

JOHN WAYNE BRIDGE CONVENTIONS: OR, HOW I LEARNED TO STOP WORRYING AND GO FOR GAME



WHAT YOU BID WHAT IT MEANS

pass	Forcing invitational to game.
1 ♣	I want to play game in clubs, hearts, or spades.
1 ♦	I want to play game in diamonds, hearts, or spades.
1 ♥	I want to play game in hearts or spades.
1 ♠	I want to play game in spades.
1 NT	Invitational to grand slam, though can sign off at 6 NT.
2 NT	Forcing to grand slam.
3 (any suit)	Forcing to game if partner has 1+ point, otherwise stop at 6.
double	Any double of an opponent's bid is a take-out double, forcing to game. A double means that you don't have enough points to bid yourself, but you have enough points to support partner at game, regardless of his hand.

There are no weak twos in the JOHN WAYNE Convention. All twos are strong, inviting to slam, but allowing sign-offs at game. There are, however, five weak bids:

3NT, 4♥, 4♠, 5♣, 5♦

These bids all mean (approximately): partner: we don't have a grand slam, so let's play this hand quickly and move on.

RESPONDING TO BIDS:

It is very easy to respond using the JOHN WAYNE convention. All bids mean what they do in the standard American conventions, with the addition that any bid under game is forcing to game.

DOUBLING:

All doubles are immediately redoubled. Remember, JOHN WAYNE is never vulnerable.

WHEN TO OPEN:

Any hand with at least 7 cards in the major suits, or 6 in the minors, should be opened.

WHAT IF OPPONENTS OPEN THE BIDDING AT THE GAME LEVEL?

Bid a higher game with more than 5 points, else double (some people play 3 points). This double is forcing to slam for your partner if the sum of (a) his points, (b) the points you promised him with your double, (c) the points he thinks you actually have when you double, (d) the number of points he really deep down in his heart wants you to have, and (e) the number of tricks you went down on the previous hand, exceeds six. If the sum doesn't exceed six, he should indicate this to you with a bid of 5NT. If this is the first hand, for (d) substitute the number of non-honors in your hand.

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AK=8 AX=5 KX=4 QJ=3 QX=2 JX=1 A.=6 K.=4 Q.=3 J.=2

Doubleton = 2 pts. Singleton = 3 pts. After partner supports your suit, 1 extra pt for 5th card in your suit, 2pts each card after 5th

3NT = 26 PTS 4 ♠ or 4 ♥ = 26 PTS 5 ♣ or 5 ♦ = 29 PTS SMALL SLAM = 33 PTS GRAND SLAM = 37 PTS

Open any suit of 5 or more cards or a minor suit of 4 cards. With no 5 card major or 4 card minor open a 3 card minor (with 3 cards in both minors, open clubs). With 2 touching suits of equal length, open the higher, then rebid the lower. With 2 suits of unequal length, bid longer suit 1st. With 2 5-card suits, open the higher then rebid the lower (except with ♣ & ♠; open clubs, the bid ♠ & rebid ♠).

Responses to 1 of a suit: 6 - 9 pts Raise partners suit to 2, bid 1 in a new suit, or bid 1 NT
10 - 12 pts Bid 1 in a new suit or bid 2 in a lower ranking suit
13 - 15 pts Raise partners suit to 3, 1 in a new suit, 2 in a lower ranking suit, 2 NT w/ balance hand
16 +pts Bid 1 in new suit, 2 in lower suit, 3NT w/ bal hand, jump shift w/ 17+ pts w/ fit or own strong suit

REBIDS AFTER PARTNER'S LIMIT BID RESPONSES

If partner's response was 1 NT (6 - 9 pts) & you with up to 15 pts: pass w/ bal hand, w/ unbal hand bid another lower ranking suit or rebid your opening suit if a good 6 card suit (what if you only have a 5 card suit?). With 16+ pts w/ bal hand raise to 2 NT. (Partner can pass w/ 6 - 7 pts or bid game w/ 8 - 9 pts.) W/ good 6 card suit (what if you only have a 5 card suit?) you may jump in your suit to 3 level (partner passes w/ min., w/ max, he may raise to game in your suit or trump). With 19 - 22 pts, you may raise to 3 NT, jump to game in your suit, or jump-shift in new suit.

