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Inteferece And How To Deal With It

In the early days of bridge and indeed up until the eighties it was considered impolite to enter the auction unless you had a reasonable sort of hand. Those days have long since passed and the thrust now is to bid at all costs in an effort to derail the opposition.

Defensive Bidding - Simple Overcalls

When your right hand opponent (RHO) opens the bidding there are four reasons why you might wish to enter the auction: -

- 1) To 'buy' the contract. It is possible that your side has more points than the opposition and can bid to a makeable contract.
- 2) To make bidding difficult for your left hand opponent by taking up bidding space. For example if RHO opens 1♣ and you bid 1♠ your left hand opponent cannot now bid hearts or diamonds at the one level.
- 3) To pave the way for a possible sacrifice. If you go one down in 4♠ it is much better than letting the opposition make 4♥.
- 4) To suggest a suit for partner to lead should they end up on lead at the end of the auction.

Requirements for an overcall

An overcall **MUST** be made in a five card suit or longer, and the cards in the suit must be of reasonable quality. An overcall can be made on hands in the 7-16 POINT RANGE although overcalls at the two level should be in the upper range or contain an extra trump to compensate.

As a rough guide :-

overcalls at the one-level need 7+ points non-vulnerable.
overcalls at the one-level need 9+ points vulnerable.
overcalls at the two-level need 10+ points non-vulnerable.
overcalls at the two-level need 12+ points vulnerable.

Examples:-

a) RHO opens 1♥ and you hold:

♠ A Q 10 9 3 ♥ J 7 ♦ K 6 5 ♣ 8 7 2

What do you bid

b) RHO opens 1♥ and you hold:

♠ 3 2 ♥ 8 7 6 ♦ K 9 8 ♣ K Q J 7 3

What do you bid

c) RHO opens 1♣ and you hold:

♠ 7 2 ♥ A K 10 9 8 ♦ J 8 6 4 ♣ 8 3

What do you bid

d) RHO opens 1♣ and you hold:

♠ Q J 10 9 8 ♥ A 8 6 ♦ 10 9 8 ♣ J 2

What do you bid

e) RHO opens 1♣ and you hold:



♠ A 7 6 ♥ K 9 8 5 ♦ 6 4 ♣ A Q 7 2

What do you bid ▼

Responding to a simple overcall

Bidding is natural but responder must bear in mind that the overcaller can be relatively weak. In fact they must organise their bidding on the assumption that partner is weak.

Examples:-

The bidding goes 1♦ from LHO 1♠ from partner and 2♦ from RHO, and you hold:

a) ♠ K 3 2 ♥ Q J 8 4 ♦ 5 4 ♣ K 6 5 4

What do you bid ▼

The bidding goes 1♦ from LHO 1♠ from partner and 2♦ from RHO, and you hold:

b) ♠ 6 4 ♥ A K J 8 7 ♦ 9 7 6 5 ♣ K 2

What do you bid ▼

The bidding goes 1♦ from LHO 1♠ from partner and 2♦ from RHO, and you hold:

c) ♠ Q 8 7 6 ♥ A K Q 3 2 ♦ 2 ♣ 10 8 7

What do you bid ▼

The bidding goes 1♦ from LHO 1♠ from partner and 2♦ from RHO, and you hold:

d) ♠ Q 5 ♥ K J 5 3 ♦ K J 10 ♣ Q J 9 3

What do you bid ▼

The Unassuming Cue Bid

If you have a good hand in support of partner's suit and want to find out if they are 'good' or 'bad' for their overcall, then you simply bid the opponent's suit. If the overcaller is minimum they just repeat their suit, and you can stop at a safe level. Such a cue-bid is called an **Unassuming Cue Bid**.

For example, LHO opens 1♦ your partner overcalls 1♠, RHO passes and you hold:

♠ A J 3 ♥ A 6 5 4 3 ♦ 7 6 5 ♣ K 3

What do you bid ▼

A corollary to all this is that jump bids in partner's overcalled suit are not strong but merely show the number of cards in that suit. For example if you jump to the three level after a one-level overcall you are showing four card support in a modest hand and are bidding to the known trump holding, i.e. nine trumps = nine tricks. All stronger hands are dealt with by making an UCB.

