

OVERCALLER & ADVANCER

N	E (Overcaller)	S*	W (Advancer)
1C/D P	1H/S ? (NV) 8-17 HCP — I like my suit, usually 5+ ** (V) 10-17 HCP — ditto **	P	2H/S 3+ card support, 6-10 pts.
1C/D P	1H/S ? ditto	P	3H/S 4+ card support, 4-10 pts. (preempt)
1C/D P	1S 3S/4S ???? ditto	P	3C/D 4-card support, 10+ pts. (jump cuebid)
1C/D P	1S 2S 3S 2N 2H 3C/D "No, I do NOT have Opening values." "Yes, I have Opening values." usually 6+ spades ditto plus solid stopper ditto plus second suit ditto plus second suit	P	2C/D CUEBID 10+ pts. with or without support, asks Overcaller, "Do you have Opening values?"
1D	1S	P	2H 10+ pts., 5+ card suit denies support, NF
1H	2C (NV) 10-17 HCP — I like my suit, 5+ ** (V) 12-17 HCP — ditto **	P	2H 10+pts./with or without support: In this case, CUEBID may be both telling strength and asking Overcaller for a 4-card Spade suit.
1D	2C ditto **	P	2D ditto
1C/D	1D/H (NV) 8-17 HCP — I like my suit, usually 5+ ** (V) 10-17 HCP — ditto **	P	1H/S 10+ pts., 5+ card suit, Warning: NF, you may become Declarer.
1C/D	1D/H/S ditto	P	1N 10+ pts., solid stopper Warning ditto

* If S bids at cheapest level, W's bid is not affected

** If Overcaller is 18+, double **FIRST** and then...

... bid your suit or NT with 18-19

... Jump in your suit or NT with 20-21

... cuebid with 20+, demanding Advancer bid best suit

OPENER & RESPONDER WITH INTERVENTION

OPENER	OVERCALLER	RESPONDER
1C/D — 12-21 HCP, 3+ suit	1D 8-17 HCP (NV) — I like my suit, usually 5+ 10-17 HCP (V) — ditto	P — 0-6 pts. 1N — 6-10 pts., stopper * — 6+ pts., both majors * 1H/S — 6+ pts., 4+ suit
1C/D — ditto	1H ditto	P — 0-6 pts. 1N — 6-10 pts. * — 6+ pts., 4 spades 1S — 6+ pts., 5+ spades
1H/S — 12-21 HCP, 5+ suit	2C/D (NV) 10-17 HCP — I like my suit, 5+ (V) 12-17 HCP — ditto	2N — 6-10 pts., stopper 2H/S — 6-10 pts., 3 support 3H/S — 0-10 pts., 4+ support 4H/S — 0-10 pts., 5+ support CUEBID — 10+ pts., 4+ support
1C/D — ditto	2 H/S — like a Weak-2 Opening Bid (Advancer, when Partner pre-empts, get out of the way or advance the pre-empt.)	Negative Doubles as above but stronger at the higher level.
1C/D — ditto	3 H/S — like a 3-Level Pre-emptive Opening Bid (Advancer, ditto.)	ditto

Remember that the difference between cuebidding as Responder (as opposed to Advancer) is that you already know that your partner has an Opening Hand. Advancer must bear in mind that Overcaller might have as few as 8 HCP; that is why Advancer asks that important first question, "Partner, do you have Opening Values?" (See over.)

AN ACTUAL HAND — played at an Intermediate Level Senior Citizen club where I gave a lesson this day on CUEBID

Email to the Group, Nov. 26, 2013

It is not often that a bridge lesson dovetails so neatly with the competition later that day, but on Board 29, SOUTH and I had a pay-off.

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29>      4.75 5.92 3.58 1.25 1.25 1.25
        650  680  230  200  200  200
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At Table 2 we were surprised when we opened the traveler and saw that every other N/S pair so far had stopped at 2H, making 5 or 6. The bidding at our table went like this: I was Dealer at North and passed; —also a P from LHO; — SOUTH-1H; — RHO-2C ; ME-? Here was my holding:

S	H	D	C
KQx	Axxx	xxxxx	x

Every other North evidently bid 2H at this juncture, but the 9 HCP just got much stronger and 2H is misleading Partner.

- 1) Look at those FOUR trump, not just three, which means we have at least 9 trump between us, and the Law of Total Tricks tells us, therefore, that we should be able to take 9 tricks.
- 2) Look at that singleton club, my RHO's best suit. Her club honors just got knocked pretty much useless, only one trick before I start trumping. I can give myself 2 points for that singleton or even 3 since I have four trump.
- 3) And look at my KQ of spades sitting behind RHO's strength (with LHO probably having very very little by way of HCP). Maybe I'll give myself an extra point since probably both of those cards will take tricks with the strength on my right.
- 4) And look at those 5 diamonds. I could always give them a point for a 5-card suit, even though they are all so tiny I just call them xxs. If Jim has a couple of honors in diamonds, those little diamonds are going to take tricks. Or perhaps Jim will be short in diamonds and we get a good cross-ruff going.

I bid 3C. SOUTH, having a bit extra jumped to 4H.

Now some of you might be saying, "Well, how about if North jumped to 3H instead of just bidding 2H. Wouldn't that say the same thing?"

Well, today's lesson was concerning this very question. If you look under MAJOR OPENING on your Convention Card, you'll see that there are 3 ways to play the Double Raise (with or without an intervening bid):

- 1) Forcing (which means game going values, an opening hand opposite an opening hand)
- 2) Inv., which means a Limit Raise which yes, I did have with my re-evaluation as Dummy, Limit Raise +
- 3) Weak, which means significantly less, perhaps as little as 0-10.

My partners and I ALWAYS play the Double Raise to mean 4-card support, not three. And we ALWAYS play it Weak.

Note the difference between the two lines on the Convention Card for this Double Raise of a Major: the top line has the word "Weak" in red while the bottom line has the word "Weak" in black. Therefore, it is alertable WITHOUT an intervening bid, but not alertable WITH an intervening bid. Presumably that is because it is so commonly played as weak and preemptive when there is an intervening bid.

In short, no, because of my partnership agreements, I could not simply jump to 3H. But with our nifty CUEBID in our tool box, my partner recognized our improved strength and jumped to 4H because his hand also grew stronger, knowing I had 4-card trump support and some strength behind his competition.

Success Story. We got a Top Board.

Fun!

Bob