If part's response is single raise in your suit (6-9 pts) & you w/ up to 15 pts: pass w/ bal (what if you have an unbalanced hand?) hand, pass. W/ 16-18pts raise suit to 3 (invites part. to game w/ max.) or bid new suit, asks part. to bid game w/ max. or return to orig suit @ lowest possible level w/ min.

REBIDS IF PARTNER'S RESPONSE IS GAME-FORCE LIMIT BID (jump-raise in your suit or jump in NT): If slam not likely, bid game. If slam fairly certain & you know where to play it, jut bid it if you have sufficient controls. If slam likely or there's question between small or grand slam, you may make some approach bidding to obtain additional info on which to make decision.

REBIDS AFTER PARTNER'S UNLIMITED BID RESPONSES (1 in a new suit or 2 in a lower ranking suit): describe your hand as accurately as you can regarding its strength & shape.

OPENING 1 NT: 16 - 18 pts, no singleton or voids, at least 3 suits stopped, no worthless doubletons

Responses with balanced hand	Re-Bids by the opening 1 NT bidder	
	with 16 pts.	With 17 - 18 pts
0 - 7 pts, pass		
8 - 9 pts., 2 NT	pass	3 NT
10 - 14 pts, 3 NT	pass	pass
15 - 16 pts, 4 NT (small slam bidding)	pass	6 NT
17 - 18 pts, 6 NT	pass	pass
19 - 20 pts 5 NT (grand slam bidding)	6 NT	7 NT
21+ pts 7 NT		

Responses with unbalanced hand with 5 cards or longer suit:

0 - 7 pts, bid 2 of your suit except ♣

8 - 14 pts, with minor suits bid 2 NT with 8 pts, & 3 NT with 9+ pts

with 1 or 2 major suits, bid 2♣ Stayman

with 9 or more pts bid 3♥ or 3♠, with 6 card major, bid 4♥ or 4♠

with 15+ pts., jump to 3♥ or 3♠, use Stayman, check for aces via cue bids, Gerber

Stayman: bid 2♣, asks NT bidder for 4 card major suit. Responses to Stayman: 2♦

means no 4 card major, 2♥ means 4♥ but not 4♠, 2♠ means 4♠ & maybe 4♥.

If response is 2♦ & you have no 5-card major bid 2 NT with 8-9 pts or 3 NT with 10-

14 pts.. If response is 2♥ & ♥ is your suit raise to 3♥ with 8 pts & 4♥ with 9-14 pts.

If hearts not your suit & you have 5♠ bid 2♠ with 8-9 pts & 3♠ with 10+ more pts.

If response is 2♠ & ♠ is your suit, raise to 3♠ with 8 pts & 4♠ with 9 - 14 pts.

If responder's bid was at 2 level, opener with 16 passes the 2 NT bid, passes 2♥/♠

with 3 card support or converts the suit bid to 2 NT with only 2 cards in partners suit.

With good 17+ pts, raise 2NT to 3NT, with 3 card suit support raise partner's suit to 4.

If responder's bid is new suit @ 3 level, opener raises suit to 4 with 3 card support or bids 3NT with only 2 cards in the suit. If responder's bid was raise to 3 of opener's

major suit, opener passes with 16 pts but raises to 4 in the suit with 17-18 pts.

When opponent overcalls Stayman, cue bid in opponents suit if you have 9+ pts & you can handle any reply partner makes. Any other suit bid at lowest possible level is non forcing. You have to jump in another suit to be forcing.

WHEN IS BID FORCING? **Opener must bid again if:** un-passed partner bids new suit or makes a jump bid below game.
Opener may pass if: partner raise your suit 1 level, bids 1 or 3 NT, or partner previously passed.
Responder must bid if opener: bids 2 in suit as opening bid, makes a reverse (what is a reverse bid?) bid, makes a jump shift, or bids new suit after you had previously raised his original suit.

COMPETING OVER OPPONENTS OPENING BID

Simple Overcall Good suit, close to opening bid (at 2 level must be stronger)

Jump Overcall Very good hand (15-17 pt), very good suit (usually 6 card), but bid (overcall) is not forcing

1 No Trump Overcall 16-18 pts with good controls in opponent's suit

Take Out Double Opening bid or better, support for all unbid suits; or own independent suit with 18+ pts. Made at your 1st opportunity to call, provided your partner hasn't made previous bid (other than pass). Partner asked to bid best suit. Ideal hand has shortness & weakness in oppnnt's suit & strength & length in other suits. Also use with strong independent suit of your own that's too strong for simple or jump overcall & not quite strong enough for game forcing cue-bid. It has 18-22 pts.

Cue-Bid Powerhouse hand! Game-forcing bid, equal to opening 2 bid, partner may not pass short of game

Pre-emptive Overcalls (Double jump or more) 7+ cards in suit. Less than opening bid hi card strength. Trick taking ability within 3 tricks of bid if non vulnerable & 2 tricks if vulnerable

"Unusual" No Trump Over opponent's major suit bid show 2-suit hand in minors. Asks partner to bid better minor suit. Can also be used over minor suit opener by opponents showing 2 suited hand containing the lower ranking of the outstanding suits.

RESPONSES TO PARTNER'S OVERCALL

Simple Overcall Pass with bad hand, raise 1 level w/ 8-10pt, raise 2 levels w/ 11-13pt, raise to game in major suit with 14 pt.

With no support in partner's suit but with very good suit or your won, bid your own suit.

W/ good controls in oppnnt's suit, you may bid 1 (8-10 pt), 2 (11-13pt) or 3 (14+ pt) NT depending on strength.

Cue bid in opponents suit is only forcing bid.

Jump Overcall With trump support raise 1 level with 8-9 pt, jump to game with 10+ pt.

1 No Trump Overcall Treat same as 1 T opener except that a Stayman bid would be a cue bid in opponent's suit

Take Out Double bid your best suit: @ lowest level (0-8pt); jump (9-11pt); bid major suit game or w/ =suits or cue bid oppn'ts suit (12+pt); 16+ bid good minor suit game. Bid NT only if you have good stoppers in opponent's suit & no suit of your own:

1 NT (8-10pt), 2 NT (11-12 pt), 3 NT (13+ pt.) May pass double only if you have tremendous length & strength in opponent's suit.

Defense Against Take Out Double w/ 10+ hi card pts redouble, any other bid is non-forcing including any jump bids

BID HAND BIDDING

OPENING 2 BID IN A SUIT Partner may not pass unit game is reached or oppnts are doubled. Opener should be within 1 trick of game in own hand: 2♠/♥ = 25pt with good 5 card suit, 23 pt with 6 card suit, 21 with 7 card suit, add 2 extras pts for ♦/♣.

Responses: 6 pt or less, say 2 NT, 7+ pt. Raise partner with support in his suit, bid 5 card suit headed by 3 pt, or bid 3 NT

BLACKWOOD Avoid initiating Blackwood if you have a void, or if a negative response brings you above your suit @ 5 level. If can't use Blackwood, cue bid 1st round controls. If after initiating Blackwood you learn opponents have 2 aces, solution is to play hand @ 5 NT. But you can't bid 5 NT (asks for kings) so bid new suit @ 5 level which requires partner to bid 5 NT. If partner initiates Blackwood & you have useful void, jump to 6 level in suit which shows how many aces you have: 6♦ = 1 ace + void, 6♥ = 2 aces + void

GRAND SLAM FORCE When suit is agreed upon & Blackwood 4 NT hasn't been used, a bid of 5 NT asks partner whether he has 2 of the top 3 honors in trump. If yes, he bids 7 in agreed suit, if no, he bids 6 in agreed suit.

OPENING 2NT BID (not forcing) 22-24 pt with balanced hand, all suits stopped. Partner may pass with 2 or less pt. Any suit bid is forcing. A response of 3♣ is Stayman.

OPENING 3NT BID 25-27 pt with balance hand, all suits stopped.

GERBER OVER NT 4♣ asks partner for aces: 4♦ 0/4, 4♥ 1, 4♠ 2, 4NT 3; 5♣ asks for kings: 5♦ 0/4, 5♥ 1, 5♠ 2, 5NT 3

PREEMPTIVE BIDDING Hand below opening bid hi card strength & whatever hi card you have are mainly in your long suit. More advisable in 3rd position if partner passed. Make bid as hi as you safely can. Trick taking ability should be within 2 tricks of bid if vulnerable, 3 tricks if vulnerable.

DEFEND AGAINST PREEMPTIVE BID Double of 3 bid is optional (partner may bid or pass). Ideally, doubler should have very good hand & tolerance for all unbid suits. Overcall in suit indicates good suit & reasonably good hand. Cue bid in opponents suit is game forcing. Double of preempt 4 bid is more likely for penalties than take out. Double of 4♠ is for penalties as 4 NT is available for take out. Over 4♥, bid 4 NT asks for minor suit preference. Over 4♣ bid 4 NT for takeout. Over 3♥ or 3♠, 3 NT bid indicates willingness to play at NT contract. 4 NT is the "unusual NT" asking partner to bid his better minor suit.

PENALTY DOUBLES Doubling opponents in hopes of setting them & getting extra points for doing so.

When asked how you play say: I play Standard American with 5 car major suit opening bids; I open the convenient minor when I have to open the bidding with a 3 card suit; 16-18 pt opening 1NT, non-forcing Stayman; Blackwood, Gerber over NT openings, intermediate jump-overcalls; optional doubles over preempts; unusual no trumps for the minors or the lower of the unbid suits. In defense I make standard leads; lead top of nothing from 3 small cards.

Common Room Bidding Conventions

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D. Goldberg M. Devos A. Banner

Opening Bids

Opening Balanced Hands; Notrump Bids Balanced hands are 4 3 3 3, or 4

4 3 2, or 5 3 3 2 distribution. 12–14pts. Open a 5 card suit or your best minor.
Rebid 1NT if it is available at your next bid.

15–17pts. Open 1NT. This should promise stoppers in at least 3 suits.

18–19pts. Open a 5 card suit or your best minor. Rebid 2NT. If there was an intervening 2-level bid then 2NT no longer promises 18–19 points, so you must jump to 3NT.

20–21pts. Open 2NT.

22–24pts. Open 2♣. Rebid 2NT.

25+pts. Open 2♣. Rebid 3NT.

An opening of 3NT is a gambling bid with a 7+ card minor suit, AKQxxxx or better, and no outside strength. **Opening Unbalanced Hands; Suit Bids**

Always open your longest suit first (unless it's a 4 card major). With two 5 card suits, open the higher one first.

1♥, 1♠ Shows a 12+ highcard point hand with 5+ cards in the bid suit.

1♣, 1♦ Shows a 12+ highcard point hand with either 4+ cards in the bid suit, or 3+ in the bid suit and a 4 card major. In the latter case bid the longer minor. With 3 3 bid 1♣. With 4 4 bid 1♦.

2♦, 2♥, 2♠ Weak preempts showing a 6–10 point hand with 6+ cards in the bid suit.

2♣ Reserved for all strong hands. Usually shows 21+ points but with a solid 5+ card suit and 9+ playing tricks in hand the point count may be reduced.

3Suit Extremely weak preempt showing 7+ cards in the bid suit and 3–9 points. Strength outside the bid suit is not desirable, and particularly an outside Ace should persuade you to find a stronger bid.

4♣, 4♦ On the weak side of a 3X bid, but with 8+ cards in the bid suit, or 7 4 shape.

4♥, 4♠ Either a shutout like 4♣ or 4♦, or in third chair a strong suited hand which is unlikely to go any further given partner's initial pass.

Responding to 1 of a Major suit

Support of 1♥ (or 1♠) Responses shown are over a 1♥ opening. Over 1♠ substitute ♠ bids, and note that 3♥ becomes the **jump-shift** and 4♥ becomes the **splinter**.

- 2♥ With 6-9 points and 3+ card trump support.
- 3♥ With 10-12 points and 3+ card trump support. Game invitation.
- 4♥ Game closeout with less than 10 highcard points and 4+ card trump support.
- 2NT **Jacoby 2NT** shows 13+ points and 4+ card trump support. This bid is game-forcing.
- 3♠, 4♣, 4♦ A double jump in a new suit is a **splinter** showing 13+ points, 4+ card trump support, and a singleton or void. Bid the suit in which you are singleton or void.

Other Bids After 1♥ (or 1♠)

When responding in a new suit, you should usually bid your longest suit first. Four card suits should be bid up the line. (With a weak hand over 1♥ you may be forced to bid a 4 card spade suit even if you have a 5 card minor.)

- 1-over-1 A new suit at the 1-level shows 6+ points and a 4+ card suit.
- 2-over-1 A new suit at the 2-level shows 10+ points and a 4+ card suit (except 2♥ over 1♠ shows 5+ cards).
- 1NT Shows 6-9 points without support.
- 2♠, 3♣, 3♦ A jump in a new suit is a **Jump-shift** and shows 18+ points and a good 5+ card suit.
- 3NT Balanced hand with 15-16 points and a doubleton in partner's suit.

Responding to 1 of a minor suit

Support of 1♣ (or 1♦)

Conventions are according to **Inverted Minors**. Responses shown are over a 1♣ opening. Over 1♦ substitute ♦ bids, and note that 3♣ becomes the **jump-shift**.

- 2♣ With 10+ points and 4+ card support. (Forcing to 2NT level)
- 2NT With 6-9 points and 5+ card support.
- 3♣ With 0-6 points and 5+ card support.

Other Bids After 1♣ (or 1♦) As usual, bid your longest suit first. Generally

4 card suits should be bid up the line, however with a weak hand it is preferable to show a 4 card major even if you must skip a 4 card diamond suit to bid it.

1♦ Shows 6+ points and 4+ diamonds. Denies a 4 card major.

1♥, 1♠ Shows 6+ points and a 4+ card suit.

1NT Shows 6-9 points without support or 1-level suit response.

2♦, 2♥, 2♠ **Jump-shift** showing 18+ points and a good 5+ card suit.

3NT Balanced 15-16 point hand. With more than 3 cards in partner's suit bid strong support instead.

Rebids after Jacoby 2NT Jacoby 2NT Shows game-forcing

support of major suit. Rebids now describe the opener's shape.

Assume the auction has gone:

1♥ — 2NT —
?

3♣, 3♦, 3♠ Are **splinters** showing a singleton or void in the bid suit.

4♣, 4♦, 4♠ Shows a second 5+ card suit. Note that with 5 spades and 5 hearts you should have opened 1♠ in the first place so 4♠ here shows 6 hearts and 5 spades.

3NT Shows 5 cards in your suit, no singletons or voids, and invites slam.

3♥ Shows 6–7 cards in your suit, no singletons or voids, and invites slam.

4♥ Signs off in game.

Responding to a Weak 2♦ (or 2♥, 2♠) Opening

3♦ With 3 card support and a weak hand.

4♦ With 4 card support and a weak hand. Over 2♥ or 2♠ you may also raise to 4 with strong enough 2+ card support to make game.

2♥, 2♠, 3♣ Natural, nonforcing bids showing a 6+ card suit in which you would rather play.

2NT Inquiry bid asking for more details about the weak 2 hand. Opener's rebids are:

Rebid original suit, for example 3♦, with 6–8 points.

Bid 3 of a new suit to show an outside A or K and 8+ points.

Bid 3NT with no outside strength, but at least AKQ in the preempt suit.

Responding to a 1NT Opening

Remember not to count points for shortness when raising in notrump.

2NT Balanced hand with 9 points. This is game invitational. Partner passes with a bare minimum and otherwise bids 3NT.

3NT Balanced hand with 10–15 points.

2♣ **Stayman** shows a 4 card major, 8+ points, and a desire to play in suit. Bid also with 4 4 or 5 4 in the majors.

2♦, 2♥ **Jacoby transfer** shows a 5 card major in the suit above your bid. Bid also with 5 5 in the majors. For more information see the section on **Jacoby transfers**.

3♣, 3♦ Shows a weak 6+ card minor suit and an aversion to playing in notrump. Partner can, and usually should pass this bid. Exception: With good 3 card support of the minor, partner may correct to 3NT.

- 4NT Balanced hand with 16–17 points. Quantitative Slam invitation. Partner bids 6NT with a maximum and passes otherwise.
- 5NT Balanced hand with 20–21 points. Quantitative Grand Slam invitation. Partner bids 7NT with a maximum and 6NT with a minimum.
- 6NT Balanced hand with 18–19 points. Slam should be on.
- 7NT Balanced hand with 22+ points. In your dreams, ... maybe.

Bidding After Stayman The **Stayman** bid is searching for a 4 4 major suit

fit. Responses indicate major suit lengths.

- 2♦ Opener denies a 4 card major suit. You may reply 2♥ or 2♠ to show 5 4 shape in the majors, otherwise 2NT or 3NT.
- 2♥ Opener shows a 4+ card heart suit. With hearts you may raise to 3♥ or 4♥. Without you may reply 2♠, 2NT or 3NT. All three bids show 4 spades implicitly, but 2♠ shows a stronger aversion to notrump.
- 2♠ Opener shows a 4+ card spade suit and denies 4 hearts. With spades you may raise to 3♠ or 4♠, otherwise return to 2NT or 3NT.

