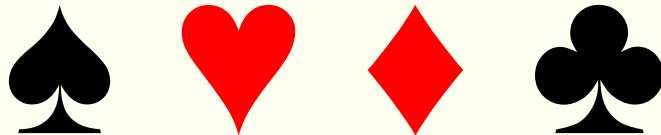


COMPETITIVE BIDDING

Week 1-3: They open the bidding.

Week 4-5: We open and they bid.

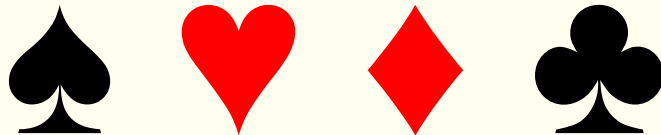
Week 6: The battle for the part score—do we bid one more or let them play it?



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?

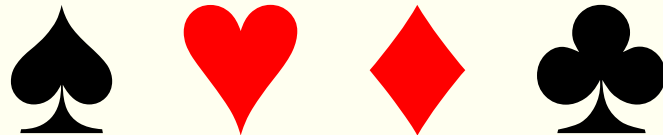
?

♠ A 3 2
♥ A K Q 7 6
♦ 6 4 3
♣ 5 3

1 ♥

1 ♦ - ?

♠ 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 ♥

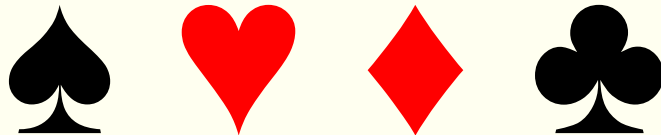
1 ♦ - ?

♠ A 3 2
♥ A K Q 7 6
♦ 6 4 3
♣ 5 3

1 ♥

1 ♠ - ?

♠ 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 ♥

1 ♦ - ?

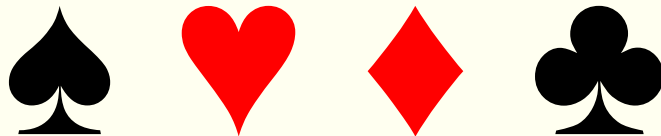
♠ A 3 2
♥ A K Q 7 6
♦ 6 4 3
♣ 5 3

1 ♥

1 ♠ - ?

♠ A 3 2
♥ A K Q 7 6
♦ 6 4 3
♣ 5 3

2 ♥



What to bid?

?

♠ A 3 2
♥ A K Q 7 6
♦ 6 4 3
♣ 5 3

1 ♥

1 ♦ - ?

♠ A 3 2
♥ A K Q 7 6
♦ 6 4 3
♣ 5 3

1 ♥

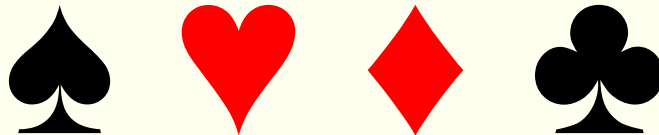
1 ♠ - ?

♠ A 3 2
♥ A K Q 7 6
♦ 6 4 3
♣ 5 3

2 ♥

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 ♥

1 ♦ - ?

♠ A 3 2
♥ A K Q 7 6
♦ 6 4 3
♣ 5 3

1 ♥

1 ♠ - ?

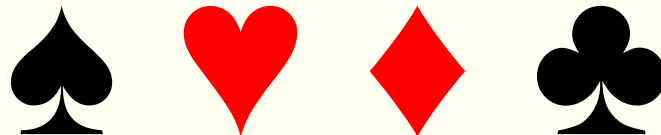
♠ A 3 2
♥ A K Q 7 6
♦ 6 4 3
♣ 5 3

2 ♥

2 ♠ - ?

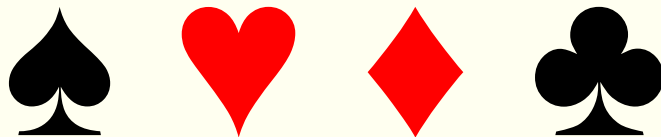
♠ A 3 2
♥ A K Q 7 6
♦ 6 4 3
♣ 5 3

3 ♥



OVERCALLS

WHY DO WE OVERCALL?



OVERCALLS

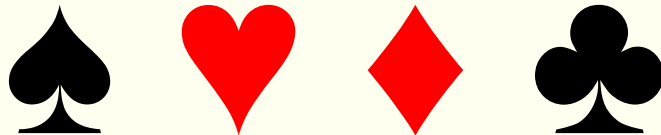
WHY DO WE OVERCALL?

- 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

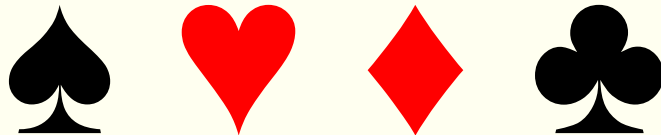
WHY DON'T WE OVERCALL ALL THE TIME?



