Simple competitive bidding

Note: in these articles, if there is not a full bidding diagram, then calls in brackets, like (1NT), are made by the opponents.

My partnerships have some very simple rules for competitive bidding:

- Overcalls at the 1-level are essentially aggressive; those at the 2-level denote a strong suit and are therefore sounder.
- New suit is forcing over a 1-level and a 2-level overcall.
- A cue bid after an overcall shows support, for example (1♥) 1♠ (Pass) 2♥ shows a good raise to 2♠ or higher.
- All raises are pre-emptive. Stronger raises must cue bid first.
- Fit jumps after an overcall and in competition:
 - $(1 \bullet) 1 \lor (P) 2 \bullet I$ expect to see 5+ spades, 4+ hearts and values for at least 3♥.
 - $1 \diamond (1 \lor) 2 \diamond 1$ expect to see 5+ spades, 5+ diamonds and values for at least 3 \diamond .
- Weak jump overcalls (strength and suit quality depend on vulnerability).
- A direct cue bid is a Michaels Cue Bid: over a minor it shows 5-5 in the majors, for example (1♠) 2♣. Over a major it shows five cards in the other major and an undisclosed minor, for example (1♠) 2♠.
 - It promises a fair 11+ points when vulnerable, with points concentrated in the two suits.
 - It can be weak when non-vulnerable.
 - It can be a lot stronger, in which case the hand will bid again.
- A 1NT overcall shows 15-17 HCP in second seat, for example (1♠) 1NT, and in the fourth seat when the opponents have both bid and partner has passed, for example (1♠) P (1♠) 1NT.
- A 2NT jump overcall is an unusual notrump: it shows 5-5 in the two lowest unbid suits. For example, (1*) 2NT shows 5-5 in hearts and clubs.
 - Conversely, a 2NT overcall of weak two bid shows 15-18 balanced
- Doubles are always takeout at low levels.
- I normally play inverted minor suit raises, for example where 1♣ (P) 2♣ is stronger than 1♣ (Pass) 3♣, but these **do not** apply in competition where minor raises will be pre-emptive.

- When the opponents double our one-level opening, a jump to two no trump shows a good raise and a jump raise is pre-emptive. For example,
 - 1♠ (Dbl) 2NT shows a good raise to 3♠ or stronger
 - 1♠ (Dbl) 3♠ is a weak, pre-emptive raise
- Generally it is better to show support immediately, whether by raising, making a UCB or jump fit, than going slow and showing a second suit. You should always be wary of the opponents making life difficult for you. For example:
 - 1 ★ (2♥) 3♥ shows a good raise to 3★ (or stronger), so the opener is better placed to make a decision after 1★ (2♥) 3♥ (4♥).