

Guidelines for Bidding by Advancer After an Overcall or Take-out Double

Advancer's Bid		Requirements			
		Responder Passes		Responder Bids	
		Description	Sample Sequence	Description	Sample Sequence
After Overcall	Simple raise	4-9 HCP, 3-card support	1♠-1♥-P-2♥	4-9 HCP, 3-card support	1♠-1♥-1♣-2♥
	Jump raise	Strongly invitational (13 points with distribution)	1♠-1♥-P-3♥	Preemptive raise (4-card support; less than 10 HCP)	1♠-1♥-1♣-3♥
	Cue bid	Limit raise (10-12 points, with distribution)	1♠-1♥-P-2♦	Limit raise (10-12 points, with distribution)	1♠-1♥-1♣-2♦
	New suit	Constructive nonforcing (8-9 HCP), 5-card suit	1♠-1♥-P-1♣	Constructive nonforcing (8-9 HCP), 5-card suit	1♠-1♥-1♣-2♣
	Jump shift	Invitational Bid (10-12 HCP, good 5-card suit)	1♠-1♥-P-2♣	Preempt (5-9 HCP), 6-card suit (2 level); 7-card suit (3 level)	1♠-1♥-1♣-3♣
After Take-Out Double	Pass	5 trump in opener's suit, including 2 honors; 5-11 HCP (not enough for game, if not vulnerable)	1♠-D-P-P	0-4 HCP	1♠-D-1♣-P
	1 level bid	0-9 HCP, 4-card suit	1♠-D-P-1♣	5-9 HCP, 4-card suit with honors	1♠-D-1♥-1♣
	2 level bid	0-12 HCP, 4-card suit	1♥-D-P-2♦	5-9 HCP, 4-card suit with honors	1♠-D-1♥-2♣
	Jump bid	10-12 HCP, good 4-card suit (2 level) good 5-card suit (3 level)	1♠-D-P-2♣	Preempt (5-9 HCP), 6-card suit (2 level), 7-card suit (3 level)	1♠-D-1♥-3♣
	Double Jump	Game forcing values, good 5-card suit	1♠-D-P-3♣	Preempt (5-9 HCP), 7-card suit (3 level)	1♠-D-1♥-3♣
	2NT	10-12 HCP, stopper in opener's suit, no 4-card major	1♣-D-P-2NT	Scrambling 2NT, 7+ HCP two 4+ card suits with honors	1♣-D-2♣-2NT