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?

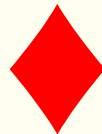
?

♠ 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

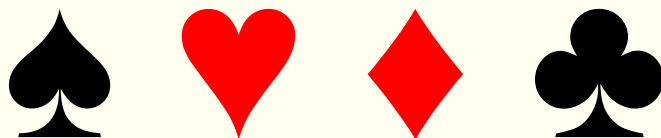
Pass

1 ♣ - ?

♠ A Q J 10 9
♥ 9 8 2
♦ K 8 7
♣ 6 4

1 ♠

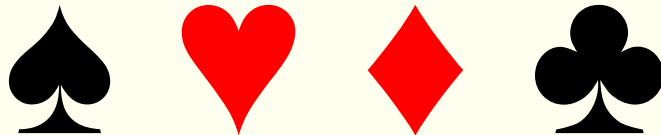
- May be able to make a ♠ contract
- Interfere with opponent's bidding
 - ♦ May push opponents too high
 - ♦ Remove option of 1♦ and 1♥ bids
- Suggest a lead



OVERCALLS

WHAT ARE MINIMUM REQUIREMENTS TO OVERCALL?

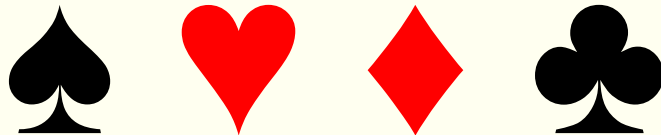
- Different partnerships have different criteria
- It is important that both partners understand and agree the criteria they use
- The criteria suggested here are fairly common
- Use your judgement



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 ♣

♠ 10 8 7 4 2

♥ K Q 2

♦ Q 6

♣ A J 3

Bid 1 ♠

Opening points

RHO opens 1 ♦

♠ J 6 5 4 3

♥ A 2

♦ A Q 6

♣ J 8 7

Bid 1 ♠

Opening points

RHO opens 1 ♦

♠ Q 9 6 5 4

♥ K J

♦ Q J 4

♣ Q 9 3

Pass

Too weak

RHO opens 1 ♣

♠ 9 7 5

♥ A J

♦ K Q 4 3

♣ K J 9 8

Pass

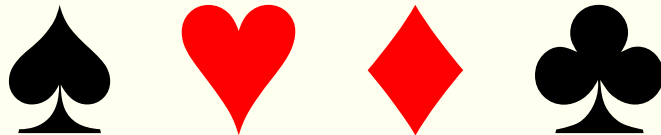
No 5 card suit



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 ♣

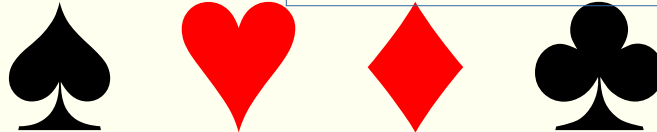
♠ K J 10 8 4

♥ 8 7 2

♦ 9 6

♣ A Q 3

Bid 1 ♠. 3 of top five honours



MINIMUM OVERCALLS

Good 5+ card suit

RHO opens 1 ♣

♠ K Q 7 3 2
♥ A 6 3
♦ 8 6 5
♣ 8 7

Bid 1 ♠ not vul.
Minimum HCP

RHO opens 1 ♣

♠ K Q J 9 6
♥ Q 6 2
♦ 8 4 3
♣ 9 5

Pass. Not strong
enough

RHO opens 1 ♣

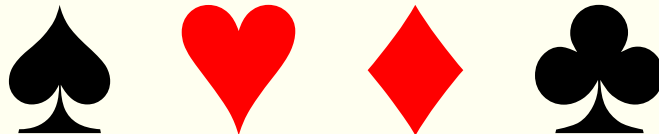
♠ Q J 6 4 3
♥ A 7 2
♦ 7 4
♣ K 7 6

Pass. Suit not
good enough

1 ♣ - P - 1 ♥ - ?