While overcalling at the lowest level can often put a spoke in the opposition's wheels think what more damage can be done by making a jump overcall. That is all very well but you have to have a strict agreement with partner as to what they mean!

Jump Overcalls

In traditional Acol a single jump overcall of a right hand opponent was made on a strong hand with a good six-card suit; something like 16-18 points. However the frequency of such a hand arising was very low and these days the accepted approach is to play jump overcalls in one of two ways:-

a) Weak jump overcalls when not vulnerable. The requirements are to have a reasonable six-card suit and about 5-9 points. For example, RHO bids 1♦ and you hold:

2

♠ A Q 7 6 4 3 ♥ 8 2 ♦ Q 6 5 ♣ 7 2

What do you bid

b) Intermediate jump overcalls when vulnerable. The requirements now are to have a reasonable six-card suit and about 11-13 points.

For example, RHO opens 1♠ and you hold:

♠ 6 ♥ K 8 6 ♦ 7 5 3 ♣ A K J 8 3 2

What do you bid

Note that in both cases the jump is a single jump. Any higher barrage could be made on a normal preempt type hand, although if partner has already passed the hand might be quite strong.

For example, if partner passes and the next hand opens 1♦ and you hold:

♠ A K 10 8 6 5 3 2 ♥ A 4 ♦ K 2 ♣ 7

What do you bid

If partner has made a single jump overcall the responder to that overcaller can only show a good hand by bidding the opponent's suit. All raises of the overcall suit are defensive in nature.

For example, if partner has overcalled 1♦ with 2♠ at favourable vulnerability and you hold:

♠ K 6 5 ♥ K Q 7 3 2 ♦ 6 4 2 ♣ 7 3

What do you bid

In the following deal N/S can make 6♦ but will find it difficult to bid if the opponents barrage to 4♠.

	♠ 9	
	♥ A J 8	
	♦ A Q J 10 5 3	
	♣ K Q 9	
♠ K 6 5		♠ A Q 10 8 4 3
♥ K Q 7 3 2		♥ 9 5
♦ 6 4 2		♦ 8 7
♣ 7 3		♣ J 8 2
	♠ J 7 2	
	♥ 10 6 4	
	♦ K 9	
	♣ A 10 6 5 4	

So how can we use the fact that the opponents have overcalled to our own advantage? The cleverest by far is to use 'double' as an extra bidding tool.

Sputnik or Negative Doubles

Sometimes a bid which would have been automatic without any intervention from the opponents becomes impossible in the face of that intervention.

For example, your partner opens 1♣, RHO opens 1♠, and you hold:

♠ x x x ♥ A J x x ♦ Q x x ♣ x x x

What do you bid

Because a bid of two hearts in the above sequence should show five the double can be made on a much stronger hand:-

♠ x x x ♥ A K J x ♦ K Q x ♣ x x x

The only thing that matters is that it is forcing and shows at least four hearts.



Although the above use of the negative double was unique in the early days, after a while it became obvious that its use could be extended and that in fact the opponent's overcall could assist in your bidding.

Suppose you open 1♦ and the bidding goes 1♦ – (1♥) – 1♠ – (4♥) and you hold:

♠ Q x x ♥ x ♦ A K Q x x ♣ A J x x

You would like to be able to bid four spades if you knew that partner had five of them, but of course there is no reason why they couldn't have just a four-card suit. Playing Sputnik doubles allows you to differentiate!

In the sequence 1♦/1♠ – (1♥) – ? a bid of one spade shows a five-card suit or longer while you show a four-card spade suit by doubling.

Lastly if partner opens 1♥/1♠ and the next hand intervenes with the other major then a **double** by you would be showing the minors. You can also have the arrangement that if partner opens 1♣ and the next hand bids 1♦ then **double** by you shows precisely four spades AND four hearts.

If partner opens 1♥ and the next hand overcalls 1♠ you hold:

♠ K x ♥ K J x x ♦ Q J x x ♣ x x x

What do you bid

If it's good tactics to come into the auction with a single suit think how much more useful it would be to show two suits at the same time. That's commonplace these days with the invention of a number of gadgets, the most commonly used being the so-called 'Michael's Cue Bid'.

