

## Interference

Opponents love to interfere. They might be trying to find a contract of their own or they may be trying to make your life difficult. After your partner opens the bidding with one of a suit, these are some of the things they could do.

- Make an overcall in a suit
- Make an overcall in no trumps
- Double
- Make a pre-emptive overcall at the two, three or even four level.
- Bid your partner's suit (what a cheek!) to show a two suited hand
- Bid 2NT (the unusual 2NT) to show a different sort of two suited hand

We need to be able to handle all these situations. That is a lot to think about. Well, we have to make a start somewhere...

## Your Right Hand Opponent Makes a Suit Overcall

Your partner opens the bidding with one of a suit and the next player overcalls in a different suit. The bad news is that you will probably have been deprived of several possible bids maybe including the bid you intended to make. The good news is that you have calls at your disposal that you would not otherwise have had:

- You can double
- You can bid the opponent's suit (that's better!)
- You can pass, safe in the knowledge that your partner will have another opportunity to bid.

In the next few weeks, we will see how to use all of these to good effect.

The first thing to consider is do you have support for your partner's suit? Even if you have, do you want to support it anyway? If partner's suit is a major and you have three or more cards in that suit, you will certainly want to support it. If partner's suit is a minor, more likely you will want to bid a suit of your own or bid no trumps.

We will start by looking at the situation where partner opens one of a major and you have support.

♠ 7 2
♥ Q J 6
♦ J T 5 3
♣ A 6 5 2

Partner opens 1♥ and next player bids 1♠.

Raise partner to 2♥ just as you would have done if the opponent had not bid. A raise to the two level shows 6 to 9 points

♠ 7 2
♥ Q J 6
♦ K J 5 3
♣ A 6 5 2

Partner opens 1♥ and next player bids 1♠.

The interference has provided another way of showing good support for partner. **Cue bid** the opposition suit, with 2♠. This shows 10 or more high card points and support for hearts.

With less than ten points and support for partner, you make a direct raise of partner's suit. Usually, you bid to the level where the total trumps between the two hands is the same as the number of tricks you are contracting to make.

♠ 7
♥ Q J 6 4
♦ 9 8 5 3
♣ 7 6 5 2

Partner opens 1♥ and next player bids 1♠.

Bid 3♥ because you and partner have nine hearts and you are contracting to make nine tricks.

♠ 7
♥ Q J 6 5 4
♦ 9 8 5
♣ 7 6 5 2

Partner opens 1♥ and next player bids 1♠.

Bid 4♥ because you and partner have ten hearts and you are contracting to make ten tricks.

## After the Cue Bid

In all these examples, North has bid 1♠ after West's opening 1♥.

West
♠ T 5
♥ A J 9 6 3
♦ A 5 3
♣ A 9 2

East
♠ K 9 4
♥ Q T 8
♦ Q J 9 7
♣ K 6 3

West

1♥ (North bids 1♠)  
3♥ (minimum hand)

East

2♠ (10+ points)  
Pass

West
♠ T 5
♥ A J 9 6 3
♦ A 5 3
♣ A 9 2

East
♠ K 9 4
♥ Q T 8
♦ K Q 9 7
♣ K 6 3

West

1♥ (North bids 1♠)  
3♥ (minimum hand)

East

2♠ (10+ points)  
4♥  
An opening hand opposite  
an opening hand = game

West
♠ T 5
♥ A K 9 6 3
♦ A 5 3
♣ A 9 2

East
♠ K 9 4
♥ Q T 8
♦ Q J 9 7
♣ K 6 3

West

1♥ (North bids 1♠)  
4♥  
Enough for game since  
partner has 10+ points

East

2♠ (10+ points)  
Pass

West
♠ T 5
♥ A K 9 6 3
♦ A 5 3
♣ A 9 2

East
♠ K Q 4
♥ Q T 8
♦ K Q 9 7 2
♣ K 6

West

1♥ (North bids 1♠)  
4♥

East

2♠ (10+ points)  
4NT etc.  
Partner has at least 16  
points supporting hearts

In this last example, east-west should bid and make 6♥.

Next week, we will see what happens when we can't support partner's major.