

Deal 1

West Deals
None Vul

♠ A K J 7 4
♥ 8 7
♦ A 7 6
♣ Q 5 4

♠ 8
♥ A K Q J 4 3
♦ 10 5 4
♣ A J 3



♠ 10 5 3
♥ 10 6
♦ Q J 8 3 2
♣ K 10 7

14
15 6
5

♠ Q 9 6 2
♥ 9 5 2
♦ K 9
♣ 9 8 6 2

West	North	East	South
1 ♥	1 ♠	Pass	Pass
Pass			
1 ♠ by North			

NORTH has an opening hand, 15 points, and a 5-card ♠ suit. Unfortunately WEST beat her to

the punch by opening 1

♠

.

But NORTH should get into the bidding anyway, by Overcalling 1♠. This shows a good ♠ suit

and somewhere between 9 and 16 points.

SOUTH has 6 points. If NORTH had actually OPENED 1♠, SOUTH would be obligated to bid. But knowing that

the Overcall will not be made with more than 16 points, SOUTH just passes.

Deal 2

East Deals
None Vul

♠ 10 5 3
♥ 9 4
♦ 10 9 5 2
♣ A 9 7 2

11
4 11
14

West

Pass

Pass

4 ♠ by South

♠ Q 9 6 2
♥ 10 5 2
♦ K Q 4
♣ K J 6



♠ A K J 7 4
♥ 8 7
♦ A 7 6
♣ Q 5 4

North

2 ♠

Pass

♠ 8
♥ A K Q J 6 3
♦ J 8 3
♣ 10 8 3

East

1 ♥

Pass

Pass

South

1 ♠

4 ♠

SOUTH has an opening hand, 15 points and five \hat{a}^{TM} s. But EAST beat him to the punch,

so he overcalls $1\hat{a}^{\text{TM}}$.

NORTH has 11 points, and if SOUTH had opened she would make a Limit Raise to $3\hat{a}^{\text{TM}}$.

But when replying to an Overcall, the strength needs to be a little higher. In Deal 1 it was OK to

pass a $1\hat{a}^{\text{TM}}$ Overcall with 6 points, here it is correct to just raise to $2\hat{a}^{\text{TM}}$ with 11 points.

SOUTH actually has a strong Overcall so he bids $4\hat{a}^{\text{TM}}$.

Deal 3

West Deals
None Vul

♠ 8
♥ A K Q J 4 3
♦ 10 5 4
♣ A 10 3

9
14 5
12

West

1 ♥

Pass

3 ♠ by North

North

1 ♠

Pass

♠ A K J 7 4
♥ 8 7
♦ 9 7 6
♣ J 5 4



♠ Q 9 6 2
♥ 10 5 2
♦ A K
♣ K 8 6 2

East

Pass

Pass

South

3 ♠

This time NORTH has just 10 points, nowhere near an opening hand. Still, when WEST opens

1

1TM

NORTH should Overcall 1TM. This shows a good 1TM suit

and somewhere between 9 and 16 points.

SOUTH has 13 points. If NORTH had actually OPENED 1TM, SOUTH would insist on game. But NORTH didn't

Open, she just Overcalled. So SOUTH must be more cautious. He jumps to

3TM and NORTH shows her

minimum type hand by passing.

Deal 4

West Deals
None Vul

♠ Q J 7 2
♥ A K J 9 6
♦ 10 9 2
♣ 4

15
11 4
10

West

1 ♥

Pass

Pass

4 ♠ by South

♠ K 9 8 6
♥ 4
♦ A K 7 3
♣ K Q 7 5



♠ A 10 5 3
♥ 10 7 5
♦ Q 8
♣ A 8 6 2

North

Dbl

4 ♠

East

Pass

Pass

South

2 ♠

Pass

NORTH has 15 points, a singleton in the opponent's suit and 4-card support for any suit

partner might name. In other words, a perfect Takeout Double.

SOUTH needs to make a medium-strong bid to apprise NORTH of her 10 points. She jumps to 2[♠].

NORTH's hand is now worth 17 points because of the singleton. Since he is quite happy with

2[♠] he bids 4[♠].

Deal 5

East Deals

None Vul

♠ 7 6 4 2

♥ 7 6 3

♦ 8 6 4

♣ J 9 8

♠ A

♥ Q 10 9

♦ A 10 9 7 3

♣ Q 10 5 3



♠ K Q J 10 9 8

♥ K 8 5

♦ 5 2

♣ A 6

♠ 5 3

♥ A J 4 2

♦ K Q J

♣ K 7 4 2

1
12 13
14

West

North

East

South

Pass

2 ♣

1 ♠

Pass

Dbl

Pass

Pass

2 ♣ by North

SOUTH has 14 points, a doubleton in the opponent's \hat{a}^{TM} suit and at least three cards in

each of the other suits. This is a normal Takeout Double.

NORTH has a really awful hand. He has just one point and his only 4-card suit is the one the

opponents have already bid. He wants nothing more than to pass.

But he cannot pass. Partner's Double said "Bid your best suit.", so he bids $2\hat{a}^{\text{TM}}\text{E}$.

Mercifully SOUTH also passes.

Deal 6

West Deals
None Vul

♠ K 6 3 2
♥ A 8 4
♦ 10 8
♣ K J 7 6

14
11 2
13

West

1 ♣

Pass

Pass

Pass

4 ♠ by South

♠ Q 9 8 5
♥ K Q 10 5
♦ A K 3
♣ 4 2



♠ A J 10 7
♥ J 7
♦ Q J 9 5
♣ A 8 3

North

Dbl

2 ♥

4 ♠

East

Pass

Pass

Pass

South

2 ♣

2 ♠

Pass

With 14 points, a ♠ shortage, and support for the other suits NORTH makes a Takeout Double.

SOUTH has 13 points so she bids 2♥. This is an artificial bid, apprising NORTH of SOUTH's opening

hand strength, and forcing the partnership to reach the game level.

NORTH suggests

2♣

♣ as trumps.

SOUTH doesn't like

2♥

so she suggests 2♠.

NORTH agrees with 2♠ and bids game, 4♠.