

OVERCALLS

If your right hand opponent is the dealer and opens 1 diamond, there are a number of reasons why you might want to overcall

- a. To compete. Just because the opponent opened, it doesn't mean that the hand might not belong to us.
- b. To interfere with their bidding. For example, if you bid 1 spade, your left hand opponent can't bid 1 heart or 1 NT without a spade stopper
- c. To direct the lead. If partner ends up on lead, they might have a difficult choice, your overcall helps partner get off to the right lead.

OVERCALLING AT THE TWO LEVEL

If you overcall at the 2 level, you need to have at least a 5 card suit, and approximately an opening hand. You can shade this a little if you have a REALLY good suit, for example: with X KQJ10XX AXX XXX, you would overcall 1 heart

OVERCALLING AT THE ONE LEVEL

There is much less possibility of getting doubled at the one level, so we can overcall with much weaker hands to interfere with the opponent's bidding or To direct partner's lead. You can overcall with as little 7 points and occasionally with a 4 card suit as long as it is CHUNKY such as KQJx or AKJx.

RESPONDING TO AN OVERCALL

Respond to an overcall in the same way you would to an opening bid, except raise the overcall if you have a fit. If you need to find out if partner has a good overcall, (because you might have game), cuebid the opponent's bid. Partner rebids his overcall with a bad hand and bids something else with a good hand.

OPENER opens 1 CLUB, PARTNER BIDS 1 SPADE, OPPONENT PASSES, YOUR BID:

1. You hold: K93 952 K863 875
2. You hold: K932 52 Q8632 105
3. You hold: 10932 52 Q8632 105
4. You hold: K932 52 AJ62 1053
5. You hold: 109532 52 Q8632 5
6. You hold: 1093 52 K8632 953
7. You hold: K93 A2 K8632 753

54
82 Dealer
AK10 1 club
AKJ1063 3 NT

86
KQ96 pass
976542
9

AQJ107
A73
8 1 spade
8752

K932
J1054
QJ3 1 NT
Q4

72
6432 pass
1076543
K pass

QJ106
KQJ8 2 clubs
QJ 4 spades
1085

K98
75 double
92
AQJ742

A543
A109 dealer
AK8 1 NT
963 2 spades