

COMPETITIVE BIDDING

Week 1-3: They open the bidding.
 Week 4-5: We open and they bid.
 Week 6: The battle for the part score—do we bid one more or let them play it?



COMPETITIVE BIDDING

Week 1 Overcalls of 1 Level Bids



What to bid?

?
♠ A 3 2
♥ A K Q 7 6
♦ 6 4 3
♣ 5 3



What to bid?

?
♠ A 3 2
♥ A K Q 7 6
♦ 6 4 3
♣ 5 3

1♦ - ?
♠ A 3 2
♥ A K Q 7 6
♦ 6 4 3
♣ 5 3



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1♠ - ?
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♥ A K Q 7 6
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What to bid?

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♠ A 3 2
♥ A K Q 7 6
♦ 6 4 3
♣ 5 3

1♦ - ?
♠ A 3 2
♥ A K Q 7 6
♦ 6 4 3
♣ 5 3

1♠ - ?
♠ A 3 2
♥ A K Q 7 6
♦ 6 4 3
♣ 5 3

2♠ - ?
♠ A 3 2
♥ A K Q 7 6
♦ 6 4 3
♣ 5 3



These are simple overcalls

?
♠ A 3 2
♥ A K Q 7 6
♦ 6 4 3
♣ 5 3

1♦ - ?
♠ A 3 2
♥ A K Q 7 6
♦ 6 4 3
♣ 5 3

1♠ - ?
♠ A 3 2
♥ A K Q 7 6
♦ 6 4 3
♣ 5 3

2♠ - ?
♠ A 3 2
♥ A K Q 7 6
♦ 6 4 3
♣ 5 3



OVERCALLS

WHY DO WE OVERCALL?



OVERCALLS

WHY DO WE OVERCALL?

- We may have a makeable contract or good sacrifice
- It may take bidding space from the opponents
- It may put the opponents on a less familiar path
- It may force the opponents too high
- It may suggest a good lead



OVERCALLS

WHY DON'T WE OVERCALL ALL THE TIME?



OVERCALLS

WHY DON'T WE OVERCALL ALL THE TIME?

- To find our best contract we need discipline and communicate just like when we open the bidding
- We may go down badly if we don't have a good suit or are unable to communicate our strength
- We would lose the lead directing advantage



What to bid?

?
♠ A Q J 10 9
♥ 9 8 2
♦ K 8 7
♣ 6 4



What to bid?

?
♠ A Q J 10 9
♥ 9 8 2
♦ K 8 7
♣ 6 4
Pass

1♣ - ?
♠ A Q J 10 9
♥ 9 8 2
♦ K 8 7
♣ 6 4



What is advantage of overcalling?

?
♠ A Q J 10 9
♥ 9 8 2
♦ K 8 7
♣ 6 4
Pass

1♣ - ?
♠ A Q J 10 9
♥ 9 8 2
♦ K 8 7
♣ 6 4
1♠

- May be able to make a ♠ contract
- Interfere with opponent's bidding
 - May push opponents too high
 - Remove option of 1♦ and 1♥ bids
- Suggest a lead



OVERCALLS

WHAT ARE MINIMUM REQUIREMENTS TO OVERCALL?

- Different partnerships have different criteria
- It is important that both partners understand and agree the criteria they use
- The criteria suggested here are fairly common
- Use your judgement



OVERCALLS

WHAT ARE MINIMUM REQUIREMENTS TO OVERCALL?

- Always 5+ card suit to overcall
- With opening points, it is usually OK to overcall at the one level with a five card suit
- With 9-11 points, we need some plus feature(s) to overcall at the one level
- The higher our bid, the more playing strength we need



MINIMUM OVERCALLS

Opening Strength

RHO opens 1♣	RHO opens 1♦	RHO opens 1♦	RHO opens 1♣
♠ 10 8 7 4 2	♠ J 6 5 4 3	♠ Q 9 6 5 4	♠ 9 7 5
♥ K Q 2	♥ A 2	♥ K J	♥ A J
♦ Q 6	♦ A Q 6	♦ Q J 4	♦ K Q 4 3
♣ A J 3	♣ J 8 7	♣ Q 9 3	♣ K J 9 8
Bid 1♠	Bid 1♠	Pass	Pass
Opening points	Opening points	Too weak	No 5 card suit



MINIMUM OVERCALLS

WHAT ARE "PLUS FEATURES"?

