

COMPETITIVE BIDDING



OVERCALLS IN ALL SHAPES AND SIZES

An overcall is when you make a bid after the opps have opened the bidding



WHY DO WE DO IT?- HAVE A CHAT AT YOUR TABLE



WHY DO IT?



- Consuming your opponents bidding space and making it hard for them to communicate effectively.
- To tell your partner what to lead if you end up defending
- To 'push' the opponents' contract to a higher and hopefully unachievable level
- To find an effective sacrifice
- You might even end up with the contract yourselves! *And* it can sometimes even lead to a game made.

A SIMPLE OVERCALL

5-CARD SUIT IS A MUST (PLUS SOME COLOUR)

- a 5-card suit, and
- some good colour (2 honours)
- if you *can* bid at the one level: 8-15 points
- if you *have to* bid at the 2 level: 10-15 points
- more strength if the vulnerability is unfavourable, less if favourable

SQUAT = SUIT QUALITY TEST.

A USEFUL TOOL

- Add the number of honours to the number of cards.
- That's the number of tricks you can bid for.
- You can have one fewer honour if you have one more card.
- So with 5 cards and 3 honours, it's safe to bid for 8 tricks and bid at the 2-level.
- **This is especially important if vulnerable.**



ALSO CONSIDER LTC

Opening bid	Overall	HCP	Cards	hon	LTC
1 suit	1 suit	8-15	5	2 honours in the suit. LTC=8, 7 if vulnerable.	8/7
1 suit	2 of a lower suit	10-15	5	3 honours in the suit	7



LETS PRACTICE SIMPLE OVERCALLING (TR35) – MAKE UP ON TABLE.



RESPONDING TO PARTNER'S SIMPLE OVERCALL IF YOU HAVE AT LEAST 3 CARDS IN PARTNER'S SUIT.

- **With a weak hand** and several cards in his suit, raise to the 'limit of the fit'. Be **aggressive** in your bidding to make things difficult for the opponents, particularly if they are vulnerable and you are not.
- **If strong** use the UCB (Unassuming Cue Bid) . Bid the suit that was bid by your **opponent** in order to tell partner that you have support for partner's suit (3+ cards), good points (10+), and to **force him** to tell you if his hand is weak or strong. If strong partner will jump bid. If weak partner will rebid his suit at the lowest level.

RESPONDING TO PARTNER'S SIMPLE OVERCALL – WITHOUT SUPPORT

- With less than 3 cards in partner's suit **pass**
- **Don't bid a new suit , simply because you hate partner's suit.**
- You should only suggest a **suit of your own** if it's likely to be superior to his – e.g. if he overcalls in a minor and you have AKQxx of a major. You may have a singleton in his suit . . .but remember he may well have a void in yours!
- Consider bidding **No trumps** if you are weak in partner's overcalled suit (let's say partner overcalled in ♠, e.g. bidding has gone 1heart, 1♣ pass), but have support for the other suits, and in the opponents opening suit. You need to be stronger than the dustbin bid
 - 9-12 HCP,
 - 2 or fewer cards in partner's overcall ♠ suit, and
 - semi-balanced shape

RESPONDING TO A 2 LEVEL OVERCALL

- A 2 level overcall promises a better hand and good suit.
- You might be thinking of going to game.
- However if you are strong and the overcall is a minor suit you may want to investigate a possible major fit or a no-trump contract.
- However if partner has overcalled with a major suit you should support if you can.

LET'S PRACTICE RESPONDING TO SIMPLE OVERCALLING (TR36)- 1, 2,4

West	North	East	South
1 diamond	1 spade	pass	?



OVERCALLING INT

"I'VE GOT A **STRONG NO TRUMP** HAND,
WITH A GOOD STOP IN OPPONENTS' SUIT"

- You do need a strong hand, 15-18 HCP.
- Stoppers in opener's suit.
- Ideally balanced.

MAKE UP A HAND ON THE TABLE
WHERE YOU WOULD OVERCALL INT
AFTER THE OPPTS HAVE OPENED 1D

West	North	East	South
1 diamond	INT		



RESPONDING TO A INT OVERCALL

- Respond as you usually would for a INT bid e.g stayman and transfers
- Remember partner has about 3 points more than a INT opening bid and take this into account when making a limit bid response -----

INT OPENINGS AND RESPONSES

Opening

- 12-14 HCP
- Balanced (no void, no singleton, not more than 1 doubleton)

Responses

- 10 or less points – PASS
- 11-12HCP – 2NT
- 13+ HCP – 3NT

INT OVERCALL AND RESPONSES

Opening

- 15-18 HCP
- Balanced/Semi Balanced
- At least one good stopper in opps suit

Responses

- Less than 7 points – PASS
- 7-9 HCP – 2NT
- 10+ HCP – 3NT

PLAY SOME HANDS (P.I I I /4) RED