Michaels Cue Bid

One of the most popular ways of showing a two-suited hand

after the opponents have opened in front of you is by using the exotically sounding 'Michaels Cue Bid'. It is very simple and works like this:

1. After RHO opens 1♥ a bid of 2♥ by you shows at least 5-5 in spades and a minor.
2. After RHO opens 1♠ a bid of 2♠ by you shows at least 5-5 in hearts and a minor.
3. After RHO opens 1♦ a bid of 2♦ by you shows at least 5-5 in the majors.
4. After RHO opens 1♣ a bid of 2♣ by you shows at least 5-5 in the majors.

If the responder in cases 1) and 2) wishes to know which is the minor they ask by bidding 2NT.

Example

(Note: Where a deal is to be bid you will first see the dealer's hand and after you have made a bid the next hand will be shown and you may bid that hand. When bidding has finished the complete deal will be shown.)

♠ K Q 10 x
♥ A x x
♦ J x
♣ A K x x

S W N E

You must have an agreement as to the strength of this overcall but popular wisdom has that it should be weak non-vulnerable, say 6-10 points, and intermediate if vulnerable, say 11-14 points.

An extension to all this is that a bid of 2NT over an opening bid shows the lowest two suits of the remaining three.

Over 1♠ a bid of 2NT shows diamonds and clubs

Over 1♥ a bid of 2NT shows diamonds and clubs

Over 1♦ a bid of 2NT shows hearts and clubs

Over 1♣ a bid of 2NT shows hearts and diamonds

Example Hands

1. Love All. Dealer North.

♠ K 5
♥ K J 7 4
♦ A Q 6 5 4
♣ A 7

N	E	S	W
[?] ▼			

2. N/S Game. Dealer East.

♠ 8 7 3
♥ A K J 9 2
♦ K Q 3
♣ 9 3

E	S	W	N
[?] ▼			

3. E/W Game. Dealer South.

♠ K 6 4
♥ 4
♦ A 7 6 2
♣ A Q 8 6 4

S	W	N	E
[?] ▼			

4. Game All. Dealer West.

♠ 9 8 5 2
♥ A 9 5 4
♦ K 7 5 3
♣ 3

W	N	E	S
[?] ▼			

5

5. N/S Game. Dealer North.

♠ K Q 8 4
♥ J 3
♦ A K 9 7 6 4
♣ 8

N	E	S	W
<input <="" td="" type="text" value="?"/> <td></td> <td></td> <td></td>			

6. E/W Game. Dealer East.

♠ A 9 3
♥ 2
♦ K Q J 10 4 2
♣ K Q 5

E	S	W	N
<input <="" td="" type="text" value="?"/> <td></td> <td></td> <td></td>			

7. Game all. Dealer South.

♠ A Q 10 5 3
♥ K 3
♦ K 8 7
♣ 8 5 4

S	W	N	E
<input <="" td="" type="text" value="?"/> <td></td> <td></td> <td></td>			

8. Love All. Dealer West.

♠ 2
♥ K 8 4 3
♦ J 9 3 2
♣ J 10 6 5

W	N	E	S
<input <="" td="" type="text" value="?"/> <td></td> <td></td> <td></td>			

6

4. Psychological Impact

A well-placed interference bid can shake your opponents' confidence. Use this to your advantage by maintaining a calm and composed demeanor, even as you disrupt their plans.

When to Interfere: Timing Is Everything

Knowing when to interfere is one of the most critical aspects of successful bidding. Interfering at the wrong time can leave you vulnerable, while a perfectly timed bid can change the course of the game.

Situations Where Interference Bids Shine:

1. **Weak Opponent Openings:** If the opponents open with a weak bid, it's an opportunity to take control.
2. **Strong Hand, Strong Suit:** When you have a solid hand with a strong suit, an overcall can put pressure on the opponents.
3. **Preemptive Opportunities:** If you suspect the opponents are aiming for a high-level contract, a preemptive bid can force them to make difficult decisions.

