

## SIMPLE OVERCALLS

The partner of an overcaller ("advancer") will picture him as having a good long suit in a hand which may not qualify for an opening bid. It is best not to stray too far from this picture. Advancer will assume that overcaller has at least one defensive trick when not vulnerable, two when vulnerable. With less defense it is usually better to pass or preempt rather than make a simple overcall.

The hand should not be too strong, either. Even though good players raise overcalls with light support, a game may be missed if the simple overcall is based on a very strong hand. Strong hands are better shown by takeout doubles, jump overcalls, or cue bids. Do not, however, make an off-shape takeout double just because the hand is rather strong for an overcall. See section 9-1 for a discussion of the requirements for a takeout double.

Overcalls in a weak five-card suit or a four-card suit are seldom advisable. Both should occur at the one level only, and the four card variety should have three of the top four honors to make up for the shorter length.

Overcalls at the one level require a minimum of three to five playing tricks, depending on the vulnerability. A hand with only three playing tricks may be bid only with favorable vulnerability, a good suit, and good distribution: ♠AQ1087 ♥3 ♦9873 ♣542. With unfavorable vulnerability, a hand with the minimum of five playing tricks should also include a good suit. Otherwise it is best to have extra playing strength. Be even more conservative when coming in between two bidders, unless the vulnerability is favorable.

With a good defensive hand, do not overcall without extra playing strength. Then, if partner makes what he thinks is a sacrifice bid in your suit, you may make the contract. Prefer a pass, takeout double, or notrump bid with a good hand that lacks playing strength. Overcalls that are minimum in regard to playing strength should be defensively weak also. Otherwise you will be going down when the opponents can make nothing their way.

The preemptive value of the overcall is an important consideration. Stretch to bid 2♣ over 1♦, but not 2♣ over 1♠. The 1♠ overcall of 1♣ is often very weak, but there is little justification for making an overcall of, say, 1♥ over 1♦. Partner should take this factor into account in her bidding.

Suppose you have ♠AQ743 ♥K106 ♦43 ♣K86, vulnerable. Pass over a 1♥ opening. You might double 1♦. Over 1♣ you can bid 1♠ because of the preemptive effect of skipping so many ranks. After passing hands like this, you can back into the bidding later if the auction stops at a low level. Should the bidding get too high for a back-in bid, partner will probably be broke anyway. Often you will gain a trick in defense when declarer cannot place the outstanding high cards or distribution.

Lead direction is also important. With a borderline overcall, pass if the suit you must bid is not a good one for lead direction--especially if partner is likely to be on lead.

It is possible to make a takeout double after overcalling. See section 9-1, Takeout Doubles.

## ADVANCES OF SIMPLE OVERCALLS

The technical term for responding to an overcall is "advancing," and overcaller's partner is called the "advancer." The overcaller may also be called the "intervenor."

-- A raise should show the full limit of your hand. Do not raise 1♠ to 2♠ and then later go to 3♠ after being pushed. That is just asking for a double and lets the opponents communicate too easily. Either you are good enough for 3♠, or you are not--make the decision, make the call, and stick with it. If you go down after bidding 3♠ you will often find that the hand belonged to the opponents anyway. Your jump will have stolen the hand and averted a double. What if you could have bought the hand for 2♠? Against good players you will find that the reason is that they are weak and partner is strong. You will therefore make 3♠, so you might as well bid it immediately (in case you can't make it!).

One advantage of bidding the limit of your hand is that partner will know very closely the combined partnership assets. If you underbid good hands he will not be in as good a position for making decisions. Or do you make all the decisions?

With ♠K32 ♥A8 ♦7653 ♣J642 raise partner's 1♠ overcall of a 1♥ opening to 2♠ at any vulnerability, even if RHO passes. With ♠Q9876 ♥8 ♦K953 ♣J64 raise a 1♠ overcall to 3♠. Bids like these make life difficult for the opponents. Stronger hands must usually cue bid before raising.

Vulnerability doesn't have much effect on raises to the two and three level, despite the fact that overcaller should have a better minimum overcall when vulnerable. In effect, the raise says, "I think we can make this" when vulnerable, and "We probably won't go down more than one," when not vulnerable. The result is that vulnerable and non-vulnerable raises require about the same strength. Raises to game, however, or cue bid plus a raise (urging game), require more strength when not vulnerable. If the hand may belong to the opponents jump raises to games may be deliberate overbids justified by distributional values. Such bids are possibly speculative, and therefore partner's double of an opposing bid merely shows "cards" and is not a warning to stop bidding. Moreover, a pass by partner is not forcing.

Be conservative in raising when you have secondary strength in the opposing suit(s). You may be going down when they have nothing their way. Those secondary cards in the opposing suit(s) figure to be more useful for defense than for offense.

-- A cue bid advance of an overcall when third seat passes or doubles negatively is a probing cue bid, forcing to a limit situation. See section 10-12, Probing Cue Bids; and section 10-7, Cue Bid Responses to Overcalls, which also discusses the meaning of a cue bid when third seat bids 1NT, raises opener, or bids a new suit, and the meaning of a jump cue bid.

-- A 1NT advance varies with vulnerability. Be quicker to bid 1NT opposite a vulnerable overcall, because partner is supposed to have a good hand. It is not bid as a rescue with a poor hand--1NT shows encouraging strength, so pass if you don't have a fairly good hand, even with a singleton in partner's suit.

-- A 2NT advance strongly implies a double stopper in the enemy suit, or one stopper plus a high card in partner's suit. The overcaller can count on this when deciding whether to bid 3NT or not. A pass to 2NT is rare, since the overcaller will usually rebid his suit, or bid a second suit, with a hand that is unsuitable for notrump. The 2NT bid is not forcing, however; the overcaller can pass with a five-card suit and a marginal overcall. The Stoplight Convention (section 4-12) applies when the 2NT bid is a jump.

-- Transfer advances (bidding one suit to show another) are an optional convention that is discussed in section 11-1.

-- A non-jump new suit advance in a non-transfer situation is not forcing. You can do it with a weak hand and a long major suit if you think your suit is a better spot than partner's. Do not bid a minor over partner's major with a bad hand, however. The risk has little to gain, for you may not be improving the contract and you are one level higher. Such a takeout is deemed "constructive," i.e., it does not discourage additional bidding.

