

Opponents have opened and they probably have at least 12 HCPs, why would your side bid?

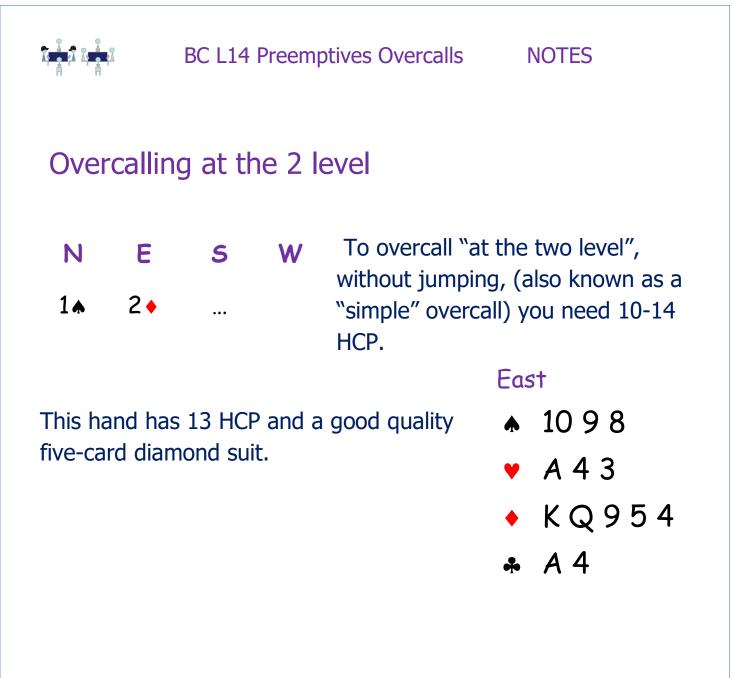
- Sometimes there is a contract on for either pair...
- Sometimes there is a worthwhile sacrifice....
- Sometimes you can push the opponents too high
- Sometimes you can get them into the wrong contract by using up "bidding space"
- You may suggest a lead to partner
- BUT sometimes a good hand is good for DEFENCE!

High Card Point Count (Overcalling at the 1 level)

Ν	Ε	S	W
1*	1 🗸		

An overcall of 1 of a suit, ("at the one level"), generally promises from 8 to 14 HCP.

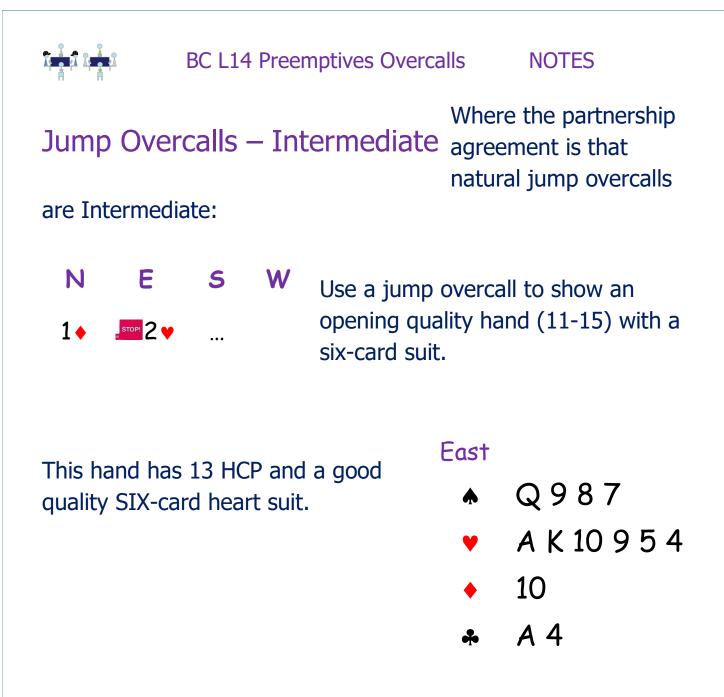
You might bend this rule, if the suit is particularly good quality or if the hand has other shape features, for example a singleton. This is called a "simple" overcall.





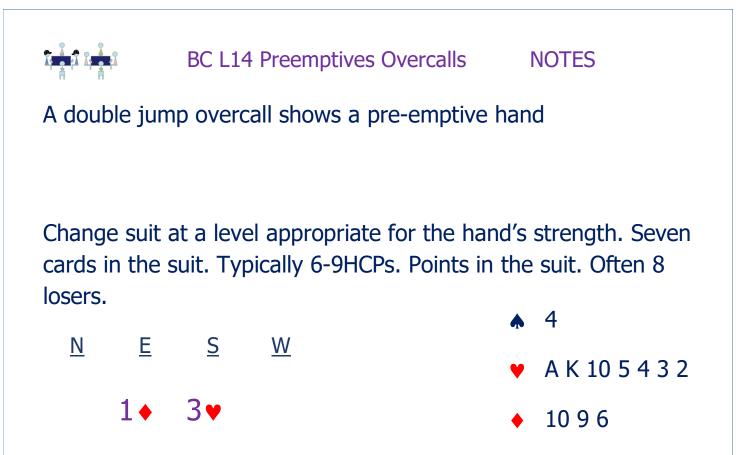
BC L14 Preemptives Overcalls NOTES

To overcall 1NT,						
you need a balanced hand;						
16-18 high card points;	Ν		E	S	W	
AND	1.	1	1NT			
At least one stop in the opponents suit	1 🔶	1	INI			
opponents suit						
	East					
		٨	10 9 8	87		
		¥	K Q 9	5		
		•	AQ			
		*	A J 2			



Jump overcalling with such hands is safe and gives partner a good chance of helping to find viable contracts or good sacrifices.

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This can be highly successful in disrupting the opponents' auction.

But

Check the vulnerability and

the suit quality.

Beware 4 level minor....

NOTE – it's often good to bid weak hands with 8+ cards in a major at the 4 level.