

COMPETITIVE BIDDING	To Open a Suit	To Open NT	To Overcall Suit	To Overcall NT	To Make Takeout Double
By Maritha Pottenger					
At the 1 level	12+ HCP	15-17 HCP	7+ HCP	15-18 HCP	12 HCP (8 in balancing seat)
	3-card minor	Balanced Hand	Good 5-card suit	Balanced Hand	4 cards in unbid major
	5-card major	No Singletons		Stopper in suit	3+ cards in all unbid suits
		No Voids		opponent opened	
At the 2 level	5-10 HCP	20-21 HCP	11+ HCP	15-18 HCP	14+ HCP (12 in balancing seat)
	Good 6-card suit	Balanced Hand	Good 5 card or longer suit	Balanced Hand	4 cards in unbid major
				Stopper in suit	3+ cards in all unbid suits
				opponent opened	
At the 3 level	5-10 HCP	25-27 HCP	16+ HCP	18-25 HCP	16+ HCP
	Decent 7-card suit	Balanced Hand	Super 5-card or good 6-card suit	Balanced Hand	4 cards in unbid major
				Stopper in suit	3+ cards in all unbid suits
				opponent opened	
				OR	
REMEMBER Rule of 2 and 3 when preempting:				Long, solid minor	
within 2 tricks of your bid, vulnerable				suit & expect to	
within 3 tricks of your bid, nonvulnerable.				take 9 tricks.	
Be most cautious when opponents are nonvulnerable and you are vulnerable.					
<i>Be cautious you are vulnerable even if opponents are also vulnerable.</i>					
<i>Be most aggressive when you are nonvulnerable.</i>					
Think about sacrificing when you are nonvulnerable & opponents are vulnerable.					
Major reasons to Overcall:					
Indicate best lead to partner		If you have lots of extra distribution, you can shade your HCP down slightly.			
Interfere in opponents' auction		If you have extra strength, distributional requirements can be "bent," e.g., you can			
Buy the contract		make a take-out double at the 1 level with only 2 or 3 cards in unbid major if you have 17 HCP and a good rebid available no matter what partner responds.			