# 11/5/04 The beginner's Page – Issue 132

Last week we had a look at the NT overcall (and double followed by a NT bid). We'll continue the theme this week by saying what we do with other very strong hand types when the RHO has opened the bidding.

#### Double and then introduce a new suit

Hand 1	What do you do with a hand like this if RHO opens $1 \lor ?$
	It really is much too good for a simple 1 A overcall (about 7-16 pts) and
▲ AQJ764	the way to show this type of strong single suited hand is to double first.
🔻 KJ9	Partner will assume that it's a normal take-out double and suppose he responds
♦ K10	2. You then bid $2 \bigstar$ , that shows a hand that was too strong to simply initially

♣ A9 overcall 1 ♠.

Incidentally, some players would simply overcall  $2 \bigstar$  with this hand (the strong jump overcall) but most players play weak jump overcalls these days (I'll cover them at a later date) and so we double first with these strong hands.

### The direct bid of 3NT

Now if RHO opens say  $1 \checkmark$  and you have 25+ points with  $\checkmark$  stops then I guess that you could simply bid 3NT, but I would still double first and then bid NT (I cover that next page) - even with 25 points you probably won't make 3NT with a bust partner. So what is the best use of a direct 3NT bid?

Hand 2	What do you do with a hand like this if RHO opens $1 \checkmark$ ? Partner is probably bust and you have 9 tricks on any lead, so bid 3NT.
	ratuel is probably bust and you have 9 ticks on any lead, so but 51(1.
▲ A4	You all know me, why bother to mention &'s when 3NT is making?
♥ K3	The direct 3NT bid is virtually always this type of hand – a long running
♦ A7	minor suit with all other suits stopped.
<b>♣</b> AKQJ965	

## The direct bid of 3 of the opponent's suit

Now a bid of the opponent's suit is hardly ever natural. So what does a jump to 3♥ mean?\_

Hand 3	What do you do with a hand like this if RHO opens $1 \lor ?$
	You want to be in 3NT if partner has a ♥ stop, but how do you find out?
♠ AJ	The answer is that a jump to the 3 level in the opponent's suit shows a long
<b>v</b> 54	running minor and demands that partner bid 3NT with a stop.
♦ A7	If partner has as little as $A xxx = J10xx + xxx$ he must bid 3NT.
♣ AKQJ965	And note the advantage of this bid if partner has something like $\mathbf{v}$ Kx; that is only a stop
	if he is declarer!

# Double and then jump bid in NT

We have seen that with 15-18 points and a fairly balanced hand with stop(s) in the suit bid we overcall 1NT. And with about 19-21 points we double first and then bid NT. But what do we do on those rare occasions when we have 22-25 points?

Hand 4	What do you do with a hand like this if RHO opens $1 \lor ?$
	You need very little from partner but you most certainly do need something -
▲ AJ4	3NT is only going to make if partner has a little something, a queen would
💘 KJ97	probably be enough and an ace would be fine. The hand is too strong to double
♦ AK2	and then bid NT at the lowest level (19-21) and so what we do is double and
🔺 AK I	then jump in NT after partner's response. This shows about 22-25 points and pa

- AKJ then jump in NT after partner's response. This shows about 22-25 points and partner should bid 3NT with very little. Of course you are already in 3NT if partner's initial response was at the two level.
- Question time. I'll make it a  $1 \blacklozenge$  opening for all of the questions. So RHO opens  $1 \blacklozenge$ , what do you bid? And if it's a double, what do you do after a non-jump response from partner (suppose that he bids  $1 \blacklozenge$ )?

Hand 5	Hand 6	Hand 7	Hand 8	Hand 9	Hand 10
▲ A8	▲ A8	<b>▲</b> Q98	▲ KJ8	▲ KJ8	<b>▲</b> KJ8
♥ A8	♥ A8	♥ K98	🔻 KQ8	🔻 KQ8	\star KJ
♦ K6	♦ 76	♦ AQ10	♦ AQ10	♦ AQ10	♦ AQ10764
<b>♣</b> AKQJ765	<b>♣</b> AKQJ765	<b>♣</b> AJ97	♣ AJ97	♣ AKJ9	<b>♣</b> J8

Hand 11	Hand 12	Hand 13	Hand 14	Hand 15	Hand 16
▲ AKQ76	<b>▲</b> AKQ876	<b>▲</b> QJ98	▲ KJ83	♠ KJ853	<b>▲</b> KJ853
♥ K8	♥ A8	💘 KJ98	<b>v</b> K98	<b>v</b> K98	💘 KJ98
♦ Q6	♦ A6	♦ 10	♦ 10	♦ 10	♦ 10
<b>&amp;</b> J765	<b>&amp;</b> J76	♣ AJ97	<b>♣</b> AQJ97	🜲 AQJ9	♣ AQJ

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- Hand 5: 3NT. You are guaranteed 9 tricks on any lead provided that you are declarer.
- Hand 6: 3♦. You have the same 9 guaranteed tricks as hand 5, but you need partner to stop the
  ♦'s from running. So the 3♦ bid demands that he bid 3NT with a ♦ stop. Note that partner knows your hand type pretty exactly; with no ♦ stop he will convert to 4♣ and if he's got a few points (two major suit kings would be nice) with no stop he should bid 5♣. If he has a *very good* 5+ card major suit (with no ♦ stop) then he can bid it.
- Hand 7: 1NT. 15-18.
- Hand 8: Double, followed by 1NT over partner's 1♥ response. 19-21.
- Hand 9: Double, followed by 2NT over partner's 1♥ response. 22-25.
- Hand 10: Pass. You have the values for 1NT but it will play badly. This hand is much more suited to defend a possible ♥ contract and who knows, somebody may get a double in later in the auction.
- Hand 11: 1♠.
- Hand 12: Double, followed by a  $\bigstar$  bid. This hand is too strong for a simple 1  $\bigstar$  overcall.
- Hand 13: Double, followed by pass over a non-jump  $1 \checkmark$  response as this is a minimal double and partner has not promised any points.
- Hand 14: Double, followed by pass. It would be nice to have both majors for the double but this hand is a bit too good for an initial pass. Note that you cannot 'correct' partner's 1♥ bid to 1♠ or 2♣ as that would promise a much stronger hand.
- Hand 15: 1 A. It's playable in the other three suits and so some would double, but I much prefer to overcall with a 5 card major than to double.
- Hand 16: 1 A. Now this is a tricky one and many would prefer to double, but the expert opinion these days is to overcall when 5-4 in the majors. I won't argue if you chose double.