♠ K Q 10 8 5
♥ A 9 5
♦ Q 8
♣ 7 4 3

Bid 1 ♠. Even
when both bid



MINIMUM OVERCALLS

Good 4+ card side suit
Extra length

RHO opens 1 ♣

♠ Q 10 9 8 4
♥ K 3
♦ A Q 8 6
♣ 10 2

Bid 1 ♠. Good
diamond suit

RHO opens 1 ♥

♠ A 9 8 7 4
♥ Q 7 2
♦ 9
♣ K J 10 3

Bid 1 ♠. Good
club suit

RHO opens 1 ♣

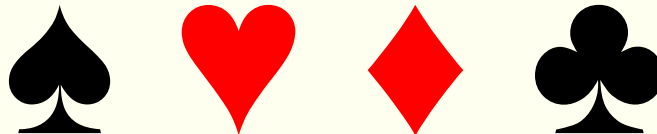
♠ K 9 8 7 6 4
♥ K 2
♦ 9 8 7
♣ A 6

Bid 1 ♠. Extra
length

RHO opens 1 ♣

♠ Q J 8 7 4
♥ 9
♦ A J 6 5 2
♣ Q 5

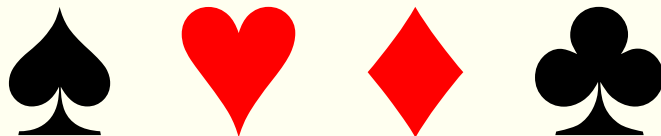
Bid 1 ♠. Extra
length in side suit



MINIMUM OVERCALLS

OTHER CONSIDERATIONS

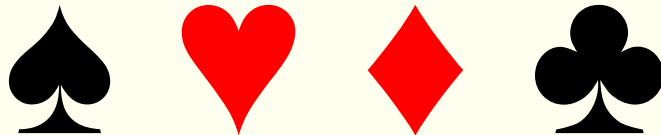
- Are you vulnerable? Are the opponents?
- Would you like your partner to lead the suit you bid?
- How much of opponent's bidding space are you using?
- Do you have possibly wasted lowly honours in your short suits or their suit?



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 ♥

♠ K 8
♥ 9 5
♦ K Q 10 9 8
♣ Q J 10 4

Bid 2 ♦. Only 11 HCP. Good suit; good side suit.

RHO opens 1 ♥

♠ K 8
♥ K J 5
♦ A 10 9 8 3
♣ Q 10 4

Pass. Poor suit. (13 HCP not strong enough).

RHO opens 1 ♥

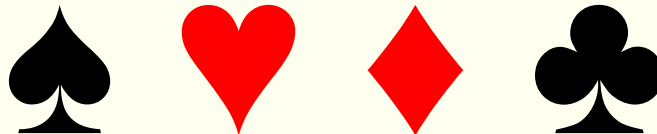
♠ K 8
♥ J 10 2
♦ K Q J 9 7 5 3
♣ 4

Bid 2 ♦. Only 10 HCP but good 7 card suit

RHO opens 1 ♥

♠ K
♥ K J 10 9 5 4
♦ Q J 10 6 2
♣ Q

Pass. 12 HCP but singleton honours, too much in ♥



MAXIMUM OVERCALLS

CAN YOU BE TOO STRONG TO OVERCALL?

RHO opens 1 ♣

♠ K Q 8 3 2

♥ A Q 9

♦ A J 5

♣ J 8

Bid 1 ♠.

Maximum HCP

RHO opens 1 ♣

♠ K Q J 9 6 3

♥ A K 6 3

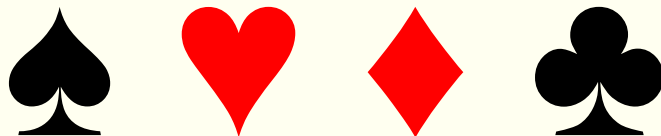
♦ Q 4

♣ 8

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 -?

♠ Q 9 2

♥ A J 5

♦ 9 7

♣ 10 9 8 3 2

2 ♠. 8 TP and 3
card support

1 ♦ - 1 ♠ - P -?

♠ K 8 6

♥ A J 9

♦ 9 2

♣ Q 8 5 4 3

3 ♠. 11 TP and 3
card support

1 ♦ - 1 ♥ - P -?

♠ A K J 7 4

♥ Q 10 4

♦ 9 7 6

♣ 9 5

3 ♥. 11 TP and 3
card support

1 ♦ - 1 ♥ - P -?

♠ 5 4 3

♥ A J 9 8 5

♦ 4

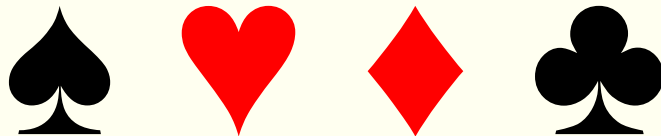
♣ Q 6 5 3

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 -?

♠ K Q 6

♥ 6 5

♦ K 7 2

♣ 9 5 4 3 2

1 NT. 8 HCP, no support

1 ♦ - 1 ♥ - P -?

♠ Q 8 6 4

♥ 7 6

♦ K 8 2

♣ A K 6 5

2 NT. 12 HCP, no support

1 ♦ - 1 ♥ - P -?

♠ A Q 6 5 4

♥ 8 5

♦ K 8 5

♣ 8 6 4

1 ♠. 9 HCP and 5 spades

1 ♦ - 1 ♥ - P -?

♠ K 9 7

♥ 6 4

♦ A 7 6

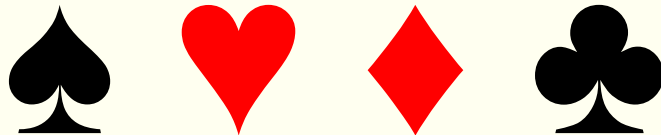
♣ K Q J 4 2

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)

