

# Responding After a 1 Overcall

Responder's Options and  
Partnership Agreements


# 1 (minor suit)... 1 ♥ ...?

- Pass is a legitimate bid with 0 to 7 or 8 points and no convenient bid.
- If partner has a really good hand, partner can make a bid or make a reopening double.
- In this situation a negative double promises exactly 4 spades.
  - Not 3.
  - Not 5
  - Exactly 4.

# We've Discussed Negative Doubles


- Just remember.
  - Double with 4 spades
  - Bid spades with 5 or more.
  - You can negative double with a game forcing hand.
  - You make the negative double, partner bids and you make an aggressive rebid, to show your strength.


Consider 1  ...1  ...?

 J 9 4 2





 A 2





 K Q 5


 Q J 4 3

Double. If partner bids spades, you bid 4  . If partner bids anything else, bid 3 nt.





Consider 1  ...1  ...?




 J 9 7 4 2  
 A 2  
 K Q 5  
 Q J 4

 A Q J 8 4 2  
 2  
 K J 5  
 Q J 4

Bid 1  . This is forcing, of course. Partner will know you have 5 or more spades. Listen carefully to partner's rebid.

Consider 1  ...1  ...?

 J 9 7  
 Q 10 2  
 K Q 6 5  
 10 9 3

 K 2  
 K 10 6 5  
 J 8 5  
 Q J 4 2

Bid 1 nt. Shows 6-9 points, fewer than 4 spades, and a stopper in hearts.



Consider 1  ... 1  ... 2 




 K 9 7

 10 2


 K 6 5

 J 10 8 5 3

2  . 6-10 points, with fewer than 4 spades. If you play inverted minors and you leave them on after an overcall, the bid with this hand would be 3  .


Consider 1  ... 1  ... 2 

 K 9 7




 10 2





 K 6 5

 A Q 8 5 3

2  . 10+ points, 5+ clubs and fewer than 4 spades. It is forcing for one round of bidding.



Consider 1  ...1  ... 2 

 K J 7  
 10 2  
 K J 9 6 5  
 A 3 2

Shows a limit raise or better, with 5+ card support in the opener's minor suit.

Consider 1  ...1  ... 2 



 K 9 7





 7 2





 A 6 5

 A 9 8 6 3

Shows a limit raise or better, with 5+ card support in the opener's minor suit.





Consider 1  ...1  ... 2 nt





 J 9 7  
 A J 2  
 Q 6 5  
 K J 8 6

 A Q 7  
 Q 9 8 2  
 6 5  
 K J 10 6

11 or 12 points. Invites 3 nt and denies 4 spades. Guarantees a stopper in hearts.





Consider 1  ...1  ... 2 





 K Q J 9 7 3  
 2  
 6 5  
 J 8 6 4

 A Q 7 8 5 2  
 9 2  
 6 5 3  
 10 6



6 spades, with a weak hand. Don't do this without a partnership agreement.





Consider 1  ...1  ... 3 





 K Q J 9 8 7 3  
 2  
 6 5  
 J 8 6

 A Q J 7 8 5 2  
 9 2  
 6 5 3  
 6

Preemptive. I showed spades here, but applies to any 7-card suit except hearts or the one opened by partner. Must have an agreement with partner.





Consider 1  ...1  ... 3 nt




 Q 7 3  
 K J 9  
 A 10 6 5  
 K 8 6

 A 9  
 Q J 9 2  
 K Q 5 3  
 6 3 2

13-15 points, hearts stopped, and no more than 3 spades.

Consider 1  ...1  ... Pass


 K J 3  
 K Q 9 8 4  
 A 5  
 8 6 3

 A K 8  
 Q J 10 9 2  
 K Q 5  
 6 3

Trap pass. You have a heart stack and hope partner will reopen with a double, as takeout. You can pass again and convert partner's double to penalty. This is best when the opponents are vulnerable.

Quiz: 1  ...1  ... ???

Quiz 1

 10 8 7 3

 A 4

 A Q 2

 K J 10 7

Double...see  
if partner  
has 4  
spades.


Quiz 2

 A K 8 5 4



 A 9 7 4 2

 5 3

 6

1  ...show partner  
5 spades. Heart suit  
not good enough to  
try for a penalty  
double.




Quiz: 1  ... 1  ... ???

Quiz 3

 3 2

 A 4 2

 Q 7 4 2

 Q 10 5 3


1 nt ... 6-10  
with hearts  
stopped.


Quiz 4

 5 4

 6 3

 A J 9 5 3

 Q 9 7 6

3  as long as  
partner knows this is  
weak.