

BEGINNERS' LESSONS Welcome

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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



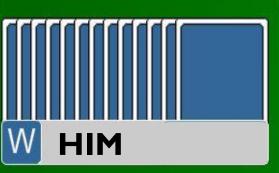
 MUST be a good 5+ card suit – at least 2 honours

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

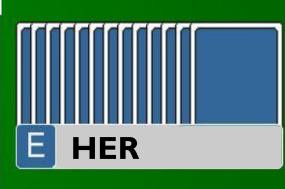


Overcalling a suit



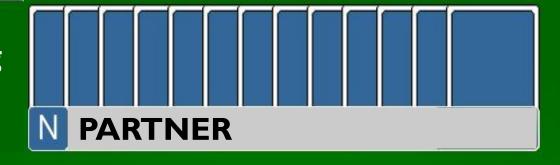


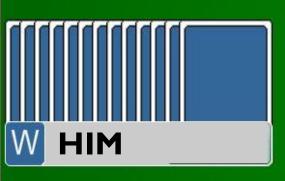


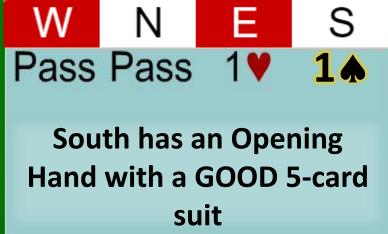




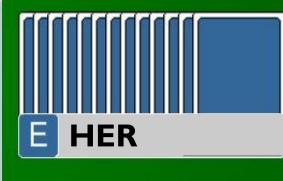
Overcalling a suit







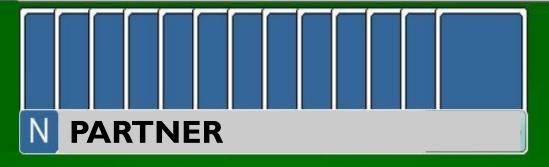
(at least two honours in the suit)

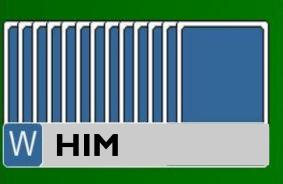












W N E S

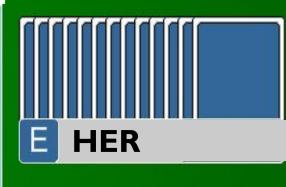
1 PASS

Opening Hand BUT a

poor suit

DO NOT BETEMPTED to

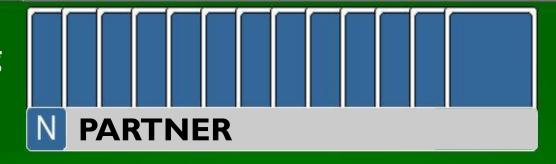
overcall





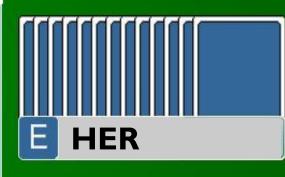


Overcalling a suit









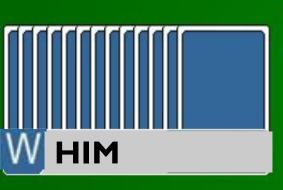


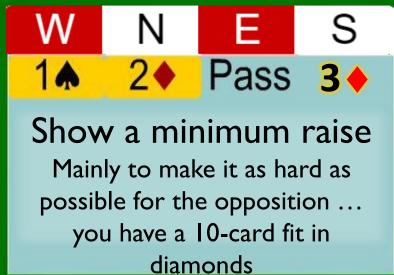
Response to Overcall of a suit

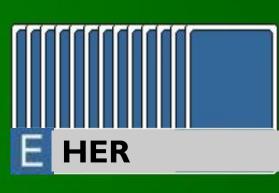
- Only bid with a fit (3+ support)
- Support partner if you can ... keeping in mind that partner has shown
 of the suit need 6+ points
- With 12+ points, jump in partner's suit







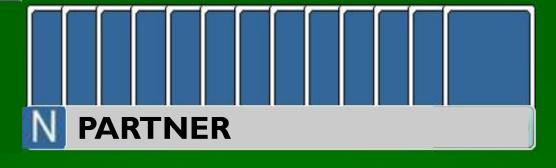








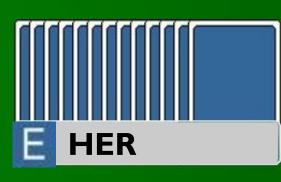
Response to a suit overcall





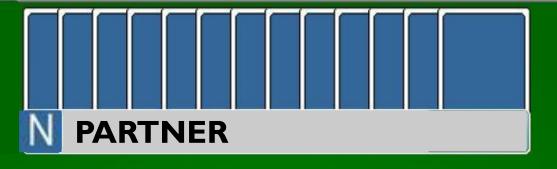


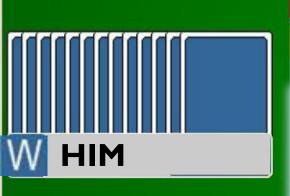
Cannot support diamonds DO NOT bid the spade suit as your hand is not good enough



