

INT- ?

A raise should be avoided on this auction of this hand, though, is so good that you should raise. Everything is working overtime. Even a double will be in your favor. RHO will lead exactly what you would have asked him to lead if possible.

Case vs. the Cue Bid

Almost out of the question except as the cue bid will be no hands where you want to make a cue bid. On balanced hands, you can content yourself with a cue bid. Remember making a cue bid on this

jump raise. This is made strictly on a distributional basis.

INT- ?

Probably right. Good trumps, good shape, good cards.

INT- ?

Even four could be right. But that would be a cue bid; is the sort of hand where four spades is a fine. On a spade-finesse for the king. But the cue bid is told you that won't work.

INT- ?

A cue bid does not exist. Someone is playing games probably LHO. No way everyone can have his hand and double INT and jump to game if someone else probably will happen. Who knows, though, the double will be left in. Note that there is no cue bid.

Game Forces

Game by you will be totally dependent on shape and strength along the lines of:

♠ 8 6 5 4 2
♥ A 10 6 5 4 3
♦ 7
♣ 6

♠ K J 6 5 4
♥ K 2
♦ 8 6 5 4 3 2
♣ —

♠ Q 10 6 5
♥ A J 8 6 5 4
♦ —
♣ 6 5 4

♠ J 7 5 4
♥ 3
♦ A 10 6 5 4 3 2
♣ 9

A very unlikely auction.

Case 4

Partner Overcalls at the One Level.

RHO raises.

This is treated the same as if RHO had passed. Raises are offered freely as long as it is a safe auction. When fits exist for both sides, there are a lot of tricks lying around. You have to get in there and fight for your share.

Jump raises remain distributional in nature and the cue bid is still a good flat-tish hand or one with only three trumps.

No one vul.

1♥ - 1♠ - 2♥ - ?

♠ 8 6 2
♥ 8 6 2
♦ K Q J 7 3
♣ J 2

2♠. If RHO had bid 1NT, a raise would be dangerous. But after a raise, it is OK. These auctions have a way of going on. The dangers of bidding are that partner will lead a spade or that partner will bid again and go down. Both possible, but not that likely. On the other hand,

out to 2♥ is an immediate danger.

Vul. vs. not.

1♠ - 1♥ - 2♠ -

♠ J 6 5 4 3 2
♥ K 8 7
♦ 2
♣ 7 6 5

2♥. 100%. Good trumps plus a singleton.

Both vul.

1♦ - 1♠ - 2♦ - ?

♠ Q J 3
♥ K J 7 6 5
♦ Q 2
♣ K 9 7

Had RHO passed, you might have tried 2♦ as an invitational cue bid. After 2♦ by RHO, you might just bid 2♠. The reason for this is that the cue bid would force you a trick higher and you need slight extras to make up for the extra level.

Remember, if you have a balanced hand, it suggests you have defense. This means your opponents can't make much. You do not want to be going minus on hands like this by volunteering for 3♦ down one when they can make only one or two diamonds. It's silly.

The Jump Raise vs. the Cue Bid

No one vul.

1♥ - 1♠ - 2♥ - ?

♠ K 7 6 5
♥ 8 6 4 2
♦ A J 3 2
♣ 7

3♦. Four trump, shape, and useful values.

No one vul.

1♥ - 1♠ - 2♥ - ?

♠ K J 8 7 2
♥ 4 2
♦ A 10 8 7
♣ 4 2

3♦. But less clear-cut than the previous hand. The extra trump is not that valuable.

Both vul.

1♦ - 1♠ - 2♦ - ?

♠ K J 3
♥ A Q 10 7 5
♦ 8 6 3
♣ Q 2

3♦. Very close to game, but not quite. Partner will know pretty much what he's facing and can make an accurate decision. If your overcalls are very sound, I would just go ahead to game. But opposite an aggressive partner, an invitation is best.

No one vul.

1♠ - 1♠ - 2♠ - ?

♠ Q J 8 7 2
♥ K Q 9
♦ K 10 8
♣ J 2

3♠. Spades are good enough to jump, but the shape is poor. In practice, 3♠ should be okay.

No one vul.

1♠ - 1♦ - 2♠ - ?

♠ A Q 2
♥ J 4 2
♦ A J 6 5 4
♣ 10 3

3♠. The best chance you have to get to 3NT. Note that RHO raised. This denies a major suit, so you no longer have to be concerned that they are going to find some new fit. On this hand, that doesn't matter, but when RHO raises clubs it can occasionally be useful to know

he won't have hearts or spades.

When RHO raises and you have a major suit ahead and bid it. After a major raise, there is a very important concept: there is much less chance that partner will remember that when you overcall the suit opened. It follows, then, that if your opponents' suit, his overcall will be a cue bid and raise to game with suitable values. You have to worry about playing in a major suit anyway, it could well be the only major suit to play it.

Note that there is no need to be cautious.

Partner Overcalls RHO Bids a New Suit

This is easy in one sense and difficult in another. You will never have game-going values, but you will have miracle fits which will tend to be worth a cue bid. Your decisions will be to raise. I suggest you do this. In other words, take up the invitational meaning of a jump raise to the situation where RHO bids a new suit.

No one vul.

1♠

♠ K 8 7 6
♥ 4 2
♦ J 7 6 3
♣ 9 6 3

Bid 2♣
view that
be raising
particular
auction

side's future is when partner can make a good lead. This means you have to be careful. You need useful cards, distributed in a way that gives you an assortment of worthless garbage.

No one vul.

1♥

♠ 8 7 6 2
♥ K J 3
♦ Q J 3
♣ Q 4 2

Pass. It
have no
lot of m
case wh
RHO h

you might survive, but it's still uncertain. Tell RHO has a weak one-suited hand. Be aware of RHO's tendencies. All right.