The minor suit takeout has a slightly different flavor when made over a bid by third seat:

South	West	North	East
1♠	2♥	2♠	3♣/3♦

East might have passed 2♥ if North had passed. In this situation the takeout may not be very constructive. East wants to compete, but can hardly raise hearts with something like ♥32. He therefore suggests an alternative trump suit, which means his suit must be extremely strong if only five cards long.

-- A single jump in a new suit by an **unpassed hand** shows a strong suit, usually at least six-long. A jump in a minor tends to show a completely solid suit.

-- A single jump in a new suit by a **passed hand** is a "fit jump." It shows appropriate values for a raise of the overcall suit, plus a good holding in the jump suit. The bid can help partner evaluate defensive and offensive potential, and may enable him to make a killing lead against an opposing contract.

If the fit jump is in a major and the overcall was in a minor, it should be exactly five cards long and need be headed only by the ace or king. All other fit jumps may have fewer cards in the suit, which must be headed by the ace or king plus another honor.

South	West	North	East
-	-	-	Pass
1♦	2♣	Pass	3♥/3♠ - fit jump, five-card suit

East has values for a raise to 4♣. West can raise these bids with three-card support, since East must have five. These advances are not quite forcing.

Do not use fit jumps in a six-card major suit. Either transfer to the suit (see section 11-1, Transfer Advances) or bid the suit minimally. A cue bid is always available if the hand is strong.

-- A double (or higher) jump in a new suit is natural and preemptive, not a splinter bid. Splinter bids are not used in advancing an overcall, except for a double jump to show a void in a suit that opponents have bid twice (rebid or raise). If the opposing suit has been bid only once, a jump takeout in that suit is natural.

### **After a Negative Double by Third Seat**

-- A redouble shows a strong hand not suited for any other call.

-- Raises to any level are preemptive.

-- A bid in a suit explicitly indicated by a negative doubler is natural, non-forcing, not a cue bid.

-- A 1NT advance is natural

-- A jump to 2NT is artificial, showing a good raise that includes at least two defensive tricks. This is analogous to the artificial jump to 2NT over a takeout double.

-- A jump to 3NT is natural, implying a great fit in partner's suit and a distributional hand that calls for denying bidding space to the opponents.

-- After passing or redoubling over a negative double, a subsequent double at the two level is generally for penalties, not takeout:

South	West	North	East
1♣	1♠	Dbl	Pass/Rdbl
2♥	Pass	Pass	Dbl - business double

If South had rebid clubs instead of bidding 2♥, the reopening double would have been for takeout:

South	West	North	East
1♣	1♠	Dbl	Pass/Rdbl
2♣	Pass	Pass	Dbl - for takeout (2=4=4=3?)

-- This is one of the very few cases when a double is for takeout even though partner has previously acted.

-- Other bids have the same meaning as over a pass.

### After a Business Double by Third Seat

-- A direct redouble by fourth seat is not "S. O. S." It says, "Don't run! I have a strong hand!" The redouble may enable overcaller to double a runout by opener, who may have psyched an opening bid.

-- New suit bids are "rescues," supposedly saving partner (who will not be happy if the rescue makes things worse, especially if he could make his bid).

-- A bid of opener's suit is also natural, wanting to play there.

-- A raise is so illogical that we give it an artificial meaning: "Pick another suit." The raiser might have 6-6 in the two unbid suits.

-- Jump takeouts are preemptive.

-- A notrump bid is natural. When too weak for the artificial raise (showing the two unbid suits), which increases the level of bidding, bid notrump if that will keep the bidding lower. When this gets doubled by opener, redouble for takeout:

South	West	North	East
1♣	1♠	Dbl	1NT
Dbl	Pass	Pass	Rdbl - diamonds & hearts

If the notrump bid gets doubled by third hand, North in this case, a redouble is to play, so just bid the lower ranking unbid suit, asking for a preference between the unbid suits:

South	West	North	East
1♥	1♠	Dbl	1NT
Pass	Pass	Dbl	Rdbl - to play
			2♣ - clubs and diamonds

### After a Raise by Third Seat

When third seat raises opener's bid, the principles of Advancive Doubles (section 9-2) apply. A cue bid shows a strong raise if the overcall was in a major suit, as described in section 10-7, Cue Bid Responses to Overcalls. Since the cue bid is dedicated to that purpose, jumps in a new suit have to be played as forcing:

South	West	North	East
1♣	1♥	2♣	Dbl - spades/diamonds
			3♦/3♠ - natural (UPH) or fit jump (PH)
			3♥ - good heart raise
			3♣ - stronger heart raise

The double is an Advancive Double, showing the two unbid suits. When the overcall is in a minor suit, the cue bid of a raised suit merely asks for a stopper in the opposing suit.

### **After a New Suit by Third Seat**

When third seat bids a new suit over partner's overcall, Advancer has a choice of two suits for a cue bid. See section 10-7, Cue Bid Responses to Overcalls. Also see section 9-2, Advancive Doubles. A jump in the fourth suit is a fit jump, described above. With a real suit advancer can either bid it minimally, show it with an advancive double, or (with a powerhouse) cue bid in responder's suit before showing it (forcing). Bidding the fourth suit minimally implies no tolerance for overcaller's suit.

A bid of opener's suit is natural and non-forcing. Jump cue bids in either of the opposing suits are natural, non-forcing. Players do psych, do open short/weak minors, and do respond with very weak four-card suits.

### **After a 1NT Bid by Third Seat**

When third seat responds with a free bid of 1NT, any action by Advancer denies the ability to double 1NT. With 2NT available as a cue bid (with a good but distributional hand unsuitable for a double or other action), a bid of opener's suit is natural and a jump raise is preemptive:

## STRONG JUMP OVERCALLS

What is a strong jump overcall? As described by Culbertson, a single jump overcall shows a good strong suit in a hand with about eight playing tricks, whether made at the two or three level. It should have at least three and one-half defensive tricks ("honor count," to use Culbertson's term). For instance, this is a 2♠ jump overcall of a lower suit opening: ♠AQ109653 ♥AK5 ♦32 ♣6. The jump says, "I can just about make this bid in my own hand."

A jump to three of a minor suit is an invitation to three notrump, so it implies a solid suit plus a few high cards outside. This is a 3♣ overcall of a 1♠ opening: ♠54 ♥A7 ♦A76 ♣AKQ1096. Partner can bid 3NT with a spade stopper and little outside (nothing outside, if the stopper is the ace). A jump to two of a minor (i.e., 2♦ over a 1♣ opening) does not require a solid suit. If partner bids 2NT, showing a stopper in opener's suit, overcaller rebids 3♦ if his suit is not solid (unless he too has a stopper).

