

Competitive Bids

Name	Bidding Sequence	Meaning of Highlighted Bid	Notes
Overcalls	1♣/♦/♥-1♦/♥/♠	1 level overcall 8-15 pts	Must have at least 5 cards in bid suit Good suit – Expect to win 1 of first two tricks – LEAD DIRECTING
	1♥/1♠ - 2♣/♦/♥	2 level overcall 10 – 15 pts	Must have at least 5 cards in bid suit Good suit – Expect to win 1 of first two tricks – LEAD DIRECTING
	1♣/♦/♥/♠ - 2♦/♥/♠	Jump overcall. i.e 1♣ - 2♥ 6-9 pts	Would have opened a weak 2 bid if had opportunity Good 6 card suit. No void and no other 4 card major.
	1♣/♦/♥/♠ - 1NT	15-17 pts	Semi-balanced hand with stopper in opposition suit
Doubles	1♣/♦/♥/♠ - X	Double 12+ pts	With min hand 12-15 pts must have shortage in opposition suit. Must not bid again!! Partner must bid (unless he has lots of opp suit and can penalise opp)
		15-21 pts	Unbalanced hand with 5 card suit. Will bid it next opportunity
		18-19 pts	Balanced hand stoppers in opp suit. Stronger than 1NT overcall
		Partners bid after X	Jump with > 8-12 pts, show stopper by bidding NT, bid opp suit with 12+ pts.
Cue Bid (Bid of opp suit)	1♣/♦ - 2♣/♦	Both majors	Weak or strong 2 suited hand demands partner to choose major. Will only bid again if has strong hand
	1♥/♠ - 2♥/♠	Other major and minor	Weak 2 suited hand. Forcing

Key Green text; openers bid Blue text; responders bids Red text; opposition bids