Jacoby Transfers

The **Jacoby transfer** is a clever way to allow your partner to declare your suit. Your partner opened 1NT and probably has the stronger hand. There is some advantage to having that hand concealed during the play so the opponents must guess where it's strength lies. Here's how it works: After your partner has opened 1NT. If you respond 2♦ partner automatically rebids 2♥. If you

respond 2♥ Partner automatically rebids 2♠. When the bid comes back to you, your bid indicates your strength and shape. Assume the auction has gone:

1NT	—	2♦	—
2♥	—	?	

- pass With a weak hand preferring a suit contract.
- 2NT With a 5 card major to invite game. Partner has the option to pass or correct to 3♥, 3NT, or 4♥.
- 3♥ With a 6+ card major to invite game. Partner may pass or correct to 4♥.
- 3NT With a 5 card major to force game. Partner may pass, correct to 4♥, or investigate slam possibilities.
- 4♥ With a 6+ card major to force game. Partner may pass or investigate slam.
- 3♣, 3♦ Show a 4+ card minor suit in addition to the 5 card major.
- 4♣, 4♦ Are **splinters** showing a singleton or void in the bid suit and a 6+ card major.
- 2♠ Shows 5 spades and 5 hearts or better and invitational strength.
- 3♠ Shows 5 spades and 5 hearts or better and forces game in one of the two suits.

Over a 2♥ transfer to 2♠, responses are identical with ♠ substituted for ♥, except the last two, so after:

1NT	—	2♥	—
2♠	—	?	

- 3♥ Shows 5 hearts and 5 spades or better and invitational strength.
4♥ Shows 5 hearts and 5 spades or better and game-forcing strength.

Responding to a 2NT Opening

Responses are similar to those after a 1NT opening except that since 20-21 have been shown, point ranges may be lowered by 5. Thus 3NT may be called with 5-10 points. A bid of 3♣ is **Stayman**, while 3♦ and 3♥ are **Jacoby transfers**.

Overcalls

Overcalls After 1 of a Suit

- | | |
|----------|---|
| 1-over-1 | Shows a good 5+ card suit and 9-17 points. |
| 2-over-1 | A simple overcall at the 2-level, like 2♦ over 1♥, shows a good 5+ card suit and 12-17 point. |
| 1NT | Shows a balanced 15-17 point 1NT opening hand and guarantees a stopper in the opponent's suit. Partner responds as though you opened 1NT and may use Stayman and Jacoby transfers . |
| jump | A jump overcall, like 2♦ over 1♣, or 3♦ over 1♥, shows a 6+ card suit and 6-10 points, like a weak 2 opening. |
| double | Is not for penalties; it is meant to induce partner to bid. There are three situations in which you double: <ol style="list-style-type: none"> 1) A standard takeout double shows 12+ points and support for all three unbid suits. (Ideally 4 4 4 1 shape.) Partner is expected to bid one of these suits, especially with few points; jump responses show 10+ points. 2) Double also with a strong 5+ card suit and 17+ points. When partner bids, respond with your suit. If partner bids your suit, cue bid the opponent's suit to show a strong, suited double. For example, |

1♦	X	—	1♠	1♦	X	—	1♥
—	2♥			—	2♦		

both show 17+ point overcalls in heart.

- 3) Double also with a balanced 18+ point hand. When partner bids, respond in notrump.

Two Suited Overcalls

cue bid Overcalling the opponents' suit is a **Michael's cue bid**. Since you are unlikely to want to play in the suit opponents opened this bid is used as a 9-15 points, two suited takeout:

After 1♣ (or 1♦), an overcall of 2♣ (or 2♦) shows 5 5 shape in hearts and spades.

After 1♥ (or 1♠), an overcall of 2♥ (or 2♠) shows 5 5 shape in the unbid major and an undisclosed minor. Partner may respond 2NT to ask which minor.

2NT

It is extremely rare that you would want to bid 2NT after the opponents have opened, so the **Unusual 2NT** bid is reserved to show 5 5 shape in the two lowest unbid suits and 9-15 points. (With the rare 18+ point balanced hand you double and bid notrump next round.)