The jump to three of a minor is permissible with a semi-solid suit if the jump bidder has a stopper in the opposing suit. Partner will recognize the situation if she has a high card in the jump suit, and will bid 3NT with no stopper herself. With a partial stopper she can cue bid:

South	West	North	East
1♠	3♦	Pass	3♠ - partial spade stopper

West can now bid notrump with Jxx, Qx, or better in spades.

The jump overcall can be made with a two-suited hand, if the higher suit (in which the jump is made) is quite strong: ♠AKJ95 ♥AQ1087 ♦65 ♣6. Hearing a jump to 2♠ over a 1♣ opening, partner will raise to 3♠ with ♠Q3 ♥K95 ♦J853 ♣10654, and will pass a subsequent 4♥ bid.

As in the previous example, partner can respond to a strong jump overcall with little in high cards. Takeouts to 2NT or a new suit are forcing for one round. A raise of the jump suit is invitational but seldom passed.

One trouble with strong jump overcalls is that they don't come up very often. You can up the frequency a little by reducing the high card requirement (but not the playing trick requirement) for a one-suited jump at the two level. The jump should never be weaker in high cards than an opening bid, but a non-vulnerable jump to 2♠ may be chanced with a hand as weak as ♠AKQJ87 ♥92 ♦Q1097 ♣6. Optimistically counting only two losers in diamonds, this hand has eight playing tricks. There is a danger that partner will misjudge the auction in some way, counting you for more in high cards. That is why the bid should perhaps be just 1♠ when vulnerable--a good normal vulnerable overcall.

Not all jump overcalls are this strong. See section 8-7, Reopening the Bidding.

## NOTRUMP OVERCALLS

This section does not apply to reopening notrump bids or notrump bids by a passed hand. See section 8-5, Defensive Bidding by a Passed Hand; section 8-7, Reopening the Bidding; and section 8-9, Unusual Notrump.

### The Direct 1NT Overcall

The direct 1NT overcall of a natural suit opening shows a hand similar to a strong notrump opening bid. The opposing suit must be stopped, of course. With a double stopper or a solid suit, the minimum HCP requirement can be relaxed to 15 HCP. With a single stopper and no good suit, a 19 HCP hand is not too strong against a five-card major opening. Remember to upgrade tenaces a bit, since holdings like AQx or KJx are worth more when there is an opening bid on the right. The 1NT overcall is sometimes off-shape (but balanced), perhaps containing a six-card minor or 5-4-2-2 distribution.

A 1NT overcall is more likely to have a weak doubleton in some (unbid) suit than a 1NT opening bid. Also, the overcaller is less likely to have four-card support for an unbid major, with which he might have doubled instead of bidding 1NT. That does not mean that a 1NT overcall denies such major suit support. Generally speaking, a 1NT overcall is preferable to a takeout double when holding good values for the bid. Besides HCP, there should be a source of playing tricks, especially against an opponent who is likely to double.

Suppose you hold ♠A984 ♥AQ ♦KJ7 ♣QJ62 and RHO opens with 1♥. A double is unwise because you must pass a minor suit response. The hand is not strong enough to double and then bid 2NT, which shows at least 19 HCP. Also, a game could be missed by doubling. Partner could have enough to raise a 1NT overcall, yet not enough to make a jump response to a takeout double. She could have ♠K53 ♥983 ♦A10853 ♣43, a hand that could raise notrump but can only respond 2♦ to a takeout double. See section 9-1, Takeout Doubles, for a further discussion.

If overcaller's LHO passes 1NT, responses are the same as those for a 1NT opening. All bids have exactly the same meaning. Bidding opener's major in response to Stayman (which is always 2♣) shows four cards. A transfer to opener's suit, even a major known to be five cards long, just means what it says. It can happen that a suit is distributed 5-2-0-6, or that opener has psyched.

After a 1NT overcall, all doubles by either partner are for business, with one exception (below).

### When Third Hand Competes

A balancing double by the 1NT bidder, partner silent, is for takeout and implies a maximum hand:

South	West	North	East
1♠	1NT	2♣	Pass
Pass	Dbl is takeout, not business		

South	West	North	East
1♠	1NT	Pass	Pass
2♥/2♠	Dbl is business, not takeout		



While playing the double of 2♥ as takeout is not unreasonable, it is best to have one simple rule, as stated above.

As usual, if third hand's bid is artificial then a double shows that suit (even if it is clubs) and a bid in that suit is natural (and invitational, since a weaker hand can double).

If opener's partner enters the bidding with a raise or a new suit, Jacoby and minor suit transfers do not apply. Texas transfers do apply (through 3♣). The rules for cue bidding are these:

-- If opener's suit can be bid at the two level, that is Stayman (Minor Suit Stayman if both majors have been bid), while a bid of the new suit is a strong cue bid:

South	West	North	East
1♠	1NT	2♣	Dbl - business
			2♠ - Stayman
			3♣ - strong cue bid

After bidding 2♠, East is likely to pass a 2NT or 3♥ bid by West, so West should bid game with a maximum hand. The strong cue bid is forcing to game, probably based on wild distribution if opener hasn't psyched an opening bid.

South	West	North	East
1♠	1NT	2♥	2♠ - Minor Suit Stayman
			3♥ - strong cue bid

The Minor Suit Stayman bid may be based on a good hand, but more likely East has a weak 5-5 in the minors or a diamond bust. If West bids 2NT (no minor) and East bids 3♣, West must prefer a minor (pass or 3♦). Whether West bids 2NT or 3♣ (showing four clubs), she must pass a 3♦ bid by East. This is standard Minor Suit Stayman.

-- If opener's suit cannot be bid at the two level, a bid of the new suit is Stayman, and a bid of opener's suit is natural, not forcing:

South	West	North	East
1♣	1NT	2♥	3♥ - Stayman, four spades
			3♣ - natural, signoff

The 3♣ is just a competitive bid that West is expected to pass. Other such auctions:

South	West	North	East
1♣	1NT	2♦	3♣ - natural, signoff
			3♦ - Stayman

South	West	North	East
1♥	1NT	2♠	3♥ - natural, signoff
			3♠ - strong cue bid

There is one exception to the "natural" rule regarding opener's suit:

South	West	North	East
1♦	1NT	2♣	2♦ - Stayman
			3♣ - strong cue bid
			3♦ - natural, a signoff

### The 1NT Overcall of a Suit Response

South	West	North	East
1♣	Pass	1♥	1NT

East is very likely to have a good diamond suit as one of the assets for the 1NT overcall. If opener passes, the bidding proceeds as if East had opened 1NT. The opposing bids are ignored, having no effect on subsequent bidding.

