Lesson Summary for U3ABDa16: More Overcalls & Penalty Doubles

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Welcome!

To help clarify some points in this week's lesson, we're giving you this Lesson Summary. It describes the same topics from a slightly different angle and is more portable than videos. We've also included some additional detail where it seems needed.

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Advanced topics & background information

Anything in green is background information or more advanced than you need right now. But if you're keen, it's worth knowing.

Weekly summary

Here's a brief overview of the course so far, week by week:

1. Open a 12-14 point balanced hand with 1NT. Respond according to your points if you don't have a long (5+) major
2. Respond to partner's 1NT opening bid if you have a long major by using a Red Suit Transfer, then rebid according to your length and strength
3. Open a 12-19 point unbalanced hand with one of your longest suit: 1C, 1D, 1H or 1S. Respond to partner's bid according to your points and shape: support a major if you have 4+, bid your own suit or 1NT or pass
4. Open a 15-19 point balanced hand with one of a suit, planning to rebid 1NT (15-16 points), 2NT (17-18 points) or 3NT (19 points). But if partner raises your suit or bids a suit that's a fit you may change your plan – especially if it's a major suit
5. Open a 12-19 point unbalanced hand with one of your longest suit:
   With a 6-card suit, plan to bid it again (twice).
   With a 5-card suit, plan to bid your second (4+) suit next **if you can**.
   With 12-15 points, your second bid should not be a jump or reverse.
   With 16-19 points, your second bid should be a jump or reverse.
   I say **plan** because partner might pass, or raise your first suit, or bid your second suit, or bid NT giving a point count, or change suit with a jump to show length and strength.
6. When partner opens one of a suit and rebids a second suit without jumping or reversing (showing 12-15 points), you have 4 main options:
   ONE: With an 8-card fit in either suit: raise that suit
   TWO: Without a fit, but stops in the unbid suits: bid NT
   THREE: Without a fit or stops, but your own 6-card suit: bid your suit again
   FOUR: Without a fit, stops or 6-card suit: make a preference bid, choose the better fit
   Base your response (pass, single raise, jump raise or game) on total points, assuming partner has the minimum 12
7. When partner opens 1NT and you have a 4-card major (or two) and 11+ HCP, respond 2C (Stayman) to ask them to bid their 4-card major, if they have one; a 2D response says they don't. Then, with a 4:4 fit, bid a Game Invitation or Game, depending on total points - assuming partner has 12. With no fit, bid 2NT or 3NT based on total points - assuming partner has 12.

8. Overcalling (1): When an opponent opens one-of-a-suit:
   With 8-15 points, a 5-card suit and (ideally) 2 Honours, make a **Suit Overcall** at the one-level. To overcall at the two-level, you need 11-15 points. These are constructive bids, aiming to make a contract. With a longer suit and fewer points, make a **Jump Overcall**, an obstructive bid aiming to stop your opponents.

   Raise partner's suit overcall to the **LEVEL OF FIT** regardless of points:
   With 3 trumps, raise to 2 (5+3 = 8 tricks). With 4 trumps, raise to 3 (5+4 = 9 tricks)
   With 5 trumps, raise to 4 (5+5 = 10 tricks).
   You CAN bid your own 5+ suit, but this isn't forcing. If you're strong, force partner to bid with a **Jump**.

9. Overcalling (2):
   With 16+ points and a stop in the opponent suit: **Overcall with 1NT or Double Then Bid 2NT or 3NT**
   With 12+ HCP and 3-card support for the unbid suits: **Double for Takeout**
   With 16+ HCP and a long suit, Double and then bid your suit: **Double Then Bid**

10. Overcalling (3):
    If your opponent opens 1NT:
    - With 0-10 HCP: PASS
    - With 11-15 HCP and a good 5+ card suit: overcall at the two level
    - With 11-15 HCP but no good 5+ card suit: PASS
    - With 16+ HCP: **ALWAYS double for penalties**

    If partner's 1NT is doubled:
    - With 0-10 points: You expect 1NT to fail, so RESCUE into your 5-card suit if you have one, PASS if you don't
    - With 11+ points: You expect 1NT to make, so REDOUBLE to reassure partner and make more points

    If partner doubles 1NT, it's for penalties:
    - With 0-4 points: You expect 1NT to make, so RESCUE into your 5-card suit if you have one, PASS if you don't
    - With 5+ points: You expect 1NT to fail, so PASS

    If your opponents bid up to the 3-level or higher, a Double is for Penalties
    If your opponents open a Weak Two* or a 3-level pre-empt* such as 3H, a Double is for Takeout
    If your opponents open a 4-level pre-empt* such as 4H, a Double is for Penalties
    *Although we haven't taught you about Weak Twos or pre-empts yet!

