

## Overcalls

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 Quality Test

- SQOT = number of cards in the suit + numbers of honours in the suit
- 10 counts as an honour if there is also a higher honour.
- K J 9 7 5: SQOT = 7; Q 10 9 7 5 6: SQOT = 8; K 9 7 6 4 3 2 : SQOT = 8;

### Suit Overcalls

- A **good** 5+ card suit, (generally a minimum of 2 honours), 8+ HCP and SQOT = 7+
- At the 2-level you need a **good** 6+ suit and 10+ HCP, and SQOT = 8+

### Responses to a Suit Overcall *(With a fit, count shortage points)*

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.

### Weak Jump Overcall (WJO)

A weak jump overcall (e.g.: [1♣] - 2♥; [1♠] - 3♣) is a spoiling bid, aimed at disrupting the opponents' auction.

- A weak hand (5-9 HCP)
- A **good** 6+ card suit, (generally a minimum of 2 honours), 8+ HCP and SQOT = 7+
- At the 2-level you need a **good** 6 suit and 10+ HCP, and SQOT = 8+
- At the 3-level you need a **good** 7+ suit and 10+ HCP, and SQOT = 8+

Once you have made a WJO you will rarely speak again – you have described your hand very accurately

## Responding to a Weak Jump Overcall

You know that partner has overcalled with a weak hand, hoping to disrupt the opponents' auction, so finding a making contract your way can be ruled out. You normally have just two options: you either **pass** or you **raise partner's suit**. Your bid is determined by a simple formula: **BID TO THE LEVEL OF YOUR KNOWN FIT** (regardless of point count, which is largely irrelevant!!)

1. Count the number of cards you hold in partner's suit.
2. Add this to the number of cards that you know partner holds in the suit.
3. Bid to make the number of tricks that equals combined total cards in partner's suit

Example 1: partner makes a WJO of 2♥, e.g. [1♣] - 2♥, showing 6 hearts.

- If you have 2 hearts, You have an 8 card heart fit. Partner has already bid to the level of your fit, so PASS.
- If you have 3 hearts, you have a 9 card fit so bid to make 9 tricks, bid 3♥.
- If you have 4 hearts, you have a 10 card fit, so bid to make 10 tricks, bid 4♥

Example 2: makes a WJO of 3♣, e.g. [1♥] - 3♣, showing 7 clubs,

- If you have 2 clubs, PASS. Partner has already bid to the level of your 9 card fit.
- If you have 3 clubs, you have a 10 card club fit, so bid to make 10 clubs, bid 4♣.

## 1NT Overcall

- 16\*-18 HCP (\*or a good 15)
- 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. You need 16\*-18 HCP

## 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