### When 1NT Gets Doubled

Whether the double is natural or negative, direct or balancing (i.e., by opener), all actions by advancer are the same as when an opening 1NT bid gets doubled. Both the opening bid and any response are completely ignored, so a bid in an opposing suit has the same meaning as when an opening 1NT bid gets doubled. A redouble is definitely not S.O.S. See section 5-3, When the Opponents Intervene vs Strong Notrump.

### Jump Overcalls in Notrump

Jumps to 2NT or 3NT opening are unusual notrump (section 8-9) if made by a passed hand.

Otherwise jump overcalls of 2NT or 3NT are natural bids, usually based on a long solid minor, but could be a solid major. A typical hand for a jump to 2NT over a 1♠ opening: ♠K3 ♥J87 ♦A6 ♣AKQ1086. Add the ace of hearts and the bid is 3NT. Jump to 3NT over 1♠ with ♠QJ3 ♥AKQ9832 ♦A3 ♣A4. A heart game could be defeated by a spade ruff, while game in notrump is a near certainty. With a standard sort of notrump hand (e.g., 4-3-3-3 distribution), make a takeout double and then bid notrump. See section 9-1, Takeout Doubles.

Advancer raises 2NT to 3NT with a trick quick or so. Jacoby, minor suit transfers, and Texas Transfer bids are used, but no Stayman. Transfers are generally unwise unless the hand is highly distributional.

The natural 2NT applies even over a new suit response or a raise:

South	West	North	East
1♥	Pass	1♠/2♥	2NT - natural

Respond to a double jump 3NT jump overcall in the same way as to a single or non-jump 3NT overcall (see below), keeping in mind that the double jump overcall is based on a long suit.

### Non-Jump 2NT Overcall

A 2NT overcall of a weak two bid shows about the same strength as a 1NT overcall, maybe a point more. Advancer will play you for 17-18 HCP when deciding whether to pass or not, even though you may have a trifle more or less. Responses are the same as those for a 2NT opening. A transfer to opener's suit is a cue bid, since a cue bid is not otherwise available.

A 2NT overcall of a 1NT or a two-over-one response is Unusual Notrump (see section 8-9). One would double a 1NT bid with a good notrump hand, and a two-over-one response gives the opposition so much strength that a natural 2NT overcall would be rare.

A 2NT overcall of a raised opening is the same as a 2NT jump overcall (see above).

The 4♠ artificial notrump raise, less invitational than a 4NT bid, may be useful after a 2NT overcall, which tends to have a wide range in actual practice, perhaps 16-19 HCP. Advancer bids 4NT with 16-17 HCP, 4♠ with about 14-15 HCP.

### Non-Jump 3NT Overcall

The 3NT overcall of a preemptive three bid requires about the same minimum strength as a 2NT overcall, but the maximum is higher. The bid could be based on a long minor, but could also be a standard notrump distribution. Most of the time partner just passes. The responses are the same as those for an old-fashioned 3NT opening bid. A transfer to the opposing suit is a strong cue bid, probably based on a void. There is no Stayman bid.

South	West	North	East
3♠	3NT	Pass	4♣ - Gerber
			4♦ - transfer to hearts
			4♥ - spade cue bid
			4♠ - notrump raise
			4NT - stronger raise (Boland applies)
			5♣ - Miller

The two ways to raise notrump are especially needed after a non-jump 3NT overcall, since the bid has such a wide range. Boland, section 5-6, and Miller, section 5-7, both apply in this situation. It is unwise to transfer to a weak six-card major, especially when holding sufficient points to be confident that 3NT will make. The 3NT bidder may be quite short and weak in an unbid major.

## DEFENSIVE BIDDING BY A PASSED HAND

### In the Direct Position

Single jump overcalls in a suit are obviously not as strong as a direct strong jump overcall but still show a good hand with 1-1/2 to 2+ defensive tricks. Suit quality may not be great, however, and could be a seven-card suit in a hand judged unsuitable for an opening bid. Bid 2 ♠ over a one-level suit opening when not vulnerable with ♠AJ98642 ♥K109 ♦3 ♣65 or ♠Q109432 ♥2 ♦43 ♣AQ53, both of which are normal simple overcalls when vulnerable. A jump to three of a minor suit implies a seven-card suit headed by AKQ or AKJ10, as a 3NT contract is not out of the question.

A 1NT or 2NT overcall shows the lower two unbid suits, at least 5-5, and may be worthless defensively. Partner prefers the lower ranking of the two suits when holding equal length if both are of the same rank, but will prefer a major to a minor with the same length in each. See section 8-9, Unusual Notrump.

A direct cue bid overcall is a Michaels Cue Bid: cue bid of a minor shows both majors, cue bid of a major shows the other major plus an unknown minor (partner bids notrump to inquire).

### When the Opponents Have Bid Two Suits

There are three ways of showing length in the unbid suits when the opponents have bid two suits:

1) A takeout double shows length in the unbid suits, and also shows defensive strength. The doubler should have close to an opening bid, and some of the high cards may be in the opposing suits. Length in a single unbid major is likely to be four cards, in both majors 5-5 or 5-4 (not 4-5, because partner will prefer the higher ranking with equal length).

2) A cue bid also shows a good hand, but implies that all high cards lie in the two unbid suits:

South	West	North	East
Pass	Pass	Pass	1♣
Pass	1♦	2♦	- ♠AJ986 ♥K10973 ♦3 ♣65
			Dbl - ♠J10987 ♥QJ976 ♦KJ ♣A
			2♣ - natural

3) A notrump bid is the weakest in strength, but promises at least 5-5 in the unbid suits. Partner will prefer the lower ranking with equal length, so one might bid notrump with 5-6 in the two suits but just overcall with 6-5.

## Reopening Calls

Reopening calls when a one level opening is passed around are all unchanged in meaning when made by a passed hand, except for the limitation on strength implied by the initial pass. A reopening cue bid shows a 5-4-4-0 hand, void in the opposing suit, or a two-suited hand of any strength.

