10 Overcalls

**Simple Suit Overcall**
- 5-card suit minimum!
- "Suit Quality Test" important at lower HCPs
- (SQT; #cards + #honours = max tricks possible)
- 8-15 bid at one level if possible
- 10-15 can bid at 2-level, if suit passes the SQT. Not with a flat hand

**After 1NT (weak)**
- 12-15 suit overcall after 1NT: Higher HCP & 5-card needed
- ...but 2♣ reserved for Landing "I've two good 4/5-major Majors" w712

**Overcall "INT" after a suit bid**
- 16-18: Balanced hand, stopper in enemy suit. 12-14 HCP in 4th seat.
- Takeout Double: With 3 suits (4441 ideal. Alt = 5431, or 4432, or 3440) w127
- 12+ HCP across 3 suits. You must be ready to play in any suit your partner bids. Your bid means "partner, bid your longest suit".
- With 6-cards, double, then rebid your suit
- (18+ 5-card will do)
- 19+ balanced: double, then rebid NT at lowest level

**Protective Double "Balancing"** In 4th seat after two passes, Takeout double w108
- with 8+HCP. After 1NT need 12+ bal. Asks for best suit, or pass for penalty.

**Double a weak INT** Always for suit specialties, including after any subsequent overall bid w129
- 16-18: Over RHO ("Good" 15pts will do). w129

**Jump Overcall** (i.e bid one level higher than the minimum possible) w108
- 12-15 Need 6-card suit, 6 losers. But beware..... Better players prefer "weak" jump overcalls. 6-10 points, 6 cards

**Double Jump Overcall** Double INT - 3-card suit, 3-5 at 4-cards. Beware vuln. w110
- Reply in same way as opening preempt

**Overcall a preempt** Need Opening hand & 6-card or v. strong 5-card w108
- Do not suggest your own new suit. A new suit is a cue bid, showing NT interest. Bid longest suit. DO NOT PASS unless you want to double the enemy

**Stronger Suit Overcall**
- Rebalance - put the King back.

11 Responding to Overcalls

**Competing Auction**
- 6+HCP Bid to the "Limit of the Fit" w610
- The total known number of trump cards between you defines the limit of how many tricks you could make, with luck

**Enemy has dropped out**
- With fit, use "LTC". Assume overcaller has 8 losers? if vuln., jumper has 6.
- Or: with 1-level overcall:
  - 10-15 Double raise with 3-card, or own suit with 5-card
  - 6-9 Jump or raise to game in own suit 6-card
- With 2-level overcall: Reply as if to opening hand

**No Tricks**
- With stopper in Opener's suit, bid 3/2/INT if:
  - HCP adds up to 25/23/less, as usual. Higher bid needs better stoppers.

1 Hand evaluation
- A=4, K=3, Q=2, J=1. Usually....

STRATEGIC OBJECTIVE: