



Back to Basics

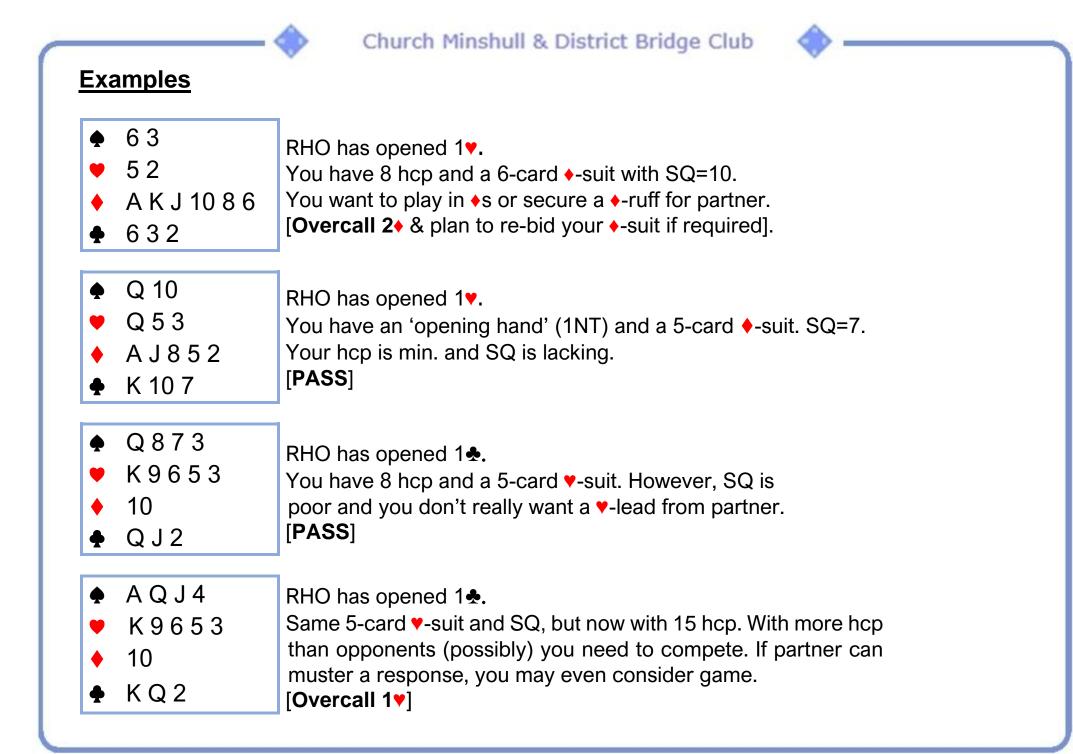
Overcall 1-level opening suit bid, with a new Suit.

When opponents open the bidding, and your hand has some 'merit', you are encouraged to enter the auction with a *competitive-bid*. Why you should do this, *with a suit bid*, comes from one or more of the following reasons;

- You have a good suit that you want partner to lead.
- To find a game contract if you have a good hand.
- To obstruct your opponents, by using up bidding space.
- You want to steal the contract from your opponents.

What 'merit' does your hand require, to overcall with a new suit?

- Suit length; You must always hold a 5-card suit (or better). Partner can choose to raise with 3-card support, confident of an 8-card fit.
- **Quality of suit;** Your **Suit-quality** \geq 7, preferably with 2 *good* honours.
- Hand Strength; For a 1-level suit overcall you should have 8+ hcp. For a 2level suit overcall you should have 12+ hcp, or an 'opening hand'. However, you can compensate for a lower HCP with a better SQ & shape and vice-versa
- Shape; Prefer an unbalanced hand to a balanced hand. Singletons are better than doubletons. Voids, even better.







Message to partner

Entering the auction with a simple suit-over-suit overcall, is generally stating;

"Partner, I am making this bid because I have some interest in competing in the auction".

You are promising a 5-card suit (or better) but not a specific hcp range. *LTC*; partner can assume you have 8/9 losers (1-level), 7 losers (2-level)

By inference you are denying;

- A **<u>1NT overcall</u>** ~ 16+hcp and balanced with guards in their suit.
- A <u>take-out double</u> (forcing) ~ opening hcp, shortage in their suit, willing to play in any un-bid suit.
- A *jump-suit overcall* ~ as per partnership agreement
- A two-suited (5-5) overcall ~ if you play (say) Michael's Cue Bid.

These topics are covered elsewhere (follow links).

Partner, with 'knowledge' of all players hands (from their bids) can now decide how to best *respond to your suit overcall.* This is also covered elsewhere (<u>follow link</u>)

Church Minshull & District Bridge Club

<u>More examples</u> (RHO has opened 1♥)

 AK 43 AK 104 	9 sup	[Overcall 1] ong hand. If partner oports ~ consider game ite.	 	Q 7 10 6 5 K Q J 4 2 A Q 2	[Overcall 2 ♦] 1NT hand with max. hcp and a 5- card ♦-suit. SQ=8.
 ▲ KQ ● 6 ◆ 872 ▲ A97 	2 but	[Overcall 1] partner supports ~ Pass, consider a re-bid at 3- el to go 1-off!	 ↑ ↓ ↓ 	8 5 A 2 K 10 2 K Q J 9 8 7	[Overcall 2] 13 hcp and good 6-card suit.
- ·	pay	[Overcall 1♠] 't be put off by your ♥-suit. It will dividends if opponents raise or id 2♥.	 ↑ ↓ ↓ 	K Q J 10 A Q K 5 4 J 10 7 3	16 hcp but no 5-card suit. Hand is best described as balanced with ♥-guards. [Overcall 1NT]
 A J 6 3 Q 8 A Q 	6 3	hcp, but minimal 5-card Let partner choose a .? Ouble for take-out]	 ◆ ◆ ◆ ◆ 	K 9 7 4 2 9 6 4 K 6 Q 8 2	8 hcp but poor 5-card suit. [Pass]