

Handling Interference

Experience has proved natural positives to be greatly superior to all other methods.

In general, in a competitive auction, double is penalty if behind the bidder, takeout (optional) if in front of the bidder, up to game level. When we have a game force or have bid game, forcing pass applies.

Asking bids by opener apply only through 2 . 2NT and three-level bids are natural and cue bidding applies.

1 - (X)

Pass	negative 0-5; if passed round to opener - normal rebid; XX is takeout if RHO bids								
	<table border="1"> <tr> <td>pass</td> <td>16-18 balanced</td> </tr> <tr> <td>1NT</td> <td>19-20 balanced</td> </tr> <tr> <td>bids</td> <td>natural</td> </tr> <tr> <td>X</td> <td>takeout</td> </tr> </table>	pass	16-18 balanced	1NT	19-20 balanced	bids	natural	X	takeout
pass	16-18 balanced								
1NT	19-20 balanced								
bids	natural								
X	takeout								
1	semipositive 6-8+ HCP (0-2 controls)								
1 1 1NT 2 2	normal positive; if RHO bids								
	<table border="1"> <tr> <td>X</td> <td>heavily suggestive (trap-pass with stack),</td> </tr> <tr> <td>NT</td> <td>non-min with stop</td> </tr> <tr> <td>cue</td> <td>max, asks stop or advance cue for slammish raise</td> </tr> </table>	X	heavily suggestive (trap-pass with stack),	NT	non-min with stop	cue	max, asks stop or advance cue for slammish raise		
X	heavily suggestive (trap-pass with stack),								
NT	non-min with stop								
cue	max, asks stop or advance cue for slammish raise								
XX	semipositive 6-8+ HCP (3+ controls)								
2 2	3-7 HCP preemptive								
2NT	14+ balanced, can have weak 5-card suit								
other	as if there were no interference								

1 - (1 1 1)

Pass	negative 0-5; if passed round to opener - normal rebid; if RHO bids								
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pass	16-18 balanced								
1NT	19-20 balanced								
bids	natural								
X	takeout								
Dble	semipositive 6-8+ HCP (0-2 controls)								
1 1 1NT 2 2	(not cue) normal positive; 1NT shows stopper; if RHO bids								
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NT	non-min with stop								
cue	max, asks stop or advance cue for slammish raise								
cue bid	balanced positive without stopper								
jump to 2 2	6-crd suit, 2 top honors, 3-7 HCP (even if cue)								
2NT	14+ balanced, can have weak 5-card suit								
3 3	KQ or AQ 6th								
3 3	KQ 7th								
3NT	solid 6-crd suit and outside ctrl (or 7-crd suit and maybe no outside ctrl)								

Alternative: unusual positives apply.

1 - (1NT 2 2 2 2)

Pass	0-6 HCP; if passed around to opener										
	<table border="1"> <tr> <td>Dble</td> <td>takeout</td> </tr> <tr> <td>2NT</td> <td>21-22</td> </tr> <tr> <td>suit</td> <td>natural</td> </tr> <tr> <td>cue</td> <td>GF</td> </tr> <tr> <td>JQ</td> <td>natural, self-sufficient suit, exposing psych</td> </tr> </table>	Dble	takeout	2NT	21-22	suit	natural	cue	GF	JQ	natural, self-sufficient suit, exposing psych
Dble	takeout										
2NT	21-22										
suit	natural										
cue	GF										
JQ	natural, self-sufficient suit, exposing psych										
Dble	semipositive 6-8+ HCP										
2 2 2 2 ... 3 3 ...	(not cue) normal positive										

2 2 2 2 ... 3 3 ...	(cue bid) balanced positive; no stopper
2NT	balanced positive with stopper
JS	KQ 7th
3NT	solid 6+card suit, opener rebids as if no interference

1 - (2NT 3 3 3 3)

Pass	0-6 (as above)
Dble	semipositive 6+ HCP but can be minimum positive intending to bid game
suit	(not cue) normal positive
cue	balanced positive no stopper
3NT	balanced positive with stopper

1 - (3NT 4 4 4 4)

Pass	not enough to take action
Dble	semipositive 6+ HCP but can be positive without a good suit intending to bid game
suit	(not cue) normal positive
cue	balanced positive no stopper
4NT	balanced positive with stopper

1 - (P) - 1 - (Bid)

Dble	takeout
NT	20-22 HCP
suit	nat
cue	GF
JQ	exposes psyche, excellent suit and hand

1 - (P) - 1 - (P) - 1M - (X)

Pass	minimum
Redouble	maximum balanced 2-3 controls
1	natural, one round force
1NT	maximum balanced 0-1 control

1 - (P) - positive - (Bid)

Pass	minimum balanced
Dble	penalty
Bids	natural

Suction Interference

In Suction, a bid in a suit at any level shows EITHER the next suit OR a 2-suiter in the next two higher suits. The overcaller NEVER has the suit he is bidding.

X		or	+
		or	+
		or	+
		or	+
NT	+	or	+
		or	+

A Suction bidder has no known suit or suits. The only thing we know for certain is the presumed absence of one suit. Thus, we treat the overcall or double as nothing more than a meaningless noise and use the *same methods for dealing with interference* except that there is no cue bid available to show a balanced hand without a stopper.

Examples

West Deals ♠ K 9 8 3
 E-W Vul ♥ 10 9 6
 ♦ K J 4
 ♣ Q 7 5

N
W E
S

♠ J 7 6 4 ♠ A Q 10 5 2
 ♥ A J 7 2 ♥ K 5 4 3
 ♦ 10 6 ♦ A Q 9
 ♣ K J 2 ♣ A

♠ —
 ♥ Q 8
 ♦ 8 7 5 3 2
 ♣ 10 9 8 6 4 3

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	Pass	1♣	2♥ ¹
2NT ²	3♦ ³	3♠ ⁴	Pass
4♣ ⁵	Pass	4♦ ⁶	Pass
4♥ ⁷	Pass	6♠	All pass

1. Spades or both minors
2. Natural positive
3. Preference for diamonds, willing to play 3♥
4. Natural
5. Cue (advanced)
6. Cue
7. Cue (confirms that 4♣ was advanced cue)