

Coping With Intervention

By Chris Dixon

Types of Intervention

1. Take Out Doubles
2. Suit Overcalls
3. 1NT Overcalls
4. 2 Suited Overcalls
5. Pre-empts

Types of Action possible

1. Double
2. Cue bid of opp's suit
3. Pass
4. Support
5. Rebid own suit
6. Bid new suit

Responding after a Take Out Double

1. Redouble with 10+ balanced (or 4441)
2. New suit is natural and F1 (avoid bad 4 card suits)
3. All support bids are defensive (weak and distributional)
4. 2NT shows a constructive raise to 3+
5. New suit jumps are NF with a good suit

After a redouble any double is penalty and a pass of a minimum bid is F1.

After a new suit all bidding is natural (ignore the X)

Support bids are based on Losers (eg raise to 4 with 7 losers) but weak on HCP

S	W	N	E
1♥	X		

1) ♠ K 10 8 7
 ♥ 8 3
 ♦ A 10 8 3
 ♣ K J 7

2) ♠ A Q 10 7
 ♥ J 7 2
 ♦ K 2
 ♣ 10 8 7 2

3) ♠ 6
 ♥ Q 10 8 3
 ♦ Q 9 8 7 3
 ♣ 10 7 2

4) ♠ A 8 6 2
 ♥ Q 7 2
 ♦ 8 2
 ♣ 10 8 5 2

5) ♠ K 2
 ♥ A J 10 7
 ♦ K 8 2
 ♣ 9 6 4 2

6) ♠ 2
 ♥ J 2
 ♦ K Q 10 9 6 4 2
 ♣ 10 7 2

Rebids by Opener after a Take Out Double

1. After partner has redoubled and next hand bids
 - Double is PENALTY (alertable)
 - Pass is FORCING
 - Rebid suit with up to 12 HCP
 - Bid a new suit with 5-5
2. After partner has responded and next hand doubles
 - Redouble with extra strength (16+)
 - Support bids are defensive
 - 2NT shows constructive support
 - Rebid suit with 6 cards
 - Pass with minimum hands with little support
3. After take out double by RHO
 - Redouble with 16+
 - Support bids are defensive
 - 2NT shows constructive support

S	W	N	E
1♥	X	XX	2♣
?			

7) ♠ K 10 8
 ♥ A Q 10 8 5
 ♦ A 10 8 3
 ♣ 7

8) ♠ A 7
 ♥ A K 9 7 2
 ♦ K 2
 ♣ 10 8 7 2

9) ♠ 10 6 2
 ♥ K Q J 9 7 2
 ♦ K Q 7
 ♣ 2

10) ♠ 6 2
 ♥ K Q 10 9 7
 ♦ A Q J 10 3
 ♣ 2

11) ♠ K 2
 ♥ A Q J 10 9 4
 ♦ A 8 7 2
 ♣ 2

12) ♠ A 8 2
 ♥ A Q 10 7
 ♦ A K 7 2
 ♣ 9 3

S	W	N	E
1♥	P	1♠	X
?			

13) ♠ K 10 8
 ♥ A Q 10 8 5
 ♦ A 10 8 3
 ♣ 7

14) ♠ A 7
 ♥ A K 9 7 2
 ♦ A 2
 ♣ J 8 7 2

15) ♠ K Q 8 4
 ♥ A K 10 7 3
 ♦ 2
 ♣ 8 5 2

16) ♠ A K 10 7
 ♥ K Q 10 9 7
 ♦ A 3
 ♣ 6 2

17) ♠ K 2
 ♥ A Q J 10 9 4
 ♦ J 8 7 2
 ♣ 2

18) ♠ 8 2
 ♥ A K 10 7 3
 ♦ K 8 4 2
 ♣ Q 3

Responding after a suit overcall

1. Double is competitive. You should have:
 - 8+ HCP
 - 4 cards in an unbid major
 - No natural bid available
2. 1NT, 2NT, 3NT - Natural bids showing balanced hand
 - 1NT = 6-9
 - 2NT = 10-12
 - 3NT = 13-15
3. Support bids are DEFENSIVE (weak and shapely)
 - Support to the 2 level freely with 3 card fit
4. Cue of opponent's suit shows a constructive raise
5. New suit response is natural
6. Pass may be up to 8HCP
7. New suit jumps by agreement
 - Normally strong one suiters
 - By agreement can may NF with good suit
 - By agreement can be a FIT JUMP

S	W	N	E
1♦	1♠	?	

19) ♠ K 8 2
♥ Q 10 8 5
♦ 8 2
♣ K 9 5 2

20) ♠ A J 9
♥ K 9 7
♦ K 10 3
♣ 10 8 7 2

21) ♠ J 8
♥ 10 8 2
♦ K 7
♣ Q J 9 7 5 2

22) ♠ K J 10 9 7
♥ A J 5
♦ 3
♣ Q 7 4 2

23) ♠ 9 6 2
♥ A 4
♦ A Q 7 2
♣ J 10 7 2

24) ♠ 2
♥ 8 7 3 2
♦ Q 10 8 5 2
♣ K 8 2

S	W	N	E
1♠	2♦	?	

