

Simple Overcalls

Definition: The first bid at the lowest possible level after opponent's opening bid.

Requirements to make an Overcall:

At the 1 level	8 - 16 HCP	5+ in the suit & majority of points should be in the suit bid
At the 2 level	Near Opening (11+ HCP)	5+ in the suit & majority of points should be in the suit bid
1 NT	15 - 18 HCP	Balanced distribution and stopper in opponent's suit

Responses by the Advancer to partner's Overcall with at least 3 card support of partner's suit

0-7 points	PASS
8 - 9 total pts	Raise partner's suit one level with at least 3 cards in partner's suit
10 + total pts	Cue bid to show limit raise - at least 3 cards in partner's suit
16+	Bid game - with support in partner's suit

Responses by the Advancer to partner's Overcall without support of partner's suit

0-7 points	PASS
8+ HCP	Bid a new suit at the 1 level (a good 5 card suit)
10 + HCP	Bid a new suit at the 2 level (a good 5 card suit)
8 - 11 HCP	Bid 1 NT (should have at least 2 card support of partner's suit)
12- 15 HCP	Bid 2 NT (should have at least 2 card support of partner's suit)
16+ HCP	Bid 3 NT (should have at least 2 card support of partner's suit)

Responses by Advancer to partner's Overcall of 1 NT

0 - 16 HCP	Consider Transfer to 5+ card suit
8 + HCP	Bid Stayman if Advancer has at least one 4 card major
8 - 9 HCP	No 4 card major - bid 2 NT
10+ HCP	Bid 3 NT with no 4 card major
12- 15 HCP	Bid 2 NT (should have at least 2 card support of partner's suit)
16+ HCP	Bid 3 NT (should have at least 2 card support of partner's suit)

Simple Takeout Double

Definition: A double at the first opportunity to make a call/bid, provided partner has not made a previous bid (other than PASS).

Purpose: Asks partner to bid their best suit.

Requirements to make a Takeout Double:

Opening count	13+	Since the hand is likely to be “dummy”, count dummy points
Shape suggestions		Support for unbid suits with at least 3 in each suit. Preferably 4 in one or both majors

Responses by Advancer to partner’s Takeout Double

0-8 points	Bid your best suit at cheapest level possible
9 - 11 points (8 HCP with favorable distribution)	Jump in 4 card major or longer major suit. Jump in 4 card or longer suit minor if no 4 card major available.
12+ HCP	Jump to game in 4 card major or longer major suit. If you have both 4 card or longer majors, cue bid Opponent’s suit to ask partner for assistance in finding game and suit.
8 - 10 HCP (balanced)	1 NT - No good suit but with stopper in Opponent’s suit
11 - 12 HCP (balanced)	2 NT - No 4 card major. A least one good stopper in Opponent’s suit.
13+ HCP (balanced)	3 NT - No 4 card major. A least one good stopper in Opponent’s suit

Simple Approach to Leads

Definitions:

3 card sequence	A K Q x - K Q J x - Q J 10 x x (3 touching honors)
2 card sequence	A K x x - K Q 9 8 x - Q J 7 x (2 touching honors)
Internal sequence	K J 10 9 x - A Q J 10 - K J 10 9 x - A Q J x (2 or 3 touching honors)
Broken sequence	K Q 10 9 x - two honors followed by a missing honor
High/Low	Doubleton in your hand - play the high card and then low card when you are able - tells partner it is possibly a doubleton
Top of nothing	Lead highest card of a "useless" set like 8 6 x x
Singleton	The only card in a suit
Tenace	Two non-consecutive high cards of a suit, such as A Q x x

General Guidelines:

Considerations - #1 - always listen to bidding for clues!	Suit contract	NoTrump
Goal: Establish partnership's longest suit	Maybe	Yes
Goal: Take quick tricks before Declarer can ruff them	Yes	N/A
Lead Partner's bid suit	Yes	Yes
Lead up through strength in dummy when dummy is on your left	Yes	Yes
Lead to weakness when dummy is on your right	Yes	Yes
Lead away from an A	No	OK

When Leading Partner's Suit:

Against No Trump Contracts	Against Suit Contracts
1. With any doubleton (X X), except A K, lead the top card (X). This will give Partner a count when you play the 2nd card of the doubleton. With A K, lead the K and then the A. This will tell Partner that you have a doubleton.	1. Same.
2. With 2 touching honors with 3 or more cards (J 10 X), lead the top honor (J).	2. Same.
3. With 3 or more headed by a single honor (Q X X), lead low (X).	3. Same.
4. With 3 small (X X X), if you have supported Partner, lead high (X). When you play the 2nd card in the suit, since you supported him, Partner will know that you don't have a doubleton even though you are playing a high/low combination.	4. Same.
5. With 3 small (X X X), if you have not supported Partner, lead low (X). When you play the 2nd card in the suit, Partner will know that you don't have a doubleton since you are not playing a high/low combination.	5. Same.
6. With 4 small (X X X X), lead the fourth best (X).	6. Same.

When Leading Your Own Suit:

Against No Trump Contracts	Against Suit Contracts
1. With a sequence of 3 or more touching honors (Q J 10 X), lead top of the sequence (Q).	1. With a sequence of 2 or more touching honors (Q J X X), lead top of the sequence (Q). In no trump, the lead from this holding (Q J X X) would be the fourth best (X).
2. With a broken sequence with the top 2 touching (K Q 10 X X), lead top of the sequence (K).	2. Same.
3. With an interior sequence - 2 or more touching cards with a detached higher ranking card (K J 10 X X), lead top of the interior sequence (J).	3. Same, but avoid this lead if possible as you may be giving Declarer a trick by leading away from a tenace. This lead is more acceptable against no trump as you are trying to establish a long suit.
4. From all other holdings (even A K X X X), lead your fourth best (X).	4. Don't lead low from an unsupported A. If no other lead is available, lead the A.
	5. From all other holdings, lead your fourth best.