South	West	North	East
Pass	1♠	Pass	Pass
1NT - 10-12 HCP notrump hand			
2NT - ♠3 ♥4 ♦AQJ32 ♣Q108765			
3♣ - ♠32 ♥76 ♦AJ ♣KJ98752			
2♠ - ♠ void ♥Q876 ♦Q9876 ♣AQ76			
2♠ - ♠6 ♥Q10873 ♦AJ9632 ♣5			

Note that a reopening 1NT bid is not Unusual Notrump, but 2NT is. To double and then bid 1NT requires no more than a 1NT bid (for an unpassed hand, doubling and bidding notrump after a minimum response shows more than a notrump overcall).

When the cue bidder takes out a suit response into a new suit, he shows a two-suited hand and asks for a choice:

South	West	North	East
Pass	1♣	Pass	Pass
2♣	Pass	2♥	Pass
2♠ - spades and diamonds			

Also see section 8-7, Reopening the Bidding, and Section 10-5 Reopening Cue Bid Overcalls.

## GETTING A PREFERENCE AT THE FIVE LEVEL

When you have bid one or both suits of a two-suited hand opposite a silent partner, and you want him to take a choice (as a save, perhaps) over, say, an opposing 4♠ bid:

- With more length in the higher ranking suit, bid 4NT.
- With equal length, bid a lower ranking enemy suit; if not possible, bid 4NT.
- With more length in the lower ranking suit, bid that suit.

Suppose you open 1♥ with ♠2 ♥AJ10876 ♦AQ1098 ♣9, and the bidding goes:

South	West	North	East
1♥	1♠	Pass	4♠
4NT	Pass	5♣	Pass
5♦			

North's 5♣ bid just shows a preference of clubs over hearts; she doesn't know which minor you have. You correct to 5♦, and North knows you have a red two-suiter with longer hearts, or perhaps equal length. With 2-2 in the red suits, she will prefer hearts. If the hearts and diamonds were reversed, you would have bid 5♦ over 4♠. North would then pass with a doubleton in each suit, knowing your diamonds are longer.

Obviously the 4NT bidder must have touching suits or suits separated only by the opposing suit(s).

Another case: You open 1♥ with ♠ void ♥AK9843 ♦AJ10842 ♣4, and the auction proceeds:

South	West	North	East
1♥	2♣	Pass	4♠
5♣			

The 5♣ bid implies equal length in hearts and diamonds. With xx in hearts and Qx in diamonds, North should bid 5♦. With longer hearts you would have bid 4NT, and with longer diamonds you would have bid 5♦. Had the lower opposing suit not been available (e.g., the opponents had bid spades only), you would have had to bid 4NT. This would be an unspecified minor, and partner would know only that the minor is not longer than the hearts.

When the opponents leap to a major suit game after you have opened 1♣, a 4NT bid by you asks for a minor suit preference. Of course the clubs will be longer:

South	West	North	East
1♣	1♠	Pass	4♠
4NT			

South's hand is ♠4 ♥8 ♦KQ1097 ♣AK10632

When the opponents rush to a major suit game after you have opened the bidding and partner has made a one-over-one response in a suit, a 4NT bid asks her to choose between your suit and hers:

South	West	North	East
1♦	Pass	1♥	4♠
4NT			

South implies a long, strong diamond suit and three-card support for hearts, something like: ♠4 ♥KQ3 ♦AK10853 ♣A94. In doubt whether to bid 5♦ or raise hearts, South lets North make the decision. South could also have both minors plus hearts: ♠ void ♥KQ3 ♦AK1085 ♣AJ976. With weak hearts, North should bid his better minor. With the first hand, South will correct a 5♣ bid to 5♦. Had North responded 1NT, the 4NT bid would show both minors. Had the response been two-over-one, 4NT would be Roman Key Card Blackwood (RKCB), with responder's suit "agreed."

Responder can use the 4NT bid in a similar fashion, provided opener has passed (i.e., 4NT is a reopening action):

South	West	North	East
1♥	Pass	2♦	4♠
Pass	Pass	4NT	

This is not Blackwood. North has ♠5 ♥Q87 ♦KQJ973 ♣AJ9, and wants opener to choose between the red suits. If opener has not passed, however, 4NT would be RKCB:

South	West	North	East
1♥	Pass	2♦	2♠
3♥	4♠	4NT - RKCB	

An overcaller can use the same device:

South	West	North	East
1♥	2♦	4♥	Pass
Pass	4NT		

West is asking for a minor suit choice, and his diamonds are the same length as his clubs, or longer. With longer clubs, the right bid is 5♣, not 4NT.

Also see section 6-7, Four Notrump - Blackwood or Natural?

## REOPENING THE BIDDING

When an opening bid is followed by two passes:

South	West	North
1♣	Pass	Pass

South	West	North
1♠	Pass	Pass

-- A takeout double shows at least two defensive tricks. A cue bid response to the double is at least a game try, as usual.

-- Double and then bid a suit shows an opening bid or better (but you don't have to double with an opening bid).

-- A minimum overcall in a suit can be quite weak, but can be more than an opening bid if the suit is not strong or for some reason the hand is unsuitable for a stronger bid or takeout double.

-- A jump overcall in a suit is lighter than an immediate strong jump overcall. In a major, it shows a good suit and a good hand, perhaps a two-suiter. The jumper fears that a minimum overcall might be passed out and a game missed. A jump to the three-level in a minor strongly invites 3NT, so should be based on a solid six-card suit and perhaps an ace or king outside.

-- A jump overcall in notrump is a natural bid, showing a solid minor and a stopper in the opposing suit (or semi-solid suit with a double stopper). Bid 3NT if all you need is an ace or king in partner's hand, because he needs the equivalent of an ace *and* a king to bid 3NT.

-- A cue bid reopening is discussed in section 10-5, Reopening Cue Bid Overcalls. A jump cue bid asks partner to bid 3NT with a stopper in the opposing suit.

-- A reopening bid of 1NT varies in strength, depending on which suit was opened. As the likelihood of a two-level response increases, the HCP requirement increases accordingly:

Over 1♣, shows a light-to-fair opening bid, 11-14 HCP

Over 1♦, shows a fair-to-good opening bid, 12-15 HCP

Over 1♥, shows a sound opening bid, 13-16 HCP

Over 1♠, shows a very sound opening bid, 14-17 HCP

To remember these four-point ranges, you start with 11 for 1♣ and add 1 HCP for each step higher. A double stopper, or a good suit, can count as a point or two. All bids in response have the same meaning as over a 1NT opening: Stayman, Jacoby, Texas, etc., are all applicable, even a transfer into opener's major. If opener rebids over the notrump bid, 2NT by advancer is a natural invitational raise and a double is for penalties. Rumpelsohl and negative doubles are not appropriate to this situation.



A simulation by Rene Vernes showed that if you have a single range for a 1NT bid over all suits, it should be 13-16. However, the variations shown here are easy to remember and must be better than a single range. At the very least, bidding 1NT over minor and major suits should have different ranges. On the other hand, bidding 1NT with 11-12 HCP will often save opener from an embarrassing contract and perhaps get him into a good contract. With length in opener's minor, a pass may well be the best call. When that happens, the opening lead should generally be a trump.

-- To reopen with a double and then bid notrump after a minimum response requires more strength than a notrump overcall:

After doubling 1♣, a light opening 1NT hand, 15-17 HCP

After doubling 1♦, a strong opening NT hand, 16-18 HCP

After doubling 1♥, a point more: 17-19 HCP

After doubling 1♠, yet another point: 18-20 HCP

Each 3-HCP range is just above the HCP requirement for a double. The reason for the difference between a minor and a major is this: When you double a minor and then bid notrump, you are probably bidding 1NT. When you double a major and then bid notrump, you are probably bidding 2NT. It takes more points to make 2NT than to make 1NT, hence the difference in HCP requirements.

All subsequent bidding is the same as if the takeout double had been directly over the opening bid.

Since there is no overlap between a 1NT overcall and a double followed by a notrump bid, you must look ahead. When a 1♦ bid is passed around and you hold ♠42 ♥AJ93 ♦KQ5 ♣Q983, you must reopen with 1NT and not with a takeout double. A double is the instinctive action, planning to bid 1NT if partner responds 1♠, but that sequence shows a stronger hand. Yes, you may miss a heart fit by bidding 1NT, but you can't do everything in bridge. Your first duty is to describe your hand in general. If you double and then bid 1NT with everything from 10 to 17 HCP, your partner will never know what to do.

-- To reopen with a double, then jump in notrump, requires even more. As might be expected, the minimum is a hand that is too good for doubling and bidding notrump at the minimum level:

After doubling 1♣, 18-20 HCP

After doubling 1♦, 19-21 HCP

After doubling 1♥, 20-22 HCP

After doubling 1♠, 21 HCP or more

Note that each 3-HCP range starts at 7 HCP above a minimum double. After a cue bid response to the double, these requirements change:

South	West	North	East
1♣	Pass	Pass	Dbl
Pass	2♣	Pass	2NT - not enough to reopen 1NT (not forcing) 3NT - a hand too good to reopen 1NT 2♦/2♥/2♠ - forcing for one round

With a hand that lies within the range of a 1NT reopening, East would not have doubled unless he had at least one major. His failure to bid a major in response to the cue bid therefore marks him as not having values for a 1NT overcall, or having too much. The cue bid response promises another bid if the doubler bids a suit, but a 2NT bid can be passed because East limits his hand by this call. (A 2NT response to a cue bid by a person who has not previously acted is forcing, but a double is an "act".)

A notrump rebid after a jump response to the double has similar implications.

-- To reopen with a double, then raise the response one level, shows at least 4 HCP more than a minimum double. A free raise (i.e., over an intervening bid) might be justified with four trumps and only a king extra. Any raise strongly implies at least four-card trump support, although a raise with strong three-card support is sometimes necessary when opener's partner throws in a bid. A three-card raise requires more HCP than a four-card raise, however.

An alternative approach over a major opening is to bid 1NT with 11-17 HCP. Partner bids 2♣ to show game interest and ask range, and then 2♦ shows 11-12 HCP, a bid in either major (one natural, one artificial), shows 13-15 HCP, and 2NT (forcing to game) shows 16-17 HCP. This suggests that advancer should have at least 8 HCP to make the 2♣ query. An honor in opener's suit is a plus, especially in a major.

Following the 2♣ query, the continuation bidding depends on the response:

After 2♦, a bid in opener's suit is Stayman, all other bids are signoffs.

After 2♥/2♠, all bids are signoffs (no need for Stayman)

After 2NT, all bids are forcing to game, but 3♣ is a signoff (use opener's major for Stayman).

If opener rebids over 1NT, the next hand has no idea of partner's range and may go wrong. Should he bid minimally with a good hand, or jump? Probably a rebid by the 1NT bidder should then imply 16-17 HCP, whether partner has passed or bid naturally.

For reopening actions by a passed hand, see section 8-5, Defensive Bidding by a Passed Hand. For cue bid reopenings, see section 10-5, Reopening Cue Bid Overcalls. For reopening when a 1NT bid is passed around, see section 12-2, Marvin vs Strong Notrump Openings, and section 12-3, Marvin vs Weak Notrump Openings.

## REOPENING DOUBLES OF 1NT RESPONSES AND REBIDS

What sort of hand should the doubler have in this auction?

	South	West	North	East
1♥		Pass	1♠	Pass
1NT		Pass	Pass	Dbl

Many players would take this as a reopening takeout double, showing both minor suits and a hand of this sort: ♠432 ♥76 ♦AQ76 ♣KJ75.

Played this way, such doubles are dangerous. The opponents have not found a fit, you have no reason to believe that partner has four cards in a minor suit (more likely he has four in each major), and you are contracting to take 8/13 of the tricks with perhaps 6/13 of the total points.

Since the opponents figure to have a majority of the high card points (HCP), few players would consider a double of this sort as primarily for business. How could it be? Even with the opening lead advantage, how can one hope to profit by doubling the stronger side in a notrump contract?

The fallacy in this logic lies in the implied assumption that points are the same as strength, which is not true. Point count is an estimate of strength, an estimate that may sometimes be way off. Points are values assigned to cards on the basis of their average worth. That worth does not apply to every deal, however; it is just an average. KJx counts as four points, but is almost worthless if AQ10 is on the left. If AQ10 is on the right, the value of KJx is greater than the point count would indicate.

This means that it is possible to double 1NT responses and rebids in the reopening seat, and to double primarily for business. When do you double? When the opponents seem to be overvaluing their hands, when their high cards may not be worth as much as they think. How can you know for sure? You can't. You go by the odds, as in the rest of bridge.