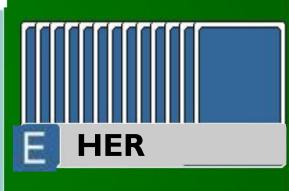


Response to a suit overcall









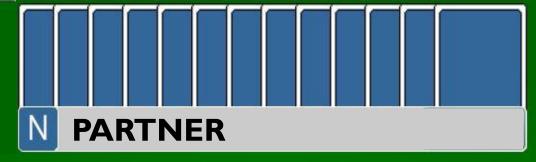


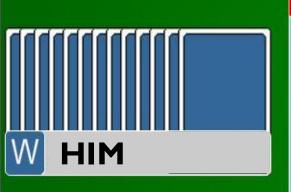
Rules to Overcall in NoTrumps

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









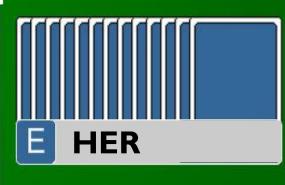
W N E S

1 1 INT

18 points

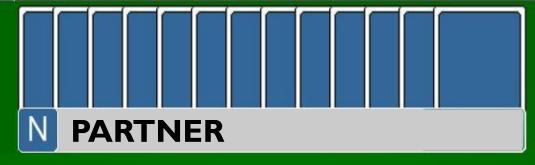
belonged band with a

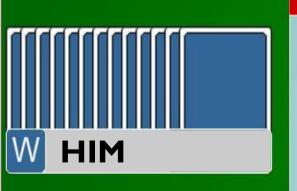
balanced hand with a diamond hold







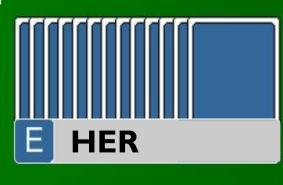




W N E S

1 1 INT

16 points
balanced hand with a spade hold













W N E S

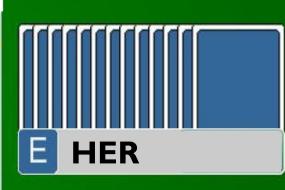
1 PASS

16 points

balanced hand BUT no

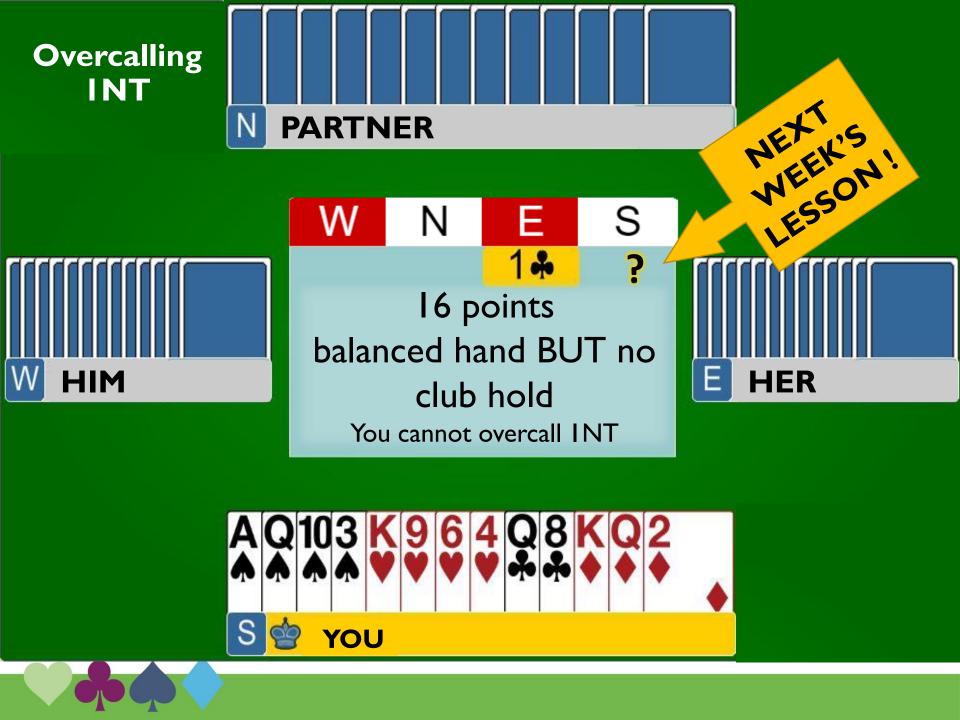
spade hold

You cannot overcall INT









Response to Overcall of INT

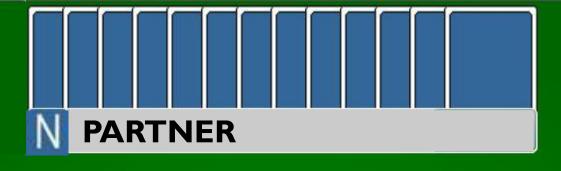
Unbalanced Hand

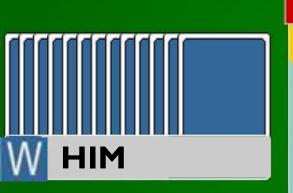
Use same responses as for opening I NT ... BUT adjust point count

- 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



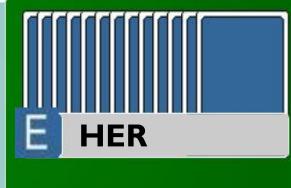


W N E S

1 NT Pass 2
Unbalanced hand