- A good suit
- A good side suit
- Extra length in overcalled suit or side suit



MINIMUM OVERCALLS

Good suit

A good suit has either two of the top three honours or three of the top five honours

EXAMPLES

- AKxxx (2 of top three honours)
- AQxxx (2 of top three honours)
- KQxxx (2 of top three honours)
- AJ10xx (3 of top five honours)
- KJ10xx (3 of top five honours)
- QJ10xx (3 of top five honours)

RHO opens 1♣
♠ K Q 9 8 4
♥ K 3 2
♦ 3 2
♣ Q 3 2
Bid 1♠. 2 of top three honours

RHO opens 1♣
♠ K J 10 8 4
♥ 8 7 2
♦ 9 6
♣ A Q 3
Bid 1♠. 3 of top five honours



MINIMUM OVERCALLS

Good 5+ card suit

RHO opens 1♣	RHO opens 1♣	RHO opens 1♣	1♣ - P - 1♥ - ?
♠ K Q 7 3 2 ♥ A 6 3 ♦ 8 6 5 ♣ 8 7	♠ K Q J 9 6 ♥ Q 6 2 ♦ 8 4 3 ♣ 9 5	♠ Q J 6 4 3 ♥ A 7 2 ♦ 7 4 ♣ K 7 6	♠ K Q 10 8 5 ♥ A 9 5 ♦ Q 8 ♣ 7 4 3
Bid 1♠ not vul. Minimum HCP	Pass. Not strong enough	Pass. Suit not good enough	Bid 1♠. Even when both bid



MINIMUM OVERCALLS

Good 4+ card side suit

Extra length

RHO opens 1♣	RHO opens 1♥	RHO opens 1♣	RHO opens 1♣
♠ Q 10 9 8 4 ♥ K 3 ♦ A Q 8 6 ♣ 10 2	♠ A 9 8 7 4 ♥ Q 7 2 ♦ 9 ♣ K J 10 3	♠ K 9 8 7 6 4 ♥ K 2 ♦ 9 8 7 ♣ A 6	♠ Q J 8 7 4 ♥ 9 ♦ A J 6 5 2 ♣ Q 5
Bid 1♠. Good diamond suit	Bid 1♠. Good club suit	Bid 1♠. Extra length	Bid 1♠. Extra length in side suit



MINIMUM OVERCALLS

OTHER CONSIDERATIONS

- Are you vulnerable? Are the opponents?
- Would you like your partner to lead the suit you bid?
- How much of opponent's bidding space are you using?
- Do you have possibly wasted lowly honours in your short suits or their suit?



OVERCALLS AT TWO LEVEL

MINIMUM REQUIREMENTS

- Add 2 HCP or an extra plus feature to requirements for one level overcall.
- Overcall with 14+ HCP and a 5 card suit
- Overcall with 12-13 HCP, a 5 card suit and 1+ plus feature
- Overcall with 10-11 HCP, a good 5 card suit or a 5 card suit and 2 plus features



OVERCALLS AT TWO LEVEL

RHO opens 1♥	RHO opens 1♥	RHO opens 1♥	RHO opens 1♥
♠ K 8 ♥ 9 5 ♦ K Q 10 9 8 ♣ Q J 10 4	♠ K 8 ♥ K J 5 ♦ A 10 9 8 3 ♣ Q 10 4	♠ K 8 ♥ J 10 2 ♦ K Q J 9 7 5 3 ♣ 4	♠ K ♥ K J 10 9 5 4 ♦ Q J 10 6 2 ♣ Q
Bid 2♦. Only 11 HCP. Good suit; good side suit.	Pass. Poor suit. (13 HCP not strong enough).	Bid 2♦. Only 10 HCP but good 7 card suit	Pass. 12 HCP but singleton honours, too much in ♥



MAXIMUM OVERCALLS

CAN YOU BE TOO STRONG TO OVERCALL?

