

**PLAY SESSION 5 NOTES**

Overcalls and Take-out Doubles

If opponents open the bidding and you bid - you are an overcaller. Your aims are different. You are trying to:

* Win the contract (generally a part score contract)
* Obstruct the opponents
* Suggest a lead to partner

# Suit Overcalls

* A **good** 5+card suit (generally a minimum of 2 honours)
* At the 2-level you need a **good** 5+ suit and 10+ points

# Responses to a Suit Overcall

|  |  |  |
| --- | --- | --- |
| Pass |  | denies a fit |
| Minimum Raise | 6-11 | 3+ card support |
| Jump Raise | 12-14 | invitational with 3+ card support |
| Bid Game | 15+ | With 3+ card support |

It is important to bid if you possibly can to make life difficult for your opponents. It is the trump suit that matters – the better the **fit**, the higher you can bid.

# 1NT Overcall

 16-18 HCP

* Must have a stopper in their suit – a stopper shows a trick (e.g. Axx, KQx, QJ10)
* N.B. do not overcall 1NT with 12-14

# Responses to a 1NT Overcall

## Balanced hands:

|  |  |  |
| --- | --- | --- |
| Pass | 0-7 | no Game |
| 2NT | 8 | invitational to 3NT |
| 3NT | 9+ | bid Game |

**Unbalanced hands:**

|  |  |  |
| --- | --- | --- |
| 2/2/2/2 | 0-7 | 5+ card suit |
| 3/3 | 8+ | game force with exactly a 5 card suit (opener will choose 3NT or 4/4 |
| 4/4 | 8+ | game with 6+ suit |

# Takeout Double

You can overcall a 5-card suit or 1NT with a strong balanced hand.

When you don’t have a 5-card suit to overcall and you are too weak to overcall 1NT (16-18), you can use **DOUBLE** (written as an "X") to ask partner to choose the best contract. This is called a “**takeout**” **double**.

# Double (X) 12+HCP

The double shows:

* an opening hand
* at least three cards in each of the **unbid suits**
* shortage in the opponent’s suit - usually a doubleton or fewer
* don’t double with length in the opener’s suit!

# Responses to a Take-out Double

You **must** bid – even if you have **no** points at all!

Remember that partner has promised support for all unbid suits. Give preference to a major suit rather than a minor suit if possible.

|  |  |  |
| --- | --- | --- |
| Bid your best suit  at the lowest level | 0-9 | 4+ in your suit |
| Jump Bid | 10-12 | 4+ in your suit |
| Jump to Game | 13+ | 5+ in your suit |
| Bid 1NT | 6-9 | stopper in opponent's suit |
| Bid 2NT | 10-12 | stopper in opponent's suit |
| Bid 3NT | 13+ | stopper in opponent's suit |

If an opponent calls after the double, you no longer have to bid

If you do bid after an opponent calls, then you are guaranteeing at least 8+ HCP