



St Annes Bridge Club

Lytham St Annes



Simple Overcall Requirements

A one level overcall shows at least 8 points and a good 5+ card suit

A two level overcall shows at least 10 points and a good 6+ card suit (or very good 5 card suit)

Good means at least 2 honours

Simple Overcalls

In each case the opponent on your right has opened. Should you overcall?

♠ K Q 10 9 6
♥ 6 5 2
♦ 7 4
♣ K 10 8

♠ K 5 4 3 2
♥ K 8 5
♦ Q 3 2
♣ Q J

♠ 8 5
♥ A 2
♦ K 10 2
♣ K Q J 9 8 7

Overcall 1♠

Pass.

Overcall 2♣

Simple Overcalls: summary

When considering an overcall, remember the following points:

- The hand need not have opening bid values. A decent suit plus a high card outside is enough at the 1-level, but rather more at the 2-level (i.e. approaching opening values).
- We should be more inclined to overcall if it takes up the opponents' bidding space. A 1♠ overcall is more of a nuisance against a 1♣ opening than if they have opened 1♥ as they are deprived of two potential responses at the 1-level
- An important factor is the quality of the suit. It is better to overcall 1♠ on ♠ K Q J 10 9 8 and nothing else than a flat 15 point hand with ♠ J 5 4 3 2 and assorted high cards!

Suit Overcall Recap

A one level overcall shows at least 8 points and a good 5+ card suit

A two level overcall shows at least 10 points and a good 6+ card suit (or very good 5 card suit)

Good means at least 2 honours

If you have a fit (3+) for partners overcall respond aggressively if not be cautious

Consider vulnerability.

HAND 1

West

♠ 8 5 4
♥ 8 2
♦ K 9 4 3
♣ 8 6 5 4

pass

pass

North

♠ A K 7
♥ Q 10 6 4
♦ 8 7
♣ J 10 9 3

3 H

pass

East

♠ Q 6 3 2
♥ K 5
♦ A Q J 10 2
♣ K 2

1 D

pass

pass

South

♠ J 10 9
♥ A J 9 7 3
♦ 6 5
♣ A Q 7

1 H

4 H

HAND 2

West

♠ 6
♥ A J 8 7
♦ K Q 5 4
♣ J 8 6 2

pass

1 NT

pass

North

♠ K 9 3 2
♥ Q 9 6
♦ A J 10 8 7
♣ A

1 D

pass

pass

East

♠ A J 8 7 4
♥ K 5
♦ 2
♣ Q 10 9 4 3

1 S

2 C

South

♠ Q 10 5
♥ 10 4 3 2
♦ 9 6 3
♣ K 7 5

pass

pass

pass

HAND 3

West

♠ A 9 8 7
♥ 6 5
♦ Q 2
♣ K Q J 7 5

1 C

pass

pass

North

♠ K J 10 6 3
♥ K J 3 2
♦ 3
♣ A 4 3

1 S

2 H

pass

East

♠ Q 4 2
♥ 8 7 4
♦ J 10 7 6
♣ 10 9 6

pass

pass

pass

South

♠ 5
♥ A Q 10 9
♦ A K 9 8 5 4
♣ 8 2

2 D

4 H

Competitive bidding: takeout doubles

Sometimes the opponent on your right will open the bidding and you would like to compete but no obvious overcall suggests itself. For example, RHO opens 1♥ and you hold

♠	K Q 9 4
♥	2
♦	A Q 10 8
♣	Q J 10 9

West	North
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1♥	?
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You can provide an excellent supporting hand for partner if he happened to bid any of the other three suits. However, you do not have a good overcall yourself.

As it is unlikely that you will have a hand suitable to make a penalty double of the opponent's opening bid of a suit at the 1-level, this bid ("double") may be put to a better use.

Conventionally, the double of the opponent's opening bid is for "take-out", asking partner to respond in his best suit and suggesting a suitable supporting hand for him whichever suit he may choose to bid.

The strength required for this bid is about that for an opening bid; the quality of the suits and the distribution are important factors.

Important Note:

The double of an opponent's opening bid of 1NT is for penalties (NOT takeout).

Responding to Take-out Doubles

The bidding has started:

South	West	North	East
1♥	double	pass	?

The main courses of action open to you (East) are as follows:

- With a weak, hand, bid your best suit at a minimum level.
- With a stopper in their suit and some values, respond in NT.
- With exceptional strength in the suit doubled, you may pass (converting the take-out double into a penalty double) **RARE**
- With fair values (about 9-11 points) make a jump response.
- With a stronger hand (e.g. about opening strength) either jump to game or cue-bid the enemy suit.