not enough points for game,

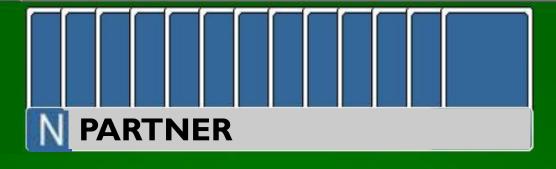
therefore, bid your long suit

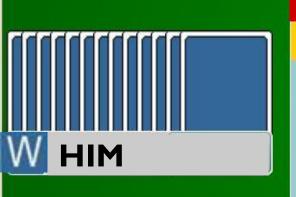
(weak takeout)





Response to INT overcall

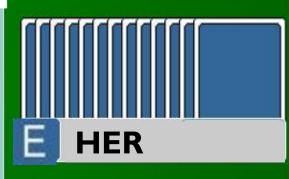






UNBALANCED HAND

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







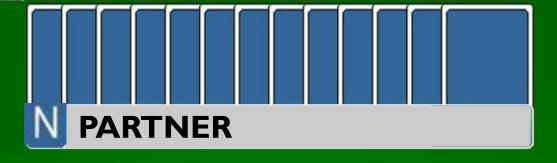
Response to Overcall of INT

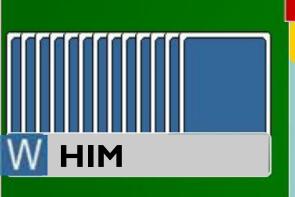
Balanced Hand

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



Response to INT overcall

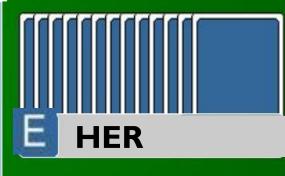




W N E S

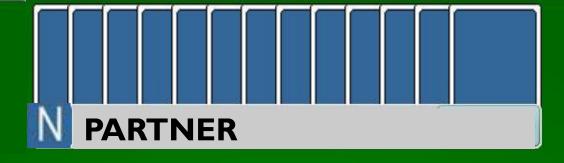
1 NT Pass PASS

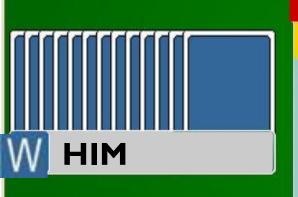
BALANCED HAND not enough points for game, therefore, PASS





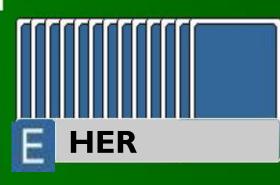






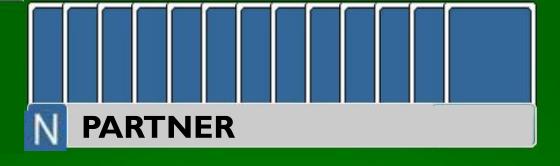


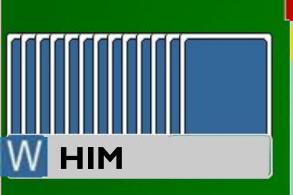
BALANCED HAND points for game bid 3NT









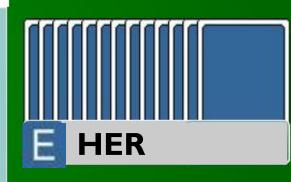


W N E S

1♣ 1NT Pass 2NT

BALANCED HAND

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







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