

# Overcalls and Advancer Bids

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# Agenda

- Questions?
- Competing for the contract via Overcalls or Takeout Doubles after Opponent's opening bid
- Play hands

# Various ways to compete for the contract

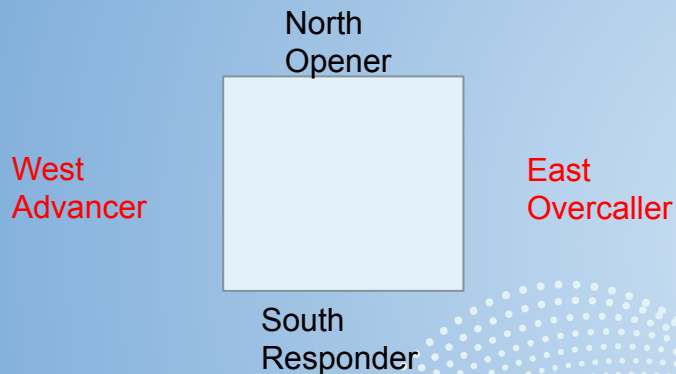
- Simple Overcall (today's lesson)

## Future lessons and discussions

- Take-Out Double - Opening bid or better. Shortness in Opponent's suit and support in the other 3 suits with emphasis on majors
- Jump Overcall - sometimes called a Weak 2 bid or preemptive overcalls
- No Trump Overcall - 15 - 18 HCPs but with a control in Opponent's suit
- Cue-bid
- "Unusual" No Trump

# What is an Overcall?

- Review table “positions”



- Definition of an Overcall:
  - Overcaller bids **“over” the opener’s bid** - ie, the “Overcaller”
    - Example: Opener bids 1 ♦, Overcaller bids 1 ♠
  - Partner of the Overcaller is called the “Advancer”.

**What if East is the “Opener”? Who is the “Overcaller”?**

# Overcall Bids - a bid made after the Opponent opens the bidding process

- Overcalling at the 1 level
  - 5+ card suit and 8+ HCPs with most of the points being in the suit
- Overcalling at the 2 level
  - 5+ card suit and 10/11+ HCPs with most of the points being in the suit
- Overcalling 1 NT
  - 15 - 18 HCPs and a stopper in Opponent's suit

# Overcalling - things to consider

- What is my “trick taking” ability (more important than points)
- Would I be happy if my partner leads that suit to me in defense?

Consider these 2 hands. Your right hand opponent (RHO) opens 1 ♥

Hand A

♠ J x x x x

♥ Q x x

♦ K x x

♣ A 10

11 total points

Hand B

♠ K Q J 10 x

♥ x x x

♦ A x x

♣ x x

11 total points

- If you overcalled with hand B and were on defense, you would be very happy to have partner lead a ♠
- Hand A only has 3 or 4 trick taking opportunities whereas Hand B has 5. Hand A would not be a good overcall in ♠

# What are the Advantages & Disadvantages of Overcalling?

- **Advantages**

- To give Partner a signal for a good opening lead
- To obstruct the Opponent's' bidding - push them higher up on the bidding ladder
- To compete for a part score or, less likely, a game contract for your side.  
(Remember: Opponent has already opened and has between 13 to 21 points! How many points could your partner have if you have 8 to 16 total points? Pay special attention to the Responder's bid.)
- Can “scare” opponents into NOT bidding enough

- **Disadvantages**

- You might be left in a contract that can be defeated
- Provides information to your opponents



# Not making your contract - scoring considerations

- Scoring reminders:
  - Non-vulnerable
    - 50 points per each undertrick - awarded to Opponents
  - Vulnerable
    - 100 points per each undertrick - awarded to Opponents
- BUT!!!!!! What if you are “Doubled”????
  - Non-vulnerable
    - 100 pts for the 1st undertrick, 200 for the 2nd and 3rd and 300 for the 4th, 5th, 6th etc
  - Vulnerable
    - 200 pts for the 1st undertrick, **300 pts for each subsequent undertrick**



# Risk of NOT making your contract if DOUBLED

# of Undertricks	Non-Vulnerable (Doubled)	Vulnerable (Doubled)
1	<b>100</b>	<b>200</b>
2	$100 + 200 = \mathbf{300}$	$200 + 300 = \mathbf{500}$
3	$100 + 200 + 200 = \mathbf{500}$	$200 + 300 + 300 = \mathbf{800}$
4	$100 + 200 + 200 + 300 = \mathbf{800}$	$200 + 300 + 300 + 300 = \mathbf{1,100}$

As a comparison....what if Opponents bid and make 4 Spades Vulnerable? Score will be **620**.

If you are the Declarer (Vulnerable) & **go down 2 tricks**, the Opponents only get **500** points. Better overall score for you.

# What do you need to Overcall?

- “Quality Value” level = length of the suit + the number of honors in the suit
  - Ex: ♥ A K J 7 5 - Quality Value of 8 (5 card suit with 3 honors)

Bid	Points	Hand attributes	“Quality value”	Comments
1 of a suit	8 - 16	<b>Quality</b> 5 card suit	7+	Majors or Minors
2 of a suit	11 - 16	<b>Quality</b> 5 card suit - close to opening hand	8+	
3 of a suit	11 - 16	<b>Quality</b> 5+ card suit	9+	Opponent has preempted
1 NT	15 - 18	<b>Balanced</b>		15 - 18 HCPs

- Guidelines:
  - **Bid the Overcall** if the quality value of your suit is **equal to or greater than the number of tricks required to make the contract.**
  - **PASS** if the quality level is less than the number of tricks required to make your contract
- Caution: Count the Jack or 10 only if they are supported by a Queen or higher
  - Ex: ♠ A J 9 8 4 3 - has a quality level of 8
  - Ex: ♥ J 10 9 8 4 3 - no Queen or higher to support the Jack - Quality level of 6

# Overcall examples:

Opponent on your RIGHT opens 1♥ in all of the following examples: What should you bid in the “Overcaller” position?

1. ♠ A Q J 10 8  
♥ 7 3  
♦ A 9 5  
♣ 10 4 2

Answer: 1 ♠

2. ♠ K 8 4 2  
♥ 8 7 3  
♦ 5  
♣ A K Q 10 6

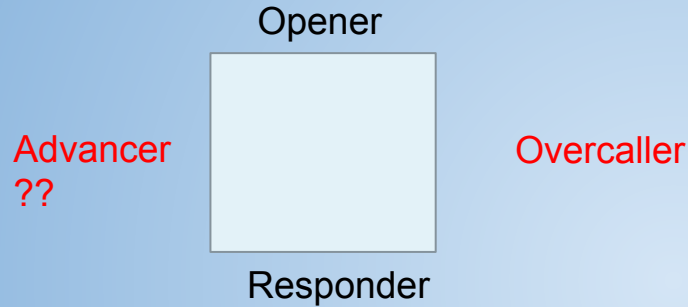
Answer: 2 ♣

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

Answer: 2 ♦



# What is the role of the Advancer?



- Similar to the role of the “Responder” but at slightly higher hand values
- Remember... Overcaller could have as few as 8 points
- Also consider your vulnerability

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8 - 10 points	Raise one level with at least 3 of partner's suit
11 - 13 points	Raise two levels with at least 3 of partner's suit
14+ points	Raise to game in a major suit with at least 3 of partner's suit
Less than 8 points	PASS
No support of partner's suit but a good suit of your own	Bid your suit
With control in Opponents suit	Consider No Trump
Cue bid????	10+ points and support for partner's suit

# What's a Cue Bid? How do you bid a Cue bid?

- Bid the suit first mentioned by Opponents
- It is a “Forcing” bid
- Promises a limit raise or better in “Overcaller’s” suit
- **Cuebid's purpose:**
  - Asks the Overcaller about quality of their overcall
    - With minimum, Overcaller rebids suit
    - Any other bid by Overcaller shows opening hand
  - Don't use cuebid if you know you have a Golden game....just bid it

# Advancing after a One level Overcall:

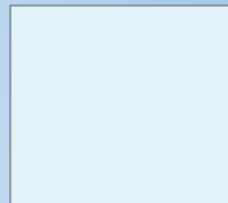
Left hand opponent bids 1 ♣ and your partner overcalls 1 ♠. What would you bid with the following hands?

1. ♠ A 8 7  
♥ 10 9  
♦ K 7 6 3  
♣ J 7 5 2

Answer: 2 ♠

Advancer  
???

Opener - 1 ♣



Overcaller - 1 ♠

Resp - Pass

2. ♠ J 6 3 2  
♥ 9  
♦ K Q 8 7  
♣ Q 8 7 6

Answer: 2 ♣ CUEBID!

3. ♠ K 10 7 5 3  
♥  
♦ A J 8 2  
♣ Q 10 7 3

Answer: 4 ♠



# Advancing after a Two level Overcall.

Left hand opponent bids 1 ♠ and your partner overcalls 2 ♥. What would you bid with the following hands?

1. ♠ K 10 7 3  
♥ J 4  
♦ Q J 6 2  
♣ 7 4 2

Answer: PASS

2. ♠ A 8  
♥ K J 5  
♦ Q 10 6 2  
♣ J 5 4 2

Answer: 2 ♠

Cuebid!

3. ♠ J 3  
♥ A 10 7 2  
♦ A K J 8  
♣ 10 4 2

Answer: 4 ♥

Opener - 1 ♠

Advancer  
???

Overcaller - 2 ♥

Resp - Pass

# Advancing after a One NT Overcall

Remember: Overcaller is promising 15 - 18 pts

Respond in the same manner as if Opener was bidding 1 NT!

Left hand opponent bids 1 ♦ and your partner overcalls 1 NT. Responder Passes. What would you bid with the following hands?

1. ♠ 4  
♥ 9 7 6 5 3 2  
♦ Q J 7  
♣ 6 4 2

Answer: 2 ♦ - "Transfer" to ♥

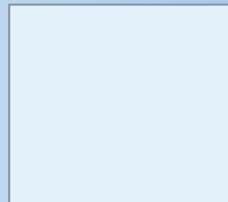
2. ♠ K J 3  
♥ Q 9 6  
♦ A J 3  
♣ 7 5 4 2

Answer: 3 NT

3. ♠ 8 7 5 3  
♥ K 9 6 2  
♦ 10 8 3  
♣ 7 5

Answer: PASS

Opener - 1 ♦



Advancer  
???

Overcaller - 1 NT

Resp - Pass