

Overcalls

10-17 pts and a good 5-card suit or any 6-card suit at the one-level. Note that the max is 17, not 21. We will learn next week what bid to make if you have 18 or more points.

At the two-level you should have 13-17 pts.

A 1NT overcall promises 15-17 HCP and a stopper in the opener's suit. [textbook says 15-18]

A jump shift overcall is preemptive, indicating 6-10 HCP and a good 6-card suit; a double-jump indicates a 7-card suit.

Note: If your hand doesn't fit an overcall, pass unless you have 18+ pts.

Advancing partner's overcall

8-9 pts: raise with 3-card support or bid new suit if you can at the one-level (not forcing).

10-11 pts: bid your own good 5-card suit (not forcing) or cue bid opener's suit (forcing) with support for the overcall suit.

12+ pts: if overcall was at the one-level, jump raise or jump shift; if at two-level, bid game or jump shift.

With stoppers in opponent's suit, no fit for partner's two-level overcall or a suit of your own, bid 1NT with 8-10 HCP, 2NT with 11-12 HCP, and 3NT with 13+ HCP.

If partner overcalled at the one-level, you need more points: 8-11 for 1NT, 12-15 for 2NT, and 16+ for 3NT

You may also respond preemptively: With 0-9 pts and 4-card trump support jump raise; with 5-card trump support, jump to game.

Many experts will overcall at the one level with as few as 8 points as long as they have a good suit. I don't recommend that because it would mislead your partner and lead to an un-makeable contract. Never try it if you are vulnerable.

Responses to an overcall in the Bridge Club slightly differ from the textbook. Most Club members do not cue bid.

p.245 3d hand - I would jump shift into clubs to show 17 pts. Two clubs is not forcing and you should be in game.

Balancing Bids: (pp.360-2)

The textbook gave three examples:

1. When the opponents compete. Partner opens 1♥, you raise to 2♥, your left-hand opponent bids 2♠, partner and opponent on right pass. Book says bid 3♥, but as a general rule he who raises to the 3-level in competition usually goes down.

2. When the auction may stop. Opponent on left bids 1♥ followed by two passes. Book example says double for takeout with as few as 10 pts. With a 5-card suit that can be bid at the one-level, do so with as few as 8 pts. As a general rule, don't let the opponents play in a one-level contract (except 1NT) if you can help it.

3. When you originally passed. You can re-open the bidding with as few as 10 pts and a 5-card suit.