Takeout Doubles - Recap

Double of the enemy suit is not for penalties it is for *takeout*.
If opposition do not bid partner *must* bid. Partner bids:

Hand	Bid
Weak (0-8 pts),	Bid 4 card suit, 3 if necessary
Intermediate (9-11pts)	Jump bid in 4+ suit(preferably a major)
Strong (12+ pts)	Jump to game or cue bid enemy suit
6-9 pts stop in enemy suit	Bid 1 NT
10-12 pts usually 2 stops in enemy suit	Bid 2 NT
13-15 pts at least 2 stop in enemy suit	Bid 3 NT

HAND 4

West

♠ J 9 3
♥ Q 10 7 2
♦ A 3 2
♣ Q J 7

2 H

pass

North

♠ K Q 10
♥ K 5
♦ K Q 8 7 5 4
♣ 8 5

1 D

pass

pass

East

♠ A 8 5 4
♥ A J 8 6
♦ J
♣ A 9 4 3

double

4 H

South

♠ 7 6 2
♥ 9 4 3
♦ 10 9 6
♣ K 10 6 2

pass

pass

HAND 5

West

♠ 10 8
♥ 8 6
♦ 10 7 6 5
♣ A 10 8 6 3

pass

pass

North

♠ 9 7 6 5
♥ K Q 7 3 2
♦ A 4
♣ 7 5

3 H

pass

East

♠ A K Q 4 3 2
♥ 10 4
♦ Q J 9
♣ 9 4

1 S

pass

pass

South

♠ J
♥ A J 9 5
♦ K 8 3 2
♣ K Q J 2

double

4 H

HAND 6

West

♠ 5 4
♥ A K 8 5
♦ K 8 3
♣ A 9 6 3

double

pass

North

♠ 7 6
♥ 10 9 2
♦ J 10 9 7 5
♣ K Q 10

pass

pass

East

♠ K J 9
♥ Q 6 4
♦ Q 6 4 2
♣ J 4 2

1 NT

South

♠ A Q 10 8 3 2
♥ J 7 3
♦ A
♣ 8 7 5

1 S

pass

Competitive bidding: 1 NT overcall

When the opponents open the bidding with a suit, an overcall of 1NT shows a balanced hand with 16-18 pts including some strength (preferably 2 stoppers) in the opponents suit.eg

♠	K 2
♥	A Q 5
♦	Q J 9 8 7
♣	K J 2

West	North (you)
1 ♥	1 NT

Opening 1 NT requires 12-14 pts. More points are needed to *overcall* 1 NT (16-18). The opposition have already opened, therefore there are fewer points available for your partner

Responding to a 1 NT Overcall

Respond as you would to an opening bid of 1 NT, but take into account the extra points your partner has (16-18 cf. 12-14)

Therefore options are:

- A raise in NT (2 NT with 7-8 pts, 3 NT with 9+)
- A weakness takeout into 2 of your suit (5+ suit, 0-6 pts)
- A raise to 3 in a major (5 card suit, 8+ pts) forcing
- A raise to game in a major (6+ suit, 8+ pts)
- A raise to 3 in a minor, distributional hand 8+ pts, forcing
- Stayman
- Pass

Overcalling with long suits

Opposition open 1 ♥ what do you bid?

♠ K Q 10 3 2
♥ K 7
♦ 10 5 2
♣ A Q 2

1 ♠

♠ K Q 10 4 3 2
♥ K 7
♦ 10 5
♣ A Q 2

2 ♠

With 12-16 pts and 6 card suit *jump* overcall

Overcalling with long suits

Opposition open 1♥ what do you bid?

♠	K Q J 8 5 4 3
♥	7 2
♦	10
♣	Q 9 2

3♠

♠	K Q J 10 9 4 3 2
♥	7
♦	10
♣	A Q 9

4♠

Pre-empt (double or triple jump) with long (7+) weak hands

Competitive bidding when Opposition bid one of a suit

Competing with balanced hands

Shape	Points	Action	Note
Balanced no 5 card suit	0-15	Pass	With doubleton in opposition suit and 14-15 points <i>double</i>
Balanced a good 5 card suit	8-15	Overcall	
Balanced with a Stop in enemy suit	16-18	Bid 1 NT	Respond as if 1NT opened but with 4 more points
Balanced but too good for 1NT	19+	Double	Doubler bids No Trumps on next round

Competitive bidding when Opposition bid one of a suit

Competing with unbalanced hands

Shape	Points	Action	Note
Shortage in openers suit	12+	Double	It is for <i>takeout</i> partner <i>must</i> bid
One long suit (6+)	8-11	Overcall	
One long suit (6+)	12-16	Jump Bid	
One long suit (6+)	17+	Double	Doubler re bids in long suit
One long suit (7+)	5+	Pre-empt	Double or triple jump
Very good hand	19+	Double	Doubler jump rebids