  |  |
| -97 |  |  |  |
| West | North | East |  |
| - | $1 \%$ | Dbl | Pass |
| ?? |  |  |  |


| $\xrightarrow{\wedge}$ QJ104 |  | N | South |
| :---: | :---: | :---: | :---: |
|  |  | W E |  |
| -65 |  | S |  |
| *K72 |  |  |  |
| West | North | East |  |
| - | 1\% | Dbl | Pass |
| ?? |  |  |  |

Not much fun, but you must bid.
Bid $1 \vee$, your cheapest 4-card suit You will not bid again unless partner compels you to. (If he bids spades, showing a hand too strong for a simple overcall you might raise)

A slightly better hand, but not quite worth a jump. Bid 1^- you do not mind if partner passes. If you get another chance to bid you can try $2 \vee$ to show both suits and limited values.

Just worth a jump to $2 \boldsymbol{A}$.
You can jump on less with a 5 -card suit but you need $10+$ HCP when you have only 4 . Partner may have only 3-card support!


Clearly worth a jump to $4 \vee$ - but partner might easily have enough for slam ( $\wedge \mathrm{KQ}, \vee \mathrm{A}$, singleton club) Bid 2* and follow with a jump to $4 \vee$ to show a hand too strong just to bid game.

| $\begin{aligned} & \uparrow \text { Q42 } \\ & \vee A 85 \end{aligned}$ | N |  |  |
| :---: | :---: | :---: | :---: |
|  | W E |  |  |
| - KQJ |  | S |  |
| ¢J762 |  |  |  |
| West | North | $h$ East | South |
| - | $1 \%$ | Dbl | Pass |
| ?? |  |  |  |

You want to bid 3NT but your club stopper is hardly robust. Bid 2: and follow with 3NT to indicate that you have some doubt about this contract. Partner can convert to a 5-card suit if he has one.

## Lesson 55 Examples

## When Partner Overcalls: Two Different Types of Raise

| ^KQ964 | A | ^AJ873 | B | AJ105 |
| :---: | :---: | :---: | :---: | :---: |
| - A85 |  | $\checkmark 62$ |  | $\checkmark 94$ |
| -8642 |  | - J7 |  | -KQ73 |
| *6 |  | * 10742 |  | ヶA854 |

South opens $1 \vee$, West overcalls $1 \boldsymbol{\wedge}$ and North makes a negative double.
Opposite Hand A West can make 9 tricks in spades: 5 trump, $\vee$ A and 3 ruffs in dummy
(He might make 10 on a complete crossruff if the defence never lead trump, or 8 if trump are 3-0 and they lead trump every time they are in)
In defence East-West can expect to make one spade and one heart. They may also make a club ruff if West leads a club. When he wins $\vee$ A he can put partner in with $\leadsto A$ to lead a second club.
North-South have most of the high cards, and they can surely make $4 \boldsymbol{\bullet}$, so East-West should sacrifice in $4 \boldsymbol{\wedge}$. It is best to bid $4 \boldsymbol{\sim}$ at once, a cheap sacrifice that may even tempt them to bid $5 \vee$, which you can defeat.
Opposite Hand B West can expect to make 4 spades, $\boldsymbol{\bullet}$, a heart ruff, 2 or 3 diamonds and $\bullet A$.
He must lose 2 aces and a heart, and $\star$ A is probably with South, the opening bidder, so he will make 9 tricks. This time East-West have nearly half the points, and only an 8-card trump fit.
Defending against a heart contract they can make a spade, $\vee \mathrm{A}$, a diamond, $\approx \mathrm{A}$ and 1 or 2 club ruffs.
They should not proceed past $3 \boldsymbol{A}$, and if North-South bid $4 \vee$ they should double.
Yet both hands are worth a raise to $3 v$.
Hand A's raise is based on distribution and 'fit' points, .
Hand B's raise is based on High Card Points and Quick Tricks
We differentiate between the two types of raise by using a cuebid (a bid of opponent's suit) to show a high card raise.

## Lesson 55 Examples

Examples of Raising Partner's Overcall

| - 92 | N |  |  |
| :---: | :---: | :---: | :---: |
| $\checkmark$ A104 | W E |  |  |
| - QJ96 | S |  |  |
| West |  |  |  |
| West | North 1 * | $\begin{aligned} & \text { East } \\ & 1 \vee \end{aligned}$ | South <br> Pass |
| $2 \vee$ |  |  |  |

Just worth a minimum raise, with no special fit or distribution. When you have 3-card support you should raise if you can.

| $\rightarrow$ AKQ82 |  | N |  |
| :---: | :---: | :---: | :---: |
| $\checkmark 85$ |  | W E |  |
| -94 |  |  |  |
| *QJ762 S |  |  |  |
| West | North | East | South |
| - | $1 \%$ | $1 ヵ$ | Pass |
| 3 n |  |  |  |

Lots of distribution but length in the wrong suit. The jump raise is pre-emptive, promising 4+card support but not many high cards.

| AQ102 | N |  |  |
| :---: | :---: | :---: | :---: |
| $\checkmark$ KQ85 | W E |  |  |
| -94 | S |  |  |
| $\because \mathrm{KJ} 76 \quad \mathrm{~S}$ |  |  |
| West |  |  | North | East | South |
| - | $1 \%$ | $1 \wedge$ | Pass |
| 2\% |  |  |  |

3-card support is enough to raise an overcall. Use the cuebid to show a sound high card raise rather than a weak raise.
cuebid of $2 \boldsymbol{a}$ to show a strong raise

| ^K87 |  | N |  |
| :---: | :---: | :---: | :---: |
| $\checkmark 8542$ | W E |  |  |
| - A53 |  | S |  |
| West | North |  |  |
| West | $1 \%$ | $\begin{aligned} & \text { East } \\ & 1 \vee \end{aligned}$ | Pass |
| $2 v$ |  |  |  |

Do not jump about with so little distributional strength. There are no ruffing values, so $2 v$ is quite enough

| A 2 | N |  | South |
| :---: | :---: | :---: | :---: |
| $\checkmark$ K8542 | W E |  |  |
| - A753 |  |  |  |
| *J62 S |  |  |  |
| West | North | East |  |
| - | $1 \%$ | $1 \vee$ | Pass |
| 4 |  |  |  |

This is a raise based on 'fit' rather than high cards. Tend to stretch a level with a hand like this when you know you have at least a 10-card fit.

| - 102 |  | N |  |
| :---: | :---: | :---: | :---: |
| $\checkmark$ AK8752 |  | W E |  |
| $\bullet \text { K } 94$ |  | S |  |
| West | North | East | South |
| - | 1* | $1 \wedge$ | Pass |
| 2v |  |  |  |

When you have a good suit of your own you can bid it - but prefer to raise partner if you can. Many partnerships play that a new suit over an overcall is forcing for one round, others play is as nonforcing but constructive. Whatever you agree, a new suit should NOT be a weak takeout - with a weak hand just Pass, trusting partner to have a good suit.

| ^AQJ83$\bullet$ K852 |  | N | South |
| :---: | :---: | :---: | :---: |
|  |  | W E |  |
| -3 |  | S |  |
|  | North |  |  |
| - | $1 \%$ | $1 v$ | Pass |
| $2 \boldsymbol{4}$ |  |  |  |

A jump in a new suit is quite rare The modern style is to play it as a "Fit Jump", promising a good suit and support for partner