With length and strength (positional strength, that is: AQ10, not AKQ) in a suit or suits bid on your right, with shortness and weakness in any suit bid on your left, the odds become good that the opponents have misjudged their strength and are contracting for more tricks than they can take. Yes, they have 21-22 HCP, but with finesses not working and suits not breaking they may end up with only five or six tricks. They have enough *points* for their bid, but not enough *strength* for their contract.

There are four possible situations for a reopening double of a 1NT response or rebid, depending on how many suits have been bid:

1) South West North East  
 1♦ Pass 1NT Pass  
 Pass Dbl

2) South West North East  
 1♦ Pass 1♠ Pass  
 1NT Pass Pass Dbl

3) South West North East  
 1♣ Pass 1♥ Pass  
 1♠ Pass 1NT Pass  
 Pass Dbl

4) South West North East  
 1♣ Pass 1♦ Pass  
 1♥ Pass 1♠ Pass  
 1NT Pass Pass Dbl

What is required for each of these doubles? Let's look at each.

No. 1) is the reopening double of a 1NT response:

South West North East  
 1♦ Pass 1NT Pass  
 Pass Dbl

The minimum for a non-vulnerable double in this sequence might be something like: ♠A105 ♥KJ3  
 ♦K1097 ♣1097.

To double with a hand this light, conditions have to be just right, as they are here: a) The diamond suit, bid on the right, is well bottled up; b) If partner takes out to a suit, she will find support; c) You can stand any lead; d) You have tenaces (KJ, A10) that may kill honor strength in opener's hand; e) You have many honor cards, a very important factor; f) You are not vulnerable, so down one doubled (or two undoubled) may be okay if partner runs to a suit. If any of these conditions are weakened, you need extra strength to compensate.

One drawback of a No. 1) double is that you have information about only one enemy suit and cannot be confident that the opponents have over-valued their hands. Another is that the 1NT responder has a minimum of 6 HCP, and opener could have as many as 15 or 16.

On the other hand, the reopening double of a 1NT response is a crunching answer to the light opening bids one sees these days, especially in third seat. Rather than jump into the bidding with an immediate notrump overcall or takeout double, just pass with strength in opener's suit. If a 1NT

response gets passed around to you, the ensuing double may earn a big penalty. Sometimes the opponents bid even higher, making your pass even more profitable.

No. 2) is the reopening double of a 1NT rebid by opener:

South	West	North	East
1♦	Pass	1♠	Pass
1NT	Pass	Pass	Dbl

This is the best opportunity for a lucrative double. Responder may have only four or five HCP, stretching to show a major suit. Opener has a maximum of 15 HCP (probably not that, if his notrump range is 15-17 HCP). With information about two suits, you can assess the relative strength of the two sides more accurately than in No. 1). You might have only 10 HCP with a hand that is otherwise ideal: ♠AQ108 ♥J106 ♦52 ♣QJ108. The conditions are perfect: strength over the spade suit, weakness in diamonds (any finesse there will fail), a good suit to attack after partner's probable spade lead, and no isolated kings or queens lying under opener's high cards. They could go down three! If partner must pull the double, you have support for both unbid suits.

No. 3) and No. 4) are similar:

South	West	North	East
1♣	Pass	1♥	Pass
1♠	Pass	1NT	Pass
Pass	Dbl		

South	West	North	East
1♣	Pass	1♦	Pass
1♥	Pass	1♠	Pass
1NT	Pass	Pass	Dbl

In both sequences, each opponent has bid at least twice. Watch out here. Responder is unlikely to be sub-minimum. A great deal is known about the distribution of the opposing suits, but partner has little choice about passing the double. Where can he go? Still, with ideal holdings you can double. All it takes is a hand with good tenace/length combinations in suits bid on the right, weakness/shortness in those bid on the left, plus a reasonable supply of honor cards. The doubler in No. 3) might have: ♠AJ98 ♥42 ♦QJ10 ♣A1087. The No. 4) doubler could hold: ♠KJ97 ♥83 ♦AQ1086 ♣54.

So you have doubled. Now what does partner do? Deciding whether to pass or bid, he thinks: "Am I positionally strong in any suit bid on my right?" "Am I weak and short in any suit bid on my left?" "Could I score more (or lose less) by bidding instead of passing?"

If you are weak in a suit bid on your right you can rightly fear that the opponents have a running suit there. Remember, partner is usually weak in that suit.

Why is it good to be weak in a suit bid on the left? Partner has implied strength there, so wouldn't it be better to have a high card fit in that suit? No! Strength opposite strength is a wasteful duplication. If you are not swallowing up the opponents' high cards, you are biting the air and they may make their contract.

Always go for a likely plus in your own contract rather than attempt a doubtful defense of 1NT doubled, especially against non-vulnerable opponents. Buying the hand will probably be a satisfactory result, and partner's defensive hand should reduce the likelihood that the opponents can find a good suit contract after your takeout bid.

Don't pull the double to a four-card suit, even with a bad hand. If you can't beat 1NT you're probably dead anyway. Besides, the doubler's hand is unlimited (except for a passed hand, of course). He could have 1NT defeated in his own hand and have no support for your suit. It is murder to double 1NT with a monster hand and then have partner pull the double by bidding a Jxxx suit (opposite your Qx).

After a double of 1NT, the opponents cannot play the hand undoubled. If either opponent runs from the double, the next hand can pass the bid around to partner, who must bid or double. The die was cast with the double of 1NT. If you get killed once in a while, that's to be expected. More often you'll come out on top. Any other policy lets the opponents off the hook too often, when a player cannot double a runout bid and therefore chooses to bid out of fear that partner will not act.

If you do pass the double, what do you lead? (You *are* on lead.) If you lack a good suit of your own, try leading dummy's suit, which the doubler is supposed to have covered. She may not be that well fixed, however, so if you have some constructive lead of your own, give it a try.

Now let's look at a hand that is not a good double, but one with which many players would double:

West	North	East	South
1♦	Pass	1♠	Pass
1NT	Pass	Pass	?

