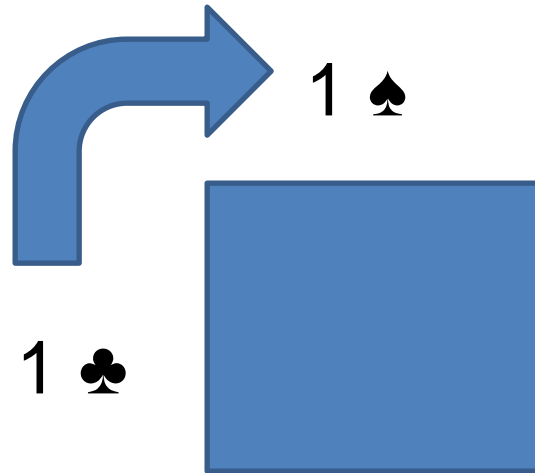


# Overcalls



# Overcalls In Matchpoint Bridge

- In matchpoint scoring, each hand is a game in itself.
- The score you make on a given hand does not carry forward to the rest of the game.
- The only thing that is recorded is your matchpoint score.
- This point is important in bridge strategy.

# Consider This Situation

- Suppose you are playing matchpoints, with two boards a round.
- On the first board, you are playing a 2 ♠ contract and you make an overtrick that no one else makes. You gain 30 points. You get a top.
- On the next board, you get doubled and go down -1100. You get a bottom.
- The difference is -1070, but you broke even on the round.

# The Point of Matchpoint Scoring

- Taking a certain level of risk is good matchpoint strategy.
- We might overcall and bid in matchpoint scoring, in ways that we would not in other types of bridge scoring.
- Taking a certain level of risk does not mean being foolish.
- We will look at overcalls in terms of what kind of risk is reasonable.

# One Level Overcalls

Consider the two hands below. Right hand opponent opens with 1 ♣.

Hand A

♠ K 2

♥ 10 7 5

♦ A Q 10 6 4

♣ 9 8 3

Hand B

♠ 8 2

♥ 10 7 5

♦ A K Q 10 4

♣ 9 8 3

The diamond suit in hand A offers no good reason for an overcall.

You don't want the suit led.

It offer no preemptive value.

# One Level Overcalls

Consider this hand. Right hand opponent opens with 1 ♣.

Hand C

♠ A Q 10 6 4

♥ 10 7 5

♦ K 4

♣ 9 8 3

With this hand, a one spade overcall uses up one level of the opponent's bidding space. There's a reason for the overcall.

Anytime you can remove one level from the opponents' bidding space, it can't be all bad.

# Again, Consider Two Hands

Consider the two hands below. Right hand opponent opens with 1 ♣.

Hand D

♠ K 9 8 7 3

♥ K 7 4

♦ J 4 2

♣ Q 8

Hand E

♠ K Q J 10 5

♥ K 7 5

♦ 4 3 2

♣ 8 3

Both hands have 9 points, but hand B is clearly a much better overcall.

# One More Example

Consider this hand. Right hand opponent opens with 1 ♣.

Hand F

♠ J 8 7 6 4

♥ 8 5

♦ A K 4

♣ A J 3

You surely don't like your suit, but your hand is too good not to get into the bidding. .



# A Guiding Principle

- Anytime you feel like a moderate fit from partner will provide a future advantage, make the bid.
- When you overcall with a bad suit:
  - You have good points outside the suit.
  - You are doing it at the one level.
  - You would **not** overcall at the two-level with a hand like hand F.

# What Does a Two-Level Overcall Look Like?

- It is a good five-card + suit.
  - K 8 6 5 3 will not do.
  - J 10 6 4 2 will not do.
- It is a hand with 11+ points.
- When you have a 6-card or longer suit, fewer high-card points are necessary.

# Overcalling at the Two Level

Right hand opponent opens with 1 ♠ .

♠ 8 7 6 4

♥ 5

♦ A 9

♣ K Q J 8 7 3

Only 10 points but worth a 2 ♣ overcall. . .

# Basic Two Level Overcalls

Right hand opponent opens with 1 ♠ .

Hand A

♠ 7 6 4

♥ A Q J 9 8

♦ K 9 4

♣ K 3

Hand B

♠ 7 6

♥ K J 8

♦ K Q 9 8 4

♣ Q 10 3

Hand A

♠ K 6

♥ J 9 8

♦ A K J 9 4

♣ 9 7 3

# Conventional Overcalls

Right hand opponent opens with 1 ♠ .

♠ K 6  
♥ 10 9 8 5 3  
♦ A K Q 9 4  
♣ 3

Best to use Michaels Cue on hands like this.

# Can You Overcall After Both Opponents Have Bid?

- Yes, when you have the right hand.
- If partner is a passed hand, partner may be pretty weak.
- When the opening bid is on your left, some of your high cards may be less valuable.

# When Both Opponents Have Bid

1 ♣ ... pass ... 1 ♦

♠ K Q 10 8 6

♥ 5 3

♦ A J 10 4

♣ 3 2

Surely worth a 1 ♠ overcall

# When Both Opponents Have Bid

1 ♣ ... pass ... 1 ♠

♠ 8 6  
♥ K Q 9 5 3  
♦ A J 10 4  
♣ 3 2

Not worth a 2 ♥ overcall ... especially if vulnerable.



# When Both Opponents Have Bid

1 ♣ ... pass ... 1 ♦

♠ K 10 8 6

♥ K Q 9 5

♦ K 9 4

♣ 3 2

Good enough for a takeout double. .

# When Both Opponents Have Bid

1 ♣ ... pass ... 1 ♠

♠ 8 6  
♥ A K J 5 3  
♦ A J 10 4  
♣ 3 2

Good enough for a bid, if not vulnerable. .

# When Both Opponents have bid

1 ♣ ... pass ... 2 ♣

♠ 8 6 4  
♥ K 10 9  
♦ A K J 10 8 4  
♣ 2

Surely worth a 2 ♦ bid.

# When Both Opponents Have Bid

1 ♣ ... pass ... 1 ♠

♠ 8 6

♥ K 10 9 4

♦ A K J 8 4

♣ 3 2

Takeout double. Partner might have hearts.

# When Both Opponents Have Bid

1 ♣ ... pass ... 1nt

♠ A Q 6  
♥ K 10 9 7 4 3  
♦ 8 4  
♣ 3 2

10 points. Not great but acceptable with a 6-card suit and not vulnerable.

# When Both Opponents Have Bid

1 ♣ ... pass ... 1nt

♠ Q J 10 8 6

♥ 4 3

♦ A K 8 4

♣ 3 2

10 points. Not good enough for an overcall with both opponents bidding.

# When Both Opponents Have Bid

1 ♠ ... pass ... 2 ♦

♠ K 8 6

♥ Q 10 7 6 3

♦ K Q 8

♣ A 3

14 points. Not good enough for an overcall after RHO makes a 2/1 response.

Broken suit

Partner Busted

# When Both Opponents Have Bid

1 ♥ ... pass ... 2 ♦

♠ K J 10 9 8 5

♥ A 6 3

♦ K Q 8

♣ 3

13 points. Just barely good enough for an overcall.

Spade suit solid in the middle

Partner Busted



# When Both Opponents Have Bid

1 ♣ ... pass ... 2 ♣

♠ K10 9 8 5 3

♥ A K 3

♦

♣ 8 6 5 3

10 points. Good enough for an overcall.

What's their agreement on minor suit raises?

Great distribution

Partner is short in clubs

## Next Week

- Responding to partner's overcall.