25) ♠ K 8
♥ Q 10 8 5
♦ 8 2
♣ K 9 5 4 2

26) ♠ A 3
♥ K 9
♦ 10 4 3
♣ Q 10 9 7 5 3

27) ♠ K 10 8 3
♥ Q J 8
♦ A 8
♣ J 9 5 2

28) ♠ Q 10 9 5 4
♥ 2
♦ 8 3
♣ K 10 8 6 3

29) ♠ A 9 6 2
♥ A 4 2
♦ 3
♣ K J 8 6 2

30) ♠ 2
♥ A K 2
♦ Q 10 8 6
♣ Q 9 8 6 2

Cue Bidding the Opponent's Suit

1. Different meaning depending upon whether a double is available or not (ie who made the last bid?)
2. If double IS available
 - Cue = constructive raise in partner's suit
 - Jump Cue (3 level) = constructive raise with 4+ trumps
3. If double is NOT available
 - Cue = extra values, 2-3 cards in support
 - Jump cue (3 level) = constructive raise with 4+ trumps

S	W	N	E
1♦	P	1♠	2♣
?			

31) ♠ K 8 2
♥ A Q 7
♦ A Q 10 8 4
♣ 5 2

32) ♠ K Q 8 2
♥ 8 2
♦ A K 10 8 3
♣ A 2

33) ♠ K Q 10 8
♥ 10 8
♦ A Q 9 8 6 2
♣ 2

34) ♠ 2
♥ A 9 5
♦ A K 10 8 3
♣ Q J 9 5

35) ♠ 9
♥ A 10 7
♦ A K Q J 8 2
♣ K 8 2

36) ♠ A 8
♥ A K 8
♦ K 10 8 5 2
♣ A 8 2

S	W	N	E
1♣	1♥	1♠	P
?			

37) ♠ K 8
 ♥ J 8 2
 ♦ A J 4
 ♣ A K J 10 7

38) ♠ K Q 8 2
 ♥ 8 2
 ♦ A 3
 ♣ A Q J 9 2

39) ♠ K Q 10 8
 ♥ 10 8
 ♦ 8
 ♣ K Q J 10 8 3

40) ♠ 2
 ♥ K J 10 8
 ♦ A 8 3
 ♣ A K 10 8 2

41) ♠ A Q 8 2
 ♥ 4
 ♦ A 2
 ♣ K Q J 10 8 2

42) ♠ 9 8 2
 ♥ 2
 ♦ A K 7 2
 ♣ A J 10 8 2

Part Score Doubles

1. **Competitive Double Means:**
 - * I have extra values
 - * I have no convenient bid availableTherefore **USUALLY** balanced

2. **Competitive doubles are part score doubles after you and partner have both made suit bids**

3. **Part score doubles are penalty if:**
 - * Partner has made a competitive double
 - * Partner opened with a weak 2 or weak 3 bid
 - * After a penalty double or redouble
 - * After partner has bid 1NT (by agreement)

4. **Pass a competitive double if:**
 - * There is evidence of a misfit
 - * You have 3+ trumps
 - * Your side holds the balance of points

43) ♠ A K 9 8 2
 ♥ A 8 2
 ♦ A 7 3
 ♣ J 5

1♠ P 2♣ 2♥
 ?

44) ♠ A 9 2
 ♥ 10 3
 ♦ A 10 8 2
 ♣ J 8 5 2

1♠ P 2♠ P
 P 3♥ ?

45) ♠ J 7
 ♥ A K 7 5 2
 ♦ A 3
 ♣ K 10 7 2

1♥ P 2♦ 2♠
 ?

46) ♠ A Q J 8 2
 ♥ K 10 2
 ♦ Q J 9 2
 ♣ 2

1♠ 2♦ X 2♥
 ?

47) ♠ 10 2
 ♥ K J 8 2
 ♦ A J 10 3
 ♣ J 6 2

1NT 2♠ ?

48) ♠ A Q J 6 2
 ♥ Q 9 8 3
 ♦ 2
 ♣ A J 3

1♠ P 1NT 2♥
 ?

Where Opponents have shown 2 Suits

1. Double shows extra values - often interested in a penalty
2. Support bids are competitive
3. Use LOWER cue bid to show constructive support
4. Use HIGHER cue bid to be FG with 5+ in the 4th suit
5. If you do that, then bid of the 4th suit is NF

49) ♠ 7 2
♥ A Q 8 6
♦ A 10 8 7
♣ 10 6 3

1♠ 2NT ?