Overcalls After a Weak 2♦, 2♥, or 2♠ Preempt

Overcalling after a weak 2 preempt is similar to overcalling 1 of a suit, but any bid you make will force the contract up to the 2 or 3 level, so all bids must promise more strength than over a 1 level opening. Fortunately the weak opening increases the likelihood that you have the additional strength. Double is for takeout, asking your partner to pick a suit. **Michael's cue bids** are available at the 3 level, but 2NT is natural, showing an opening notrump hand. To overcall notrump you **MUST** have a stopper or two in the opponent's suit.

Overcalls After 3 and 4 Level Preempts Without going into much detail, the philosophy of overcalling remains more or less the same. To bid you must be prepared to play a high contract and that means strength. Double is still for takeout rather than penalties. Suit bids show good suits. **Michael's cue bids** are necessarily game forcing over a 3 level preempt. Bidding 3NT shows a desire to play 3NT. Over 4 level preempts some players double for a three suited takeout and bid 4NT for a strongly two suited hand, but partnership agreements will vary.

Overcalling After 1NT Conventions are according to the Disrupt Opponent's NoTrump (DON'T) paradigm.

- 2♣, 2♦, 2♥ Two suited overcalls showing 5 4 shape or better in the bid suit and a higher ranking suit. Around 10-15 points.
- 2♠ Normal overcall showing a good 5+ card spade suit, since there is no higher suit it could show. Also around 10-15 points.
- double Not for penalties, but showing a single suited overcall. You may indicate the suit at your next bid if there is enough bidding room left. Not surprisingly around 10-15 points.

Bidding Over Interference

Supporting Partner's Suit

Whenever partner has bid a suit and the opponents have interfered you have two ways of supporting partner's suit. You may raise your partner's suit naturally or you may cue the opponents' suit. All natural raises are understood to be weak competitive bids while all cue bids are understood to be limit raises or better. For example if the bidding has gone

1♥ 1♠ ? you

have the following trump raises available:

- 2♥ With 3 hearts and 5-9 points
- 3♥ With 4 hearts and 5-9 points
- 4♥ With 5 hearts and 0-9 points
- 2♠ Game invitational with 3+ hearts and 10-12 points
- 3♠ Game forcing with 3 hearts and 13+ points
- 2NT Since the interference was at the 1 level the **Jacoby 2NT** convention should still be on, showing 4+ hearts and 13+ points.

Precise meanings will vary depending on partner's suit and opponents' interference. Two further examples illustrate.

After the sequence 1♣ 1♥ ? here is a sampling of the possible trump raises:

- 2♣ With 4 clubs and 5-9 points
- 3♣ With 5 clubs and 5-9 points
- 2♥ With 4+ clubs and 10-12 points
- 3♥ With 4+ clubs and 13+ points

And after the bidding $1\spadesuit \quad 2\heartsuit \quad ?$

You have these trump bids with which to work:

$n\spadesuit$ With $n + 1$ spades and 5-9 points (For $n \geq 4$ 0-9 points suffice.)

$3\heartsuit$ Game invitational with 3+ spades and 10-12 points

$4\heartsuit$ Game forcing with 3+ spades and 13+ points

In this case the 2NT bid reverts to being natural.

Notrump Responses After Suit Interference

When available the 1NT response still means 6-10 points and a balanced hand but guarantees a stopper in the opponents' bid suit. When the interference is at the 2 level the 2NT response is an invitation to 3NT, requiring a sure stopper in the opponents' bid suit. A response of 3NT is always to play.

New Suits and Negative Doubles

After your partner and right hand opponent have both bid suits a double is not for penalties. Instead it shows a holding in one of the two unbid suits. This is known as a **negative double** since it denies support for your partner's suit. If there is a unique unbid major then most of the time a **negative double** shows a holding in that major, which begs the question: What is the difference between a negative double and a bid in the unbid major? A direct bid should show a five card holding. Here is a case by case analysis:

1♣	1♥	?	With 6+ points, double to show 4 spades and bid 1♠ to show 5+spades.
1♣	1♠	?	Bid 2♥ with 5+ hearts and 10+ points. Otherwise double with 6+ points and 4+ hearts.
1♥	2♣	?	Bid 2♠ with 5+ spades and 10+ points. Otherwise double with 6+ points and 4+ spades.
1♠	2♣	?	Bid 2♥ with 5+ hearts and 10+ points. Otherwise double with 6+ points and 4+ hearts.

One other special case exists. It is the following auction:

1♣	1♦	?	Double shows 4 4 or better in the majors and 6+ points. Bids of 1♥ or 1♠ show a 4+ card suit and tend to deny the other major.
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