

4 Overcalls

♥ Overcalls

If you bid after your opponents have opened the bidding, you are an *overcaller*.

The rules are now different. Instead of trying to get to game, you have various goals:

1. Steal the contract
2. Obstruct the opponents
3. Suggest a lead to partner

Suit Overcall

If you have a good 5-card suit, you can bid that suit, even with less than 12 hcp. A good rule of thumb for a good suit is 2 honours.

Your right hand opponent bids 1♥. What is your bid?

♠ KQJT9 1♠. You have a good suit and points aren't as important when you are overcalling.
♥ A62
♦ 875
♣ 93

♠ 97632 Pass. You have lots of points but a bad suit.
♥ A62
♦ AQ5
♣ K3

1NT Overcall

You need to have more points as you don't have a long suit. You also need honours in the opponent's suit.

Your right-hand opponent opens 1♠.

♠ KQ32 1NT. You have 17 points and 2 honours in the opponent's suit.
♥ A62 .You are not nervous about a spade lead.
♦ AQ5
♣ Q83

The players

Opener	12 -19 HCP
Responder	6+ HCP
Overcaller	5+ card suit...no specific HCP 1NT 16-18 and stopper in opponent's suit
Advancer	3 of partner's suit

♣ Responding To Overcalls (Advancer)

It is important to bid if you possibly can, so as to make life difficult for your opponents.

The principle is the same for the overcaller's partner as it is for the overcaller.

It is the trump suit that matters.

A big difference is that your partner has shown a 5-card suit so you only need 3 trumps as support.

1. Raise partner with 3 or more trumps
2. Pass with no support for partner's suit

Partner overcalls 1♠ after 1♥. What is your bid?

♠ 97 Pass. Your partner is promising a good spade suit, so there's no need to do anything. You don't have a fit.
♥ 962
♦ AQJ53
♣ K32

♠ 973 Bid 2♠. You have a fit. Push the bidding up a level. Your opponents have to bid at the 3 level now!
♥ 962
♦ QJ53
♣ K32



Raise with 3-card support.
Don't bid unless you have a fit

Suit Overcall = Good 5-card suit
1NT overcall = 16-18 and stopper in opponent's suit