

OVERCALLS

An overcall is a bid made after an opponent has opened the bidding. This bid can be made with as few as 11 points, but the suit you bid must have at least 5 cards, at least 2 of which are honors (A, K, Q, J, or 10). Responder can raise your suit with any 3-card support. With 6 to 11 points, partner raises one level. With 13 or more points, partner raises with a jump bid.

TAKE-OUT DOUBLE

This is another bid made after an opponent has opened the bidding. This shows an opening point count in your hand and asks partner to bid his best suit. For example, opponent is dealer and opens 1 diamond. You have 13 points and at least 3 cards in all other suits and less than 3 diamonds. You double, asking your partner for his best suit. If your partner has 10 points or more and a good suit, he his answering bid should be a jump. Partner must respond, even with zero points, if previous opponent has passed.

BLACKWOOD

When the bidding indicates that a slam is possible (33 or more points between the partners), the Blackwood convention can be used. The Blackwood convention is used to tell your partner how many Aces or Kings you have. To start the Blackwood bidding, one partner makes the bid of 4 No-trump. Then the other partner responds as follows:

Number of Aces	Response
0 or 4	5 Clubs
1	5 Diamonds
2	5 Hearts
3	5 Spades

You can figure out how many Aces your team has by counting them in your hand, and adding the number indicated by your partner's bid.