Review questions:

1. In general, how many points are needed to open the bidding in a suit on the one level?

2. How many points are needed to open the bidding with 1NT?

3. How many points are needed to open the bidding with 2NT?

4. What would be your opening bid with the following hands:

J 8 Q 8 6 4 A Q 7 6 5 A K \_\_\_\_\_\_\_

A K Q 10 7 4 9 3 K Q J 8 3 \_\_\_\_\_\_\_

10 5 A Q 8 3 Q J 9 4 3 K 2 \_\_\_\_\_\_\_

A 10 9 8 4 K Q 10 3 2 4 2 7 \_\_\_\_\_\_\_

A Q 7 6 4 A Q 9 4 2 8 9 5 \_\_\_\_\_\_\_

A 10 9 3 A Q 3 K 5 3 A J 2 \_\_\_\_\_\_\_

5. How many points are needed to overcall on the one-level? How many are needed on the

two-level?

6. What is the minimum number of cards in a suit needed to overcall?

7. **Takeout doubles**—Opponents have opened the bidding and you have:

\* Opening strength

\* 3+ cards in all unbid suits (preferable with an honor in each0

\* Or 18+ HCP

\* Shortness in opponent’s suit (void, singleton or doubleton)

\* Neither you nor your partner has bid anything other than pass

**Responding to partner’s TAKEOUT double**

Take it out if your RHO passes. Repeat! Take it out! You must bid.

\* 0--8 points bid best suit at lowest level

\* 9-11 points **jump** a level, bid best suit

\* 12+ points Cuebid opponent’s suit or bid game with a 5-card major

**Notrump** responses to a takeout double require more points—balanced distribution and

* 9-10 points and at least one “stopper” in opponent’s suit, bid NT at lowest level possible
* 11-13 points and more than one “stopper”, **jump** in NT
* 13+ points and more than one “stopper, bid 3NT