RHO opens 1♣	RHO opens 1♣
♠ K Q 8 3 2 ♥ A Q 9 ♦ A J 5 ♣ J 8	♠ K Q J 9 6 3 ♥ A K 6 3 ♦ Q 4 ♣ 8
Bid 1♠. Maximum HCP	Bid 1♠. Maximum strength

17 HCP should be upper limit (some people use 15 HCP, some 19 HCP as top limit)



ADVANCING (RESPONDING TO OVERCALLS) RHO PASSES

- Single raise 6-10 TP
- Jump raise 11-13 TP
- Raise to game (distributional)
- 1NT 8-10 HCP
- 2NT 11-13 HCP
- New suit 7-13 HCP
- Jump shift 14+ HCP with good suit
- Cue Bid (i.e. bid opponent's suit) 14+ HCP, no good suit



ADVANCING

3+ Card Support

1♦ - 1♠ - P - ?	1♦ - 1♠ - P - ?	1♦ - 1♥ - P - ?	1♦ - 1♥ - P - ?
♠ Q 9 2 ♥ A J 5 ♦ 9 7 ♣ 10 9 8 3 2	♠ K 8 6 ♥ A J 9 ♦ 9 2 ♣ Q 8 5 4 3	♠ A K J 7 4 ♥ Q 10 4 ♦ 9 7 6 ♣ 9 5	♠ 5 4 3 ♥ A J 9 8 5 ♦ 4 ♣ Q 6 5 3
2♠. 8 TP and 3 card support	3♠. 11 TP and 3 card support	3♥. 11 TP and 3 card support	4♥. Weak, but powerful



WHAT DOES THE OVERCALLER DO NEXT?

- Pass if game is unlikely
- Raise to game if game is likely
- Invite game if game is possible with a maximum
- Invite slam if slam possible



ADVANCING

Less than 3 Card Support

1♦ - 1♥ - P - ?	1♦ - 1♥ - P - ?	1♦ - 1♥ - P - ?	1♦ - 1♥ - P - ?
♠ K Q 6 ♥ 6 5 ♦ K 7 2 ♣ 9 5 4 3 2	♠ Q 8 6 4 ♥ 7 6 ♦ K 8 2 ♣ A K 6 5	♠ A Q 6 5 4 ♥ 8 5 ♦ K 8 5 ♣ 8 6 4	♠ K 9 7 ♥ 6 4 ♦ A 7 6 ♣ K Q J 4 2
1NT. 8 HCP, no support	2NT. 12 HCP, no support	1♠. 9 HCP and 5 spades	2♣. 13 HCP and 5 clubs



WHAT DOES THE OVERCALLER DO NEXT?

- Pass
- Raise NT with sufficient strength
- Raise advancer's suit with support
- Jump in own suit with good hand and 6 card suit
- Bid another suit (4+ cards, no support)
- Return to own suit with no support



ADVANCING

Very strong hands

1♦ - 1♥ - P - ?

♠ K Q 9
♥ A J 3 2
♦ 9
♣ K 10 8 7 3

2♦. 16 TP and 4 card support

To alert your partner that you have a good hand, bid the opponent's suit. The cue bidder may or may not have support for the overcaller's suit.

1♦ - 1♥ - P - ?

♠ K Q J 6 4 2
♥ 2
♦ A K 6
♣ K 8 5

2♠. 16 HCP and good six card suit

Jump in a new suit to show a good suit and a hand strong enough to force to game even if the overcall is weak. This may or may not have support.



WHAT DOES THE OVERCALLER DO NEXT?

- Don't pass till game is reached
- Raise advancer's suit with some support (bidding game is weaker than single raise below game)
- Bid NT with stop(s) in the opponent's suit and no support
- Return to own suit otherwise (does not show six)

