

OVERCALLS

RESPONDING TO OVERCALLS

Takeout Double 12-15	Need opening strength and good shape. The short suit is always opener's suit. Ideal shapes are 4441, 5440. Shapes with at least 3 cards in each unbid suit are also OK but you must be prepared to play in any suit bid by partner. Do not bid again with 12-15 points unless partner promises points.	0-8 6-9 9-12 13+ 13-15	Bid your longest suit. Bid 4+ card major in preference to longer minor. With few points and no other suit than the opponent's suit bid your cheapest 3 card suit. INT if balanced with 1 stopper in enemy suit. 10-12. 2NT Jump bid in your longest suit. Cue bid opponent's suit or bid game in own 6+ card suit. Bid 3NT if balanced with stopper in opponent's suit
16+	With 6 card suit, first double then rebid 6 card suit.	13-15	Bid 3NT if balanced with stopper in opponent's suit
Suit Overcall 8-15	Must be a five card suit (containing two honours if minimum points).	0-5 6-9	After an overcall at the one level: Pass With 3+card support, give a single raise. Without support pass, DO NOT BID OWN SUIT.
11-15	Bid at the one level. Can bid at the two level if necessary. The requirement for overcalling an opening bid of INT is 11-15 points and a good 5+ card suit.	10-15 16+ 9-12 13-14	With 3+card support, give a double raise OR bid own good 5+ card suit (not forcing). Raise to game or jump bid in own suit. Bid 1NT with a stopper in opponent's suit. Bid 2NT with a stopper in opponent's suit. 15+ Bid 3NT
Jump Overcall 12-15	A six card suit containing two honours. (With 16+ and a 6 card suit, first double then rebid the suit)	6-10 11+	After an overcall at the two level: Responses are same as if partner opened the bidding With 3+card support, give a single raise. Without support pass, DO NOT BID OWN SUIT. Bid game with a fit or 2NT. Bid 3NT with 13+ and no fit. Treat as an opening pre-emptive bid.
Preemptive Overcall 6-10	With good suit quality and at least a 7 card suit, jump two levels (double jump). Use with caution if vulnerable!	6-10 11+	With 3+card support, give a single raise. Without support pass, DO NOT BID OWN SUIT. Bid game with a fit or 2NT. Bid 3NT with 13+ and no fit. Treat as an opening pre-emptive bid.
1NT Overcall 16-18	A balanced hand with a stopper in the opponent's suit. (With 19+ and balanced hand, first double then rebid NT at lowest level)	0-6 7-8 7+	Pass or bid 5+ card suit. Bid 2NT. Jump to the three level with a 5 card major. Bid game in own suit with 6+ card major. Otherwise bid 3NT.
Double of 1NT. 16+	This is always a penalty double. Any shape hand.	0-4 5+	If very unbalanced, bid your longest suit. Generally, pass.
LEADS	Which suit to lead: Decide on the suit to lead before choosing which card. If partner bid, lead partner's suit otherwise lead an unbid suit. Which card to lead: Against NT contracts lead top of a sequence of three honours or 4 th highest of your longest suit. Against suit contracts lead a) top of a sequence of two or more honours e.g. KQxx b) small card from a suit with a single honour eg Kxxx except never lead away from Ace in a suit contract c) a singleton d) top card of doubleton e) 2 nd highest from suit with nothing higher than the nine (MUD).	STAYMAN Bid 2♣ in response to 1NT opening to check if you have a major suit fit. Partner's responses are 2♥ = no 4 card major, 2♠ = 4 spades. Usually need 11+ points to respond with Stayman because you must have an honest rebid if partner bids 2♦ (i.e. 2NT with 11-12). But you can use Stayman with 0-10 if 4-5 or 5-4 in the majors because you can rebid the 5 card major after 2♦ reply.	
SIGNALS	When following suit (and not trying to win): Encourage partner to continue playing the suit by playing a high card, followed by a lower card. Discourage by playing low then high. When discarding: Discard a high card of a suit you want led or low card of suit you don't want led.		BLACKWOOD A bid of 4NT is asking for Aces. The responses are 5♣=0 or 4 Aces, 5♦=1, 5♥=2, 5♠=3. Now 5NT asks for Kings. Give the same responses at the 6 level. When the response is insufficient for a slam, stop at the 5 level. If you wish to stop in 5NT, bid 5 of an unbid suit. Partner then bids 5NT. Do not ask for Kings unless you know you have the strength for a grand slam.

NFB CRIB SHEET

HAND VALUATION

High Card Points: Ace=4, King=3, Queen=2, Jack=1.
Distributional Points: (only with an 8 card trump fit)
Void=5, Singleton=3, Doubleton =1

RULE OF TWENTY

To decide whether to open with an unbalanced hand of 10-11 points, do the 'Rule of Twenty' test. If the total of all your high card points plus the total number of cards in your two longest suits is 20 or more you may open the bidding. If not, pass.

CONTRACT LIMIT GUIDE

Approximate points required to bid to various levels:
Part scores: 19-24. Major Suit games and 3NT: 25+.
Minor Suit games: 27+. Small Slam: 6 in Suit 31+, 6NT 33+
Grand Slam: 7 in Suit 35+, 7NT: 37+

SCORING

Tricks bid and made	UnDbld	Dbld	ReDbld
Clubs & Diamonds - Each trick	20	40	80
Hearts & Spades - Each trick	30	60	120
No trumps - First trick	40	80	160
- Each subsequent trick	30	60	120
Undertricks			
Not vulnerable - First trick	50	100	200
- Second and third trick	50	200	400
- Each subsequent trick	50	300	600
Vulnerable - First	100	200	400
- Second & subsequent	100	300	600
trick			

Bonuses

Part-score contract bid and made	50
Game bid and made - not vulnerable	300
- vulnerable	500
Small slam bid and made - not vulnerable	500*
- vulnerable	750*
Grand slam bid and made - not vulnerable	1000*
- vulnerable	1500*
For making doubled contract	50
redoubled contract	100

* Slam bonuses are in addition to game bonuses.

Overtricks

Undoubled - Trick value
Doubled - 100 each if not vulnerable, 200 each if vulnerable
Redoubled - 200 each if not vulnerable, 400 each if vulnerable