When to Hold Back:

- If your hand lacks the strength to back up an interference bid.

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Example 1: Overcalling

Opponent's Bid: 1♦

Your Hand: ♠KQJ109, ♥A7, ♦43, ♣876

Your Bid: 1♠

This overcall shows a strong spade suit and competitive intent. It disrupts your opponents while signaling your partner to support spades if possible.

Example 2: Preemptive Bid

Opponent's Bid: 1♥

Your Hand: ♠2, ♥3, ♦KQJ10987, ♣5432

Your Bid: 3♦

This preemptive bid takes away valuable bidding space from your opponents, forcing them to make decisions at higher levels.

Spy-Level Precision: Tips for Becoming a Bidding Expert

To truly master interference bids, you need to hone your bidding precision. Here are some expert tips:

Reading Your Opponent's Signals Like a Pro

- Pay attention to their tempo: Hesitation can reveal uncertainty.
- Notice patterns: If an opponent frequently doubles, it might indicate aggression.

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to make it harder for them to find their optimal contract or exchange critical information.

Interference bids typically occur when the opponents have opened the bidding. By introducing your own bid, you create "noise" on the bidding channel, forcing them to adapt and potentially make mistakes. This tactic can be likened to jamming a radio signal in espionage, where confusion and chaos are your allies.

Why Are Interference Bids Important?

- **Disrupt Opponents' Plans:** They make it harder for opponents to reach their ideal contract.
- **Communicate with Your Partner:** Even in disruption, you send valuable signals to your partner.
- **Seize Control:** You can take the lead in determining the flow of the game.
- **Psychological Advantage:** A well-timed interference bid can unsettle the opposing team's confidence.

How to Master the Art of Disruptive Bidding

The art of interference bidding lies in balancing aggression with caution. An effective interference bid doesn't just disrupt your opponents—it also communicates useful information to your partner without exposing your team to unnecessary risk.

Key Principles of Effective Interference Bidding:

1. **Know When to Interfere:** Timing is everything. Interfere

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In the world of Bridge, every bid is a message. When you make an interference bid, you're essentially sending a coded signal to your partner while simultaneously creating confusion for your opponents.

For example:

- Overcalls: A bid made directly after your opponent opens the bidding. This can indicate a strong suit and competitive intent.
- Takeout Doubles: A bid that says, "I have support for unbid suits and strength to compete."
- Preemptive Bids: Aggressive, high-level bids designed to take away bidding space from the opponents.

Much like a spy crafting a cryptic message, your bids should be clear to your partner but hard for opponents to decipher.

Strategies to Outmaneuver Opponents at the Table

To successfully disrupt opponents with interference bids, you need a mix of strategic planning and psychological insight. Below are some proven strategies to outplay your opponents:

1. Target Key Moments

Interfering early in the bidding process can prevent opponents from effectively exchanging information. For example, overcalling right after the opening bid can set the tone for the rest of the auction.

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December Schedule



Lethbridgeduplicate Manager <bridgemanager.199091@gmail.com>

Sun, Nov 30, 8:45 PM (3 days ago)

to Linda, Jeanie, Dianne, Ruby, Ralph, Anna, Brenda, Maureen, Gerry, Kate, Baynish, Pat, Alastair, Barbi, Vivan, Glen, Shelagh, Colleen

December

01-Club Championship

03-Club Championship

04-Unit Championship

08 -StaC, 50% Silver

09-StaC, 50% Silver

10-StaC, 50% Silver

11-StaC, 50% Silver

12-Team Game with pot luck lunch starts at 11:30-Unit Championship

15-Star Dust Week, 25% Gold/75% Black

16-299ers cancelled

16-Star Dust Week, 25% Gold/75% Black

17-Star Dust Week, 25% Gold/75% Black

18-Star Dust Week, 25% Gold/75% Black

19-Star Dust Week, 25% Gold/75% Black

23, 24, 25 and 26- Bridge Cancelled

30 and 31-Bridge Cancelled

January 01-Bridge Cancelled

Note: For the team game on December 12th, play will commence between 12:30 and 12:45.

① Upgrade



Reply

Forward