50) ♠ A J 10 7
♥ K Q 10 3
♦ 4 2
♣ J 7 2

1♠ 2NT ?

51) ♠ Q J 9 7 2
♥ K 8 6 2
♦ 3
♣ 10 7 2

1♠ 2NT ?

52) ♠ J 7
♥ A Q J 9 7 2
♦ 2
♣ 10 7 3 2

1♠ 2NT ?

53) ♠ A 2
♥ A K 10 9 3
♦ A 7 3 2
♣ 7 2

1♠ 2NT ?

54) ♠ A Q J 6
♥ A 10 8 6 2
♦ 2
♣ 10 6 3

1♠ 2NT ?

Intervention after partner's 1NT opening

1. Natural suit bid

Double take-out or penalty by agreement

2 level suit bids are natural and NF

3 level bids are FG

Lebensohl?

2. Two suited bid (eg 2♣ for majors or ASTRO)

Double to show competitive values

Bid of either of THEIR suits shows shortage there?

3. Lebensohl

2NT asks opener to bid 3♣, then:

Pass = weak with 5+ clubs

3 of a new suit is NF

3 of opp's suit = 4 in the other major, no guard

3NT = no guard

3 of opp's suit = 4 in other major, + guard

3NT = guard

S	W	N	E
1NT	2♥	?	

55) ♠ K 10 8 4
 ♥ 8 2
 ♦ A J 4
 ♣ K 10 7 2

56) ♠ 10 7 3
 ♥ 8 2
 ♦ K Q 10 8 6 2
 ♣ K 2

57) ♠ K Q 10 8
 ♥ 10 8
 ♦ A 10 3
 ♣ K J 7 3

58) ♠ A Q 10 8 2
 ♥ 2
 ♦ A 8 3
 ♣ K 10 8 2

59) ♠ A 2
 ♥ Q 10 9 3
 ♦ K 8 2
 ♣ J 9 8 2

60) ♠ A K 8 3
 ♥ 2
 ♦ K 7 2
 ♣ A J 10 8 2

S	W	N	E
1NT	2♣	?	
	(majors)		

61) ♠ Q 10 8
 ♥ 8
 ♦ A J 4 2
 ♣ K J 10 7 2

62) ♠ K 9 8 2
 ♥ Q 8
 ♦ A K 10 2
 ♣ 9 7 2

63) ♠ K Q 10 8
 ♥ 2
 ♦ A K 9 7 2
 ♣ 10 6 2

64) ♠ 9 6
 ♥ A J 8
 ♦ K Q 10 8
 ♣ K 10 8 2

65) ♠ A 8 2
 ♥ 10 8 2
 ♦ 2
 ♣ Q J 10 8 4 2

66) ♠ 3
 ♥ A 8 5 2
 ♦ K 10 8 2
 ♣ A Q 8 2

WJOs (Weak Jump Overcalls)

1. Double is competitive (no guarantees of suit lengths)
2. 2NT and 3NT are natural
3. Support is defensive
4. Cue is strong support
5. New suits are natural and Forcing - only bid good suits

S	W	N	E
1♦	2♥	?	

67) ♠ K 10 8 4
 ♥ 8 2
 ♦ A J 4
 ♣ K 10 7 2

68) ♠ 10 7 3
 ♥ 8 2
 ♦ K 3
 ♣ K Q 10 8 6 2

69) ♠ Q 10 8 5 2
 ♥ 10 8
 ♦ A 10 3
 ♣ J 7 3

70) ♠ A J 7
 ♥ 10 4
 ♦ A K 10 4
 ♣ J 10 7 2

71) ♠ A 9 2
 ♥ Q 10 9 3
 ♦ Q 2
 ♣ J 9 8 2

72) ♠ A 8 3
 ♥ 9 2
 ♦ K 7 2
 ♣ A J 10 8 2

73) ♠ A
♥ A Q J 10 9 4
♦ K 9 5 2
♣ 10 6

1♦ 4♠ ?

74) ♠ A K Q 8 4
♥ K J 2
♦ 4 2
♣ J 7 2

1♦ 3♥ ?

75) ♠ K Q 4
♥ 8 3
♦ A 7
♣ A K 10 7 4 2

1♣ P 1♠ 3♥
?

76) ♠ 2
♥ A 2
♦ A K 10 8 7
♣ Q J 9 7 2

1♥ 4♠ ?

77) ♠ Q J 8 2
♥ 3
♦ A 7 3 2
♣ 10 7 4 2

1♥ 3♠ ?

78) ♠ A 6 2
♥ None
♦ K Q J 10 8 2
♣ K 10 8 2

1NT 4♥ ?

Summary

1. Use doubles and cue bids to extend the range of your bidding
2. Where your choices are restricted you may have to guess a contract
3. Weigh up the benefits or disadvantages of various possible actions
4. Don't be afraid to pass competitive doubles when the conditions are right