South holds, vulnerable: ♠952 ♥A87 ♦KJ9 ♣KQ64. What should he do? The answer is pass, fast. This hand is not nearly so good as its point count indicates. Diamonds have been bid on the left, so KJ9 may be only as good as 432. The spade suit is breaking well, and any finesse there will work. The ace of hearts is no surprise to the opposition, who are quite prepared to knock out aces. If the ace of clubs is on the left, the KQ of clubs needs the jack in partner's hand to be worth much. If a double here is supposed to be for takeout, good luck. North is unlikely to take more than six tricks in a doubled contract of 2♣ or 2♥. Here is the deal:

	North	
	♠K43	
	♥9653	
	♦Q86	
	♣1093	
West		East
♠J107		♠AQ86
♥QJ6		♥K102
♦A10732		♦54
♣AJ		♣8752
	South	
	♠952	
	♥A87	
	♦KJ9	
	♣KQ64	

Not so bad, at that. The diamond bidder does not have AQ over the KJ, and the club situation is okay, although blocked. Still, they make one or two overtricks if South doubles. Or should North pull the double? Two hearts goes down four, even with a 3-3 trump split.

Let's change the South hand, reducing the point count but increasing the real strength: ♠KJ108 ♥A1052 ♦94 ♣QJ10. Now South can double 1NT with some confidence, in view of the spade strength and diamond weakness. This time the deal is:

	North	
	♠54	
	♥763	
	♦KJ83	
	♣K842	
West		East
♠632		♠AQ97
♥QJ4		♥K98
♦AQ762		♦105
♣A5		♣9762
	South	
	♠KJ108	
	♥A1052	
	♦94	
	♣QJ10	

East-West have the same sort of hands as before, with 22 HCP. Lacking a good suit, North leads a spade against 1NT doubled. When the smoke clears, East-West are down two, minus 300 or 500.

Get the point?

## UNUSUAL NOTRUMP

Definition: A notrump bid that could not reasonably be considered natural. In general, an "unusual" notrump bid asks partner to choose between the lower two unbid suits. With equal length, she should select the lower ranking suit. Partner may not bid any suit other than the ones asked for, unless the suit is so good that it can play opposite extreme shortness.

### Unusual 1NT

A 1NT overcall is unusual notrump when made by a passed hand directly over an opening bid (reopening 1NT bids are always natural):

South	West	North	East
Pass	Pass	Pass	1♦
1NT - unusual notrump, hearts and clubs			
2♦ - Michaels, both majors			

See section 8-5, Defensive Bidding by a Passed Hand.

### Unusual 2NT

A jump to 2NT by an unpassed hand is natural, as is a 2NT overcall of a weak simple raise (but not an inverted minor raise):

South	West	North	East
1♠	Pass	2♠	2NT - natural

East has ♠KJ ♥J87 ♦AKQ1087 ♣AJ. West should raise to 3NT with a quick trick.

Any other 2NT bid made between two bidders is unusual notrump:

South	West	North	East
1♥	Pass	1NT/2♣	2NT - unusual notrump

Any 2NT bid made over a two-level opening is natural, except for a 2NT bid over a strong two bid, whether artificial or natural:

South	West	North	East
2♠	Pass	Pass	2NT - natural bid

South	West
2♣	2NT - unusual notrump if 2♣ is strong natural if 2♣ shows 11-15 HCP

Other unusual notrump bids:



-- Any 2NT bid by a passed hand:

South	West	North	East
Pass	1♠	Pass	Pass
		2NT - unusual notrump	

-- A bid of 2NT when partner's takeout double has been redoubled:

South	West	North	East
1♣	Dbl	Rdbl	2NT

The 2NT bid shows the lower two unbid suits, hearts and diamonds, probably 4=6 in length, in a hand that might be quite weak. A 1NT bid is natural.

South	West	North	East
2♥*	Dbl	Rdbl	2NT - both minors
* weak			

-- A bid of 2NT when RHO overcalls partner's opening with 1NT:

South	West	North
1♦	1NT	2NT - hearts and clubs

The 2NT bid shows something like ♠ void ♥Q107632 ♦J ♣A108432. East is probably going to bid some big amount of spades, so opener will find this information useful for deciding on his next call.

A 2NT bid is not unusual when the bidder has previously opened the bidding or made a takeout double:

South	West	North	East
1♠	2♥	Pass	Pass
		2NT - natural, not a 5=0=4=4 hand	

South	West	North	East
1♠	Dbl	2♠	Pass
Pass		2NT - natural, not a 0=3=5=5 hand	

However, a person who has previously denied the strength required for a natural notrump bid can bid 2NT as unusual notrump, even if he has bid before:

South	West	North	East
1♥	1♠	2♥	2♠
Pass	Pass	2NT - unusual notrump	

North could have made a Competitive Double (see section 9-2), but prefers unusual notrump with a poor defensive hand: ♠ void ♥Q103 ♦Q9762 ♣Q10874.

Yet another occasion for the use of 2NT as unusual comes when partner has shown a minor in which you hold three cards, and you have five cards of the other minor:

South	West	North	East
1♣	Pass	2♣	2♠
Pass	Pass	2NT - unusual	

North probably has five diamonds, three clubs, and too much to pass. A similar auction:

South	West	North	East
1♥	Dbl	Pass	2♣
Pass	2♦	2♥	2NT - unusual

East has five clubs, maybe six weak, and probably a strong doubleton diamond. Having shown nothing so far, he bids 2NT to compete: ♠432 ♥874 ♦Q8 ♣A8763 West's 2♦ bid is not especially strong (♠AQ65 ♥10 ♦A107652 ♣K4), so East could not possibly have a real 2NT bid.

When the auction is such that partner is unlikely to take any precipitous action, unusual notrump can be based on the higher two unbid suits (but “not top and bottom”). If partner bids the lowest unbid suit, a takeout of his suit to the next one up clarifies the hand.

### Unusual 3NT

A 3NT bid is unusual only in very obvious situations:

South	West	North	East
1♠	Pass	3♣	3NT

The 3NT bid is unusual notrump if North's jump is natural and strong, but is natural if the jump is artificial (e.g., a Bergen raise) or a weak natural preemptive response.

Weakish use of the unusual notrump is unwise when the suits are only 5-5, except in a reopening situation. Overuse of the convention is a good way to demoralize a partner. Too often she has the *other* two suits. Also, the bid tends to help the other side immensely in the play of the hand when they buy the contract.

The best use of unusual notrump is when you *must* do something. Instead of guessing which suit to bid, you can give partner a choice. The main idea of the convention is not so much to get into the bidding more often, but to get in more accurately.

### Unusual 4NT

For use of the 4NT bid as unusual notrump, see section 8-6, Getting a Preference at the Five Level. Also see section 6-7, 4NT - Blackwood or Natural?; section 8-4, Notrump Overcalls; section 8-5, Defensive Bidding by a Passed hand; and section 10-8, Cue Bids in Notrump.