

## **ADVANCING YOUR GAME: PART TWO**

### **FOUR LESSONS (Note: Part 1 is a Prerequisite for Part 2)**

#### **Lesson 5: May 9 - Preempts & Strong 2 Club Openers**

- Guideline of 500
- Preemptive Opening Bids at the 2, 3 and 4 level
- Responding to Partner's Weak Two bid
- 2 NT Feature over a Weak Two bid
- Strong Two Club Opening Bid with
  - A Balanced Hand
  - An Unbalanced Hand

#### **Lesson 6: May 16 - Overcalls**

- Requirements for making an Overcall
- Advancing Partner's Suit Overcall: How high to bid when...
  - you have a fit
  - you don't have a fit
  - you have a suit of your own
  - you have a stopper in the opponents' suit
- Jump Overcalls
- When are Jump Overcalls not Weak?
- NT Overcalls
- Advancing Partner's NT Overcall
- Two Suited Overcalls
- The Power Double Overcall
- Handling the Opponents' Overcall

#### **Lesson 7: May 23 - Takeout Doubles**

- Requirements for making a Takeout Double
- Double or Overcall?
- Doubling 1 NT: Penalty or Takeout?
- Two Suit Takeout Doubles
- Doubles by a Passed Hand
- The Power Double to Show a Strong Overcall
- Notrump advances after a takeout double
- Subsequent bids by the Takeout Doubler
- Balancing Doubles

#### **Lesson 8: May 30 - Competitive Auctions & Play**

- Opening in 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> seat
- Bidding when the Opponents Overcall or Double
- Competing for Part Score.
- The Law of Total Tricks (LOTT)
- Doubles: Takeout, Negative, Penalty, Lead Directing, Balancing
- The Redouble