



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)

N	E	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.



Overcalling at the 2 level

N E S W

1♠ 2♦ ...

To overcall “at the two level”, without jumping, (also known as a “simple” overcall) you need 10-14 HCP.

This hand has 13 HCP and a good quality five-card diamond suit.

East

♠ 10 9 8

♥ A 4 3

♦ K Q 9 5 4

♣ A 4



To overcall 1NT,

you need a balanced hand;

16-18 high card points;

AND

At least one stop in the
opponents suit

N	E	S	W
1♦	1NT	...	

East

♠ 10 9 8 7
♥ K Q 9 5
♦ A Q
♣ A J 2



Jump Overcalls – Intermediate

Where the partnership agreement is that natural jump overcalls

are Intermediate:

N E S W

1♦  2♥ ...

Use a jump overcall to show an opening quality hand (11-15) with a six-card suit.

This hand has 13 HCP and a good quality SIX-card heart suit.

East

♠ Q 9 8 7

♥ A K 10 9 5 4

♦ 10

♣ A 4

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



A double jump overcall shows a pre-emptive hand

Change suit at a level appropriate for the hand's strength. Seven cards in the suit. Typically 6-9HCPs. Points in the suit. Often 8 losers.

N E S W

1♦ 3♥

♠ 4

♥ A K 10 5 4 3 2

♦ 10 9 6

♣ 7 6

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.