This Week's Lessons

In this week's module, you learned about:

- Overcalling and Doubling 1NT
- What to do if partner's 1NT is doubled
- What to do if partner doubles 1NT
- Doubling higher suit contracts

NOTE: We haven't been able to include much about that last topic (Doubling highersuit contracts) in the online content, so it's described here in your **Lesson Summary**. Please read that section particularly carefully and be ready to ask questions in your Practice Sessions.

This week you also learned about **Duplicate Bridge Scoring** and how **Duplicate Bridge Clubs** work from handouts, but we don't have any practice hands for those topics or any more to say about them in this summary. Feel free to ask questions.

Overcalling and Doubling 1NT

If your opponent opens with 1NT (12-14 points):

- With 0-10 HCP: PASS
- With 11-15 HCP and a good 5+ card suit: overcall at the two level
- With 11-15 HCP but no good 5+ card suit: PASS
- With 16+ HCP, double for penalties – WHATEVER THE SHAPE OF YOUR HAND

A good suit is one that passes the Suit Quality Test (SQT): Count the number of trumps in your trump suit, add the number of Honours in your trump suit and if the total is 7, you can overcall at the two-level. For example: you can overcall with a 5-card suit that has two Honours, or a 6-card suit that has one Honour.

With 16+ HCP, you should always **DOUBLE** 1NT for Penalties, rather than overcall, even if you have what looks like a promising suit contract, because you will usually earn a lot more points from defeating a doubled 1NT contract by several tricks than by bidding and making a part score – or even a game. *Usually*.

What to do if partner's 1NT is doubled

If partner bids 1NT and is doubled:

- All your bids are natural (no Stayman, no Transfers)
- With 0-10 HCP and a 5+ card suit: BID your suit at the two-level to **rescue** partner: This removes the double and your suit bid is more likely to make, less likely to be doubled
- With 0-10 HCP and no 5+ card suit: PASS: nowhere to go
- With 11+ HCP: REDOUBLE to reassure partner: 1NT Redoubled will very probably make

If you make 1NT redoubled, you get 260 points plus your game bonus of 300 (non-vulnerable) or 500 (vulnerable).

What to do if partner doubles 1NT

If your partner has doubled 1NT and the other opponent has passed (1NT X pass):

- With 0-4 points and a 5+ card suit: BID your suit at the two-level to cancel the double: you are so weak 1NT Doubled will probably make, better to overcall it
- With 0-4 points and NO 5+ card suit: PASS: nowhere to go
- With 5+ HCP: PASS: 1NT Doubled will probably go down

If your partner has doubled 1NT and the other opponent has rescued into a suit contract:

- With 0-4 HCP: PASS
- With 5+ HCP and 4 of their suit (QJxx or better): DOUBLE for penalties
- With 5+ HCP and a 5+ suit: BID your suit naturally

Doubling higher suit contracts

As you learned in a previous module, if your opponents open a suit at the 1-level or bid up to the 2-level, a DOUBLE is for TAKEOUT as long as there are two or three unbid suits for partner to choose between.

The rules for doubling higher-level (3+) suit bids are a bit different:

- If your opponents bid up to the 3-level or higher, a DOUBLE is for PENALTIES.
- If your opponent opens at the 3-level (a pre-empt), a DOUBLE is for TAKEOUT.
- If your opponent opens at the 4-level or higher (a pre-empt) a DOUBLE is for PENALTIES.

Remember that a double jump overcall is also classed as a pre-empt, so a sequence like 1C 3D X is doubling for takeout, not for penalties.

Doubling for Takeout was described in detail in a previous module.

Opening at the 2-level, 3-level and above are described in subsequent modules.