

# The Low Competitive

## 1X-pass-1Y

- ❑ DBL: Takeout
- ❑ 1NT: 4+5+ in other suits, competitive
- ❑ 2X: 5+5+ in other suits, constructive
- ❑ 2Y: Natural
- ❑ 2NT: 5+5+ in other suits, offensive hand

## 1X-pass-2Y (2 over 1)

- ❑ DBL: Takeout with defensive hand
- ❑ 2X: 5+5+ in other suits, constructive
- ❑ 2NT: Takeout with offensive hand

## 1C/D-Pass-Pass

- ❑ DBL: Takeout or 14+ balanced
- ❑ Overcall: 6-14 5+ suit (4+ at level-1)
- ❑ Jump overcall: 6+ suit, opening hand
- ❑ 1NT: 10-13 HCP, balanced. Developments as after 1NT opening.
- ❑ 2NT: 17-19 HCP, balanced. Developments as after 2NT opening.
- ❑ Cue-bid: Any GF hand that prefers not to DBL
- ❑ Other: Pre-emptive

## 1H/S-Pass-Pass

- ❑ DBL: Takeout or 16+ balanced
- ❑ Overcall: 6-14 5+ suit (4+ at level-1)
- ❑ Jump overcall: 6+ suit, opening hand
- ❑ 1NT: 12-15 HCP, balanced. Developments as after 1NT opening.
- ❑ 2NT: 18-19 HCP, balanced. Developments as after 2NT opening.
- ❑ Cue-bid: Any GF hand that prefers not to DBL
- ❑ Other: Pre-emptive

## 1X-1/2Y-Pass-Pass

- ❑ DBL: Takeout. Short in opponent's suit or strong
- ❑ NT: 17-19 HCP, balanced, stopper
- ❑ 2X: 6+ suit
- ❑ Cue-bid: Asking for stopper
- ❑ New suit: Competitive, probably short in the 4th suit (otherwise would have DBLed)

### **Balancing after opponents stop at 1NT**

- ❑ DBL: Strong (maybe trap-pass)
- ❑ 2C: Takeout
- ❑ 2NT: Offensive 2-suiter
- ❑ Cue-bid of a major: Michaels

This occurs in the following circumstances:

- ❑ 1X-Pass-1NT-Pass-Pass
- ❑ 1X-1NT-Pass-Pass

### **Opponents 1NT overcall of partner's opening**

- ❑ DBL: Business
- ❑ 2NT: Offensive hand, game forcing
- ❑ 2C: Takeout
- ❑ Other shift: Competitive
- ❑ Jump shift: Pre-emptive

### **Sandwich bids over opponents' 1NT (1X-pass-1NT)**

- ❑ DBL: Takeout
- ❑ Cue-bid: 2-suiter
- ❑ 2NT: Offensive 2-suiter