

Suit Overcall & Advancing

1-level: 10-18 total points (if only 10-12 points, suit is good)

2-level: 13-18 total points (if only 13-15 points, suit is good)

Advancer raises with 6-10 dummy points:

- Simple raise shows *three*-card support.
- Jump raises show *four*-card support.
 - ~ With poor defense: jump to three of overcall suit
 - ~ With some defense: 3-level jump cue-bid “mixed raise”

With support and 11+ dummy points, Advancer cue-bids.

- After cue-bid, Overcaller bids minimally with a minimum.

Advancer’s non-jump notrump or new-suit show 8-11 points.

Jump notrump or jump new-suit show 12-14 points.

Responder Raises

<u>West</u>	<u>North</u>	<u>East</u>	<u>South</u>
2♥	2♠	3♥	?



With an invitational hand, you can no longer cue-bid because the Responder’s raise has used that bid. But a double can replace the cue-bid! This is called the “cue-bid double”. It shows trump support and invites the Overcaller to bid game.

With a weaker (6-10 dummy points) raise, Advancer raises the overcall suit at the cheapest level.

Deal 1
North Deals
None Vul

♠ A 10 2		♠ Q 5 4	
♥ 3 2		♥ Q J 10 5	
♦ J 7		♦ 10 6 4	
♣ Q 9 8 7 6 3		♣ A 10 4	

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N					
W E					
S					

	♠ K 9 8	
	♥ 7 6	
	♦ A Q 9 8 5	
	♣ K J 2	

	♠ J 7 6 3	
	♥ A K 9 8 4	
	♦ K 3 2	
	♣ 5	

	9		
	7 13		
	11		

West	North	East	South
	Pass	1 ♦	1 ♥
Pass	3 ♦ ^{JCB}	Pass	3 ♥
Pass	Pass	Pass	

3 ♥ by South
Lead: ♦ J

Bidding: Advancer has four-card support with good defense.

Play: Eliminate ♣ suit by ruffing ♣ twice. Then exit with a ♦.

Deal 2
East Deals
N-S Vul

		♠ 8 7 4	
		♥ 7 3	
		♦ Q 10 7 5	
		♣ J 7 5 4	

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N					
W E					
S					

	♠ A K 10 6 5		♠ Q J 9 3
	♥ Q J 2		♥ A 6 5 4
	♦ K 8 3		♦ 9 4 2
	♣ A 10		♣ 8 3

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

	3		
	17 7		
	13		

West	North	East	South
	Pass	Pass	1 ♣
1 ♠	Pass	3 ♣ ^{JCB}	Pass
4 ♠	Pass	Pass	Pass

4 ♠ by West
Lead: ♣ 4

Bidding: Advancer uses the Jump Cue-Bid (JCB) to show four-card support with good defense.

Play: Opener has ♥ King. Lead from Dummy twice toward ♥ Queen and ♥ Jack.

Dummy's trumps are used for transportation.

Deal 3
South Deals
E-W Vul

		♠ Q J 10 8 7	
		♥ Q	
		♦ 10 9	
		♣ A Q J 9 6	

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N					
W E					
S					

	♠ 5	
	♥ K 10 8 2	
	♦ J 8 6 3 2	
	♣ 8 4 3	

	♠ A 9 4	
	♥ 6 4 3	
	♦ A 7 5 4	
	♣ K 10 2	

	12		
	13 4		
	11		

West	North	East	South
			Pass
1 ♥	1 ♠	3 ♥	DbI ^{CBD}
Pass	4 ♠	Pass	Pass
Pass			

4 ♠ by North
Lead: ♥ 2

Bidding: Cue-bid double shows a good (at least 11 dummy points) supporting hand.

Play: ♠ Queen wins, then lose finesse on second trump round. If the Defense tries to shorten your trumps twice, simply discard a ♥.

Deal 4
West Deals
Both Vul

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

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N					
W E					
S					

	♠ A J 9 7 2		♠ 6 5
	♥ Q 6 4		♥ A K J 9 2
	♦ 8 3		♦ Q 5 4
	♣ A 4 3		♣ 9 8 7

	♠ 8 4	
	♥ 8 5	
	♦ J 10 9 6	
	♣ K Q 6 5 2	

	13		
	11 10		
	6		

West	North	East	South
Pass	1 ♦	1 ♥	2 ♦
DbI ^{CBD}	Pass	2 ♥	Pass
Pass	Pass		

2 ♥ by East
Lead: ♦ J

Bidding: Advancer has three-card support. Cue-bid double shows a good hand.

Play: You have eight tricks with straightforward play. Ruff a ♣ for +140. Duck first round of ♣. Win second ♣ to lead a ♦ toward ♦ Queen. Use ♦ Queen to discard a ♣ from Dummy. Ruff a ♣ with Dummy's ♥ Queen.

Deal 5
North Deals
N-S Vul

		♠ 10 7 3	
		♥ Q J 8	
		♦ 10 7 2	
		♣ Q 8 6 4	

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N					
W E					
S					

	♠ A 5 4		♠ Q 8 2
	♥ A K 7 6 4		♥ 9 5 3 2
	♦ A 9 4 3		♦ 6 5
	♣ 9		♣ A J 7 5

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

	5		
	15 7		
	13		

West	North	East	South
	Pass	Pass	1 ♦
1 ♥	Pass	3 ♦ ^{JCB}	Pass
4 ♥	Pass	Pass	Pass

4 ♥ by West
Lead: ♦ 2

Bidding: Advancer has four-card support with good defense.

Play: Opener likely has ♠ King. Duck first ♦. Cash ♥ tops, then ruff ♣ and ♦. If North ruffs the fourth ♦, discard a ♠ from Dummy. If North instead discards a ♣, throw Opener into lead with the fourth ♣.

Deal 6
East Deals
E-W Vul

		♠ 5 4 3	
		♥ J 7 3	
		♦ K Q 5 4	
		♣ K Q 10	

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N					
W E					
S					

	♠ K Q 10 6		♠ A J 9 8 7
	♥ 8 6 5 2		♥ 10
	♦ 10 9		♦ A J 8
	♣ 7 6 4		♣ J 5 3 2

	♠ 2	
	♥ A K Q 9 4	
	♦ 7 6 3 2	
	♣ A 9 8	

	11		
	5 11		
	13		

West	North	East	South
			1 ♠
2 ♠	DbI ^{CBD}	3 ♠	4 ♥
Pass	Pass	Pass	

4 ♥ by South
Lead: ♠ K

Bidding: Cue-bid double shows a good supporting hand.

Play: The foul trump split means the fourth ♦ will not become a length trick. Stop drawing trump. (Leave the ♥ Jack in dummy.) But endplay the defender who wins the third round of ♦ into giving ruff/sluff. Win one ♦ top (likely the second round). Eliminate ♣ and ♠. Exit with a ♦.