

The Advancer (part 2)

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The situation: LHO opens one of a suit. Partner preempts. RHO passes: (1♣)-2♠-(P)-?

1 Review: purposes of a simple overcall:

- 1.1 Find a safe place to play.
- 1.2 Interfere with the opponent's bidding.
- 1.3 (Rarely) Look for a game.

2 Purposes of the preemptive overcall are the same.

- 2.1 The emphasis is on interference.
- 2.2 Overcaller will almost never make a second bid.

3 If you have support for partner's suit:

- 3.1 "Support" means at least three pieces.
- 3.2 **Extending the preempt:** use the corollary to the law to determine the safe level.
- 3.3 Vulnerability is a factor, but it works both ways:
 - 3.3.1 Penalties for "speeding" are much higher.
 - 3.3.2 Presumably partner's preemptive overcall is sounder.
- 3.4 The confidence with which you bid should be independent of your hand's strength.

4 If you cannot raise, you usually pass.

5 You have a suit of your own:

- 5.1 Expect no help whatsoever from partner.
- 5.2 If partner's bid guaranteed x pieces, I would not bid a new suit unless I had x+2 pieces and severe shortness in partner's suit.

6 Bidding 3NT:

- 6.1 Another rare situation.
- 6.2 You should have sure stoppers in all four suits and a way to get to partner's hand.
- 6.3 You can try it with three stoppers, but my opponents always lead my worthless doubleton.

7 Cue bid:

- 7.1 The only forcing bid.
- 7.2 Don't expect partner suddenly to find a second suit.

8 Conventions: One of my partners plays that 2NT is Ogust.

Next week: Partner overcalls; RHO bids