

## BEGINNERS' LESSONS Welcome

Your logo here

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#### Lesson Seven

**Overcalls** 



## Reasons for Overcalling

- To get into the bidding ... make it hard for the opposition
- Express a genuine desire to play in a suit
- Suggest a lead for partner



#### Rules to Overcall a suit



 MUST be a good 5+ card suit – at least 2 honours

 Point count should be close to opening values if overcalling at the 2-level

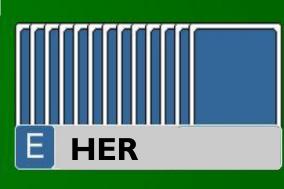


## Overcalling a suit



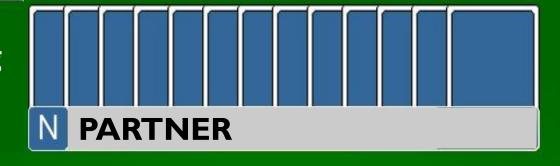


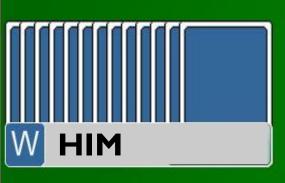


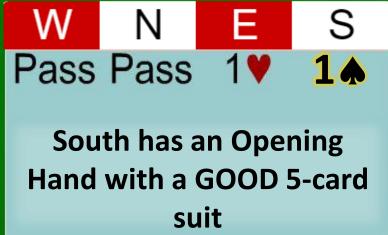




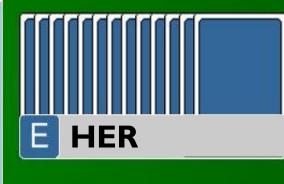
### Overcalling a suit



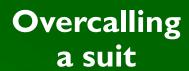


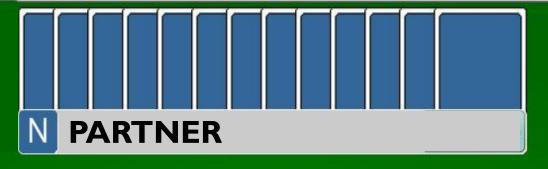


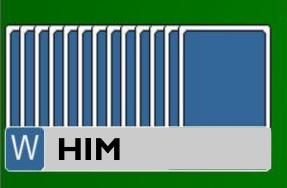
(at least two honours in the suit)











W N E S

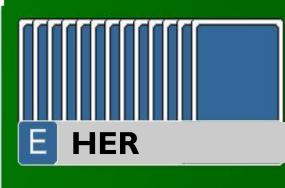
1 PASS

Opening Hand BUT a

poor suit

DO NOT BE TEMPTED to

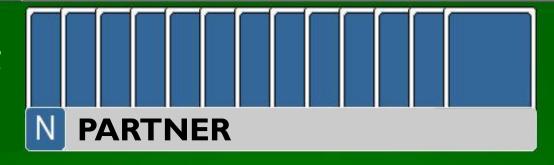
overcall







## Overcalling a suit





W N E S

1♠ 2♥ or

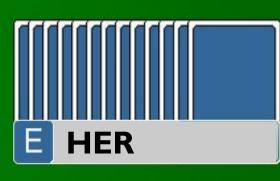
PASS

Opening Hand. Suit OK.

Bidding will make it very

difficult for the opposition

but could be risky



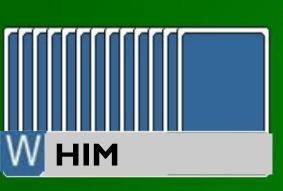


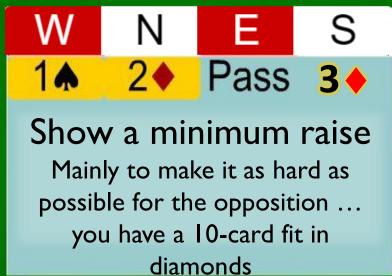
## Response to Overcall of a suit

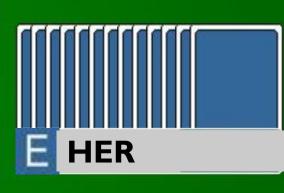
- Only bid with a fit (3+ support)
- Support partner if you can ... keeping in mind that partner has shown
   of the suit need 6+ points
- With 12+ points, jump in partner's suit





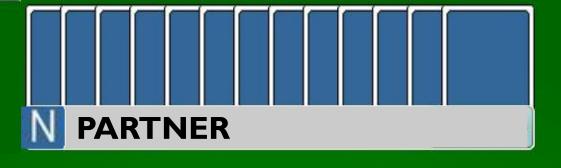








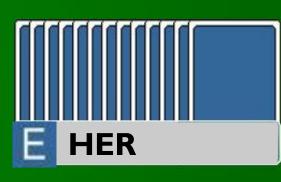
#### Response to a suit overcall





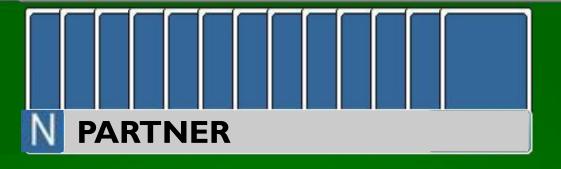


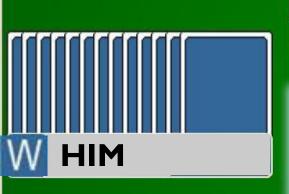
Cannot support diamonds DO NOT bid the spade suit as your hand is not good enough



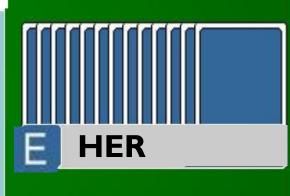


#### Response to a suit overcall









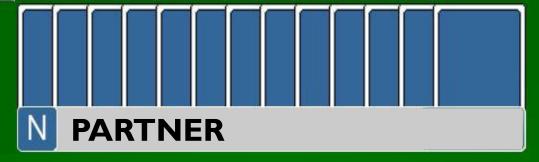


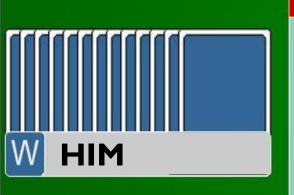
#### Rules to Overcall in NoTrumps

- Need BETTER points than opening INT
  - ▶ 16 18 points
- MUST have a cover in the opposition's suit







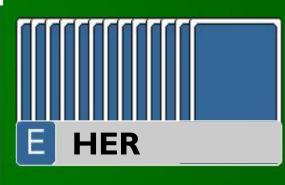


W N E S

1 ◆ 1NT

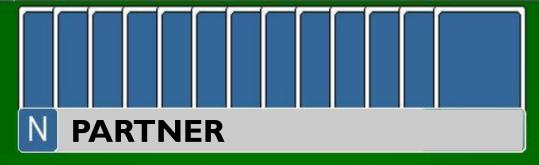
18 points

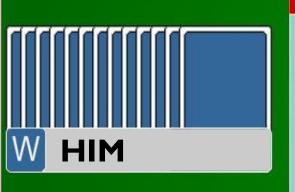
18 points
balanced hand with a
diamond hold







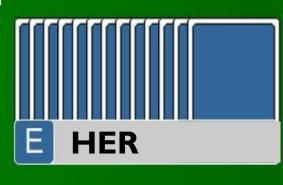




W N E S

1 1 INT

16 points
balanced hand with a spade hold













W N E S

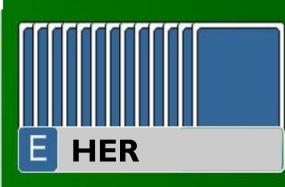
1 PASS

16 points

balanced hand BUT no

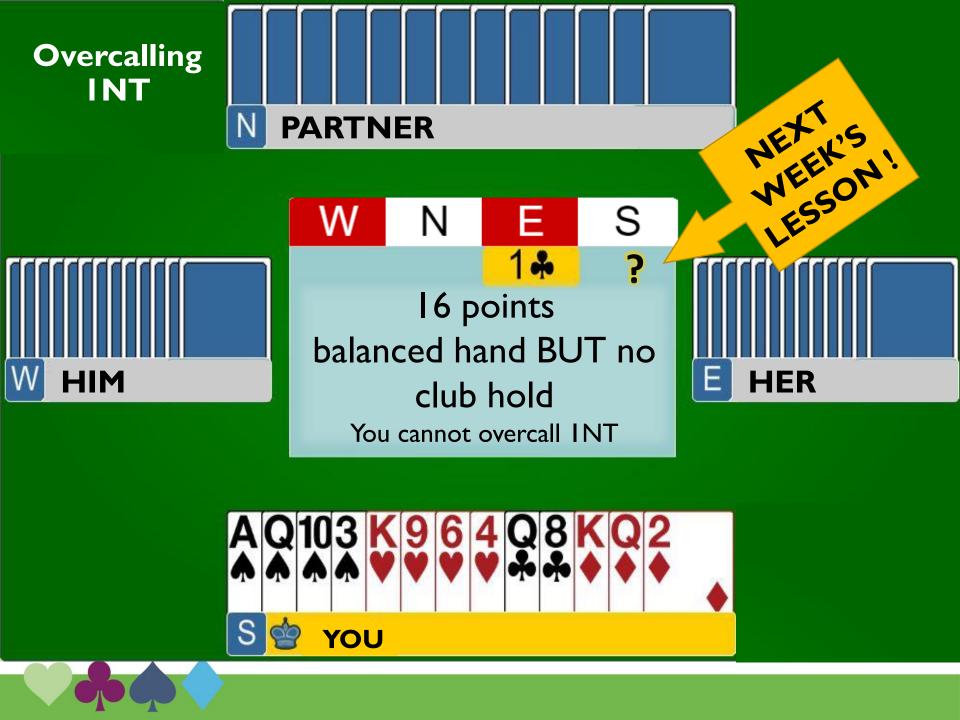
spade hold

You cannot overcall INT









#### Response to Overcall of INT

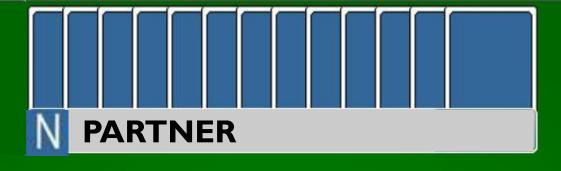
#### **Unbalanced Hand**

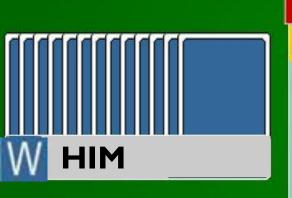
Use same responses as for opening I NT ... BUT adjust point count

- 0-7 points bid your own suit
- 8+ points bid your 5-card suit (major) at 3-level or bid your 6-card suit at GAME



Response to INT overcall





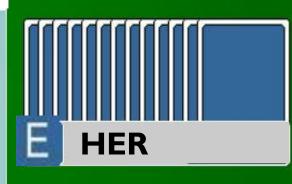
W N E S

1 1 1NT Pass 2 1

Unbalanced hand

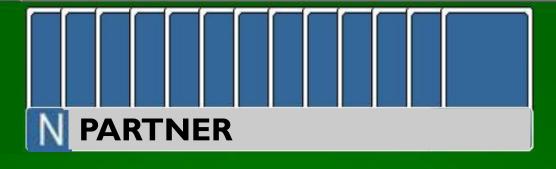
not enough points for game.

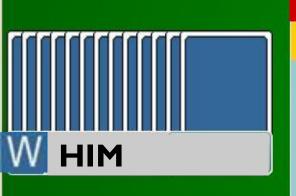
Unbalanced hand not enough points for game, therefore, bid your long suit (weak takeout)





Response to INT overcall

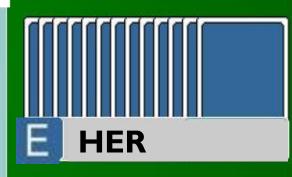






#### **UNBALANCED HAND**

with points for GAME
Show your 5-card suit by bidding
at the 3-level







#### Response to Overcall of INT

#### **Balanced Hand**

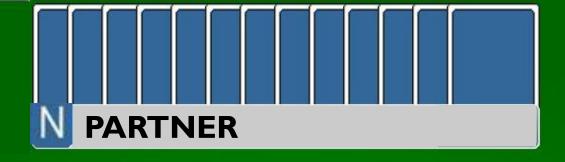
- 0 − 7 points − PASS
- 8 points 2NT (inviting to game)
- 9+ points 3NT (wanting to be in

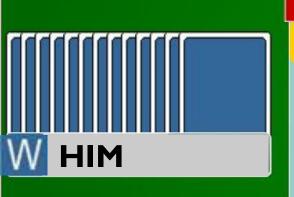






Response to INT overcall

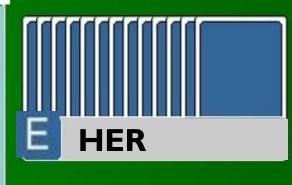




W N E S

1 NT Pass PASS

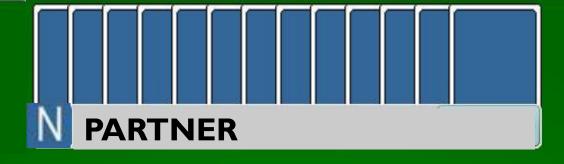
BALANCED HAND not enough points for game, therefore, PASS

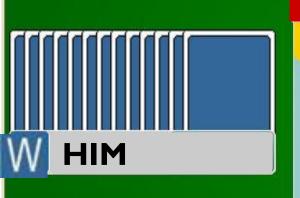






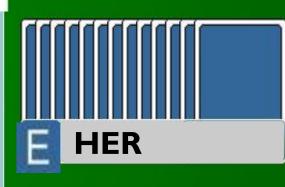








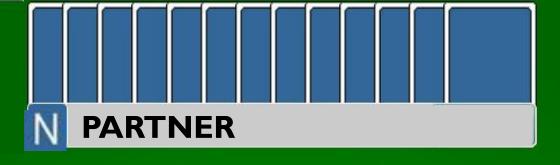
BALANCED HAND points for game bid 3NT

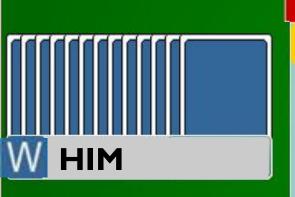








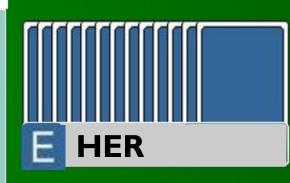






#### **BALANCED HAND**

with 8 points you are close to game. 2NT invites partner. If they have 17 or 18 they bid to game







# BEGINNERS' LESSONS any questions please ask

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