

# Responding to Partner's Overcall

30 Minute Mini Lesson

# A Word About Overcalls

- At the one level, an overcall should be a:
  - 5-card, or longer, suit
  - the hand strength should be between 7 and 17 HCPs.
- At the two level, an overcall should be:
  - A very good 5-card suit
  - A reasonable 6 card or longer suit
  - A hand with strength between 10 and 17 HCPs.

# Consider These Hands


RHO 1 

 4 2

 K Q J 10 7

 10 5 3

 K 4 3

RHO 1 

 4 2

 K Q J 10 7

 10 5 3

 K 4 3

# Responding


- When partner makes an overcall, you do not need a lot of points to bid if you have a fit.
- The idea is to get in the opponents' way as much as possible.
- Don't let them have the auction all to themselves.


# Responding (1)

LHO


1 

Hand 1

 J 8 2

 Q 9 5 2

 10

 A 9 8 7 5

3 

PART

1 

RHO

2 

Hand 2

 K J 7

 10 7 6

 10 3

 K Q 4 3

2 

Borderline

YOU

??


# Responding (2)

LHO


1 

Hand 3

 8 2

 Q 9 5 2

 10 7 2

 A 9 8 7

2 

PART

1 

RHO

Dble

Hand 4

 K J 7 5

 10 7 6

 10 3

 K Q 4 3

2 

YOU


??

# Responding (3)

LHO

1 

Hand 3

 J 9 8 2

 2

 K 9 8 7 2

 J 9 8

2  / 2 

PART

1 

RHO


2 

Hand 4

 K J 7

 K Q 6

 10 3 2

 Q 10 4 3

2 

Borderline

YOU

??

# Responding(4)

LHO

PART

RHO

YOU

1 

1 

1 nt


??

Hand 3

Hand 4

 J 8 2

 K 8 7 3

 Q 10 5 2

 10 7 6

 K 8 7 2

 Q 3

 9 8

 K J 4 3

2 

Pass ??




# Responding(5)

LHO

1 

Hand 3

 A J 8 2

 K 10 5 2

 J 8 7

 9 8

2 

PART

1 

RHO

1 nt

Hand 4

 K 8 7 3

 10 7 6

 Q 3

 K J 4 3

Pass

YOU

??

# A Jump Raise Response

- Two ways to play jump raises, over an overcall.
  - As a preemptive raise
  - As a invitational limit raise.
- Modern bidders today prefer the jump raise to be preemptive. Using the Law of Total Tricks.

# The Preemptive Jump Raise

- The jump raise of partner's overcall always has at least four cards in partner's suit.
- We use a cue bid as a limit raise or better..


# Responding(6)

LHO

1 

Hand 5

 Q J 6

 K 10 5 2

 J 10 8 7 3

 9

3 

PART

1 

RHO

Pass

YOU

??

Hand 6

 K J 3

 Q 7 6

 K Q 6 3

 K 8 3

2 

# Responding(7)

LHO

1 ♣

Hand 7

♠ 6

♥ K 10 5 3 2

♦ K 10 8 7

♣ 9 7 3

4 ♥ Use the Law

PART

1 ♥

RHO

1 ♠

Hand 8

♠ Q 7 3

♥ Q J 8 7 6

♦ Q J 3

♣ J 10

2 ♥ Junk values  
bad Distribution

YOU

??

# Responding(8)

LHO

1 

PART

2 

RHO

pass

YOU

??

Hand 21

 K 9 7

 Q 8 7 4 3

 K Q 9 5

 5

11 points-4 

# Bidding a New Suit

- Is a new suit forcing? Partnership decision.
- The best way to play a new suit over partner's overcall is:
  - Constructive
  - Encouraging
  - But not forcing.

# One Important Caveat

- Never bid a new suit because you don't like the one partner bid.
- If you are the original overcaller, never bid over partner's new suit because you don't like the one partner bid.
- If you bid a new suit or bid over partner's new suit, do it
  - Because you have the values to do so.
  - Because you have more values than partner might expect.



# Responding(9)

LHO

1 

Hand 9

 K Q 10 7 5

 J 2

 A J 10 8

 7 3

1 

PART

1 


RHO

Pass

Hand 10

 Q 10 7 6 5 3

 6

 J 9 3

 J 7 4

Pass

YOU


??

# Responding(9)

LHO

1 

Hand 11

 A 10 7

 J 2

 A Q J 8 5 3

 7 3

2 

PART

1 


RHO

1 

Hand 12

 A Q 5 2

 J 6

 J 9 3 2

 K J 10

1 nt

YOU

??

# What Does A Cue Bid Show

- A cue bid of the opponent's suit shows:
  - 3-card or better support for partner's overcall suit.
  - A limit raise (11 hcp) or better.


# Responding(10)

LHO

1 

Hand 13

 A J

 Q 10 7 4

 A Q J 8 3

 7 3

2 

PART

1 


RHO

Pass

Hand 14

 A K 2

 Q J 6

 K J 9 3 2

 9 5

2 

YOU

??


# Responding(11)

LHO


1 

Hand 14

 A 4

 Q 10 7 4

 J 8 3

 Q 7 3 2

3  Not good

enough to cue bid

PART

1 

RHO

1 

Hand 15

 A Q 2

 Q J

 Q J 9 3

 K Q 7 2

3 nt

YOU

??

# Overcallers' Rebid After a Cue Bid

- With a minimum overcall (7-10 points) simply rebid the suit at the cheapest level.
- With 11-13 points invite game or bid a new suit below you overcall suit.
- With 14+ points bid game.

# Overcaller's Rebid

RHO

You

LHO

PART

1 


1 

pass


2 

Hand 16

Hand 17

 4

 5 2

 K Q 10 7 4

 A Q J 9 5

 A 8 3

 K J 9 3

 10 7 3 2

 J 10

2 

2 

# Overcaller's Rebid

RHO

1 

You

1 


LHO


pass

PART

2 

Hand 18

 4

 K Q 10 8 7 4

 A Q

 K 7 3 2

4 



# A Two Level Overcall

- When partner makes a two level overcall, partner's hand should be close to opening-bid strength.
- You can raise partner to the 3 level with a little less.
  - With 8 or less points, pass.
  - With 9 or 10 points raise to the 3 level.
  - With 11 or more points bid game.

# Responding(12)

LHO

1 ♠

Hand 19

♠ Q 9 7

♥ 8 7 4

♦ J 10 9 3

♣ K J 5

7 points -pass

PART

2 ♥

Hand 20

♠ Q 2

♥ K 8 3

♦ K J 9 3

♣ J 7 5 2

10 points -3 ♥

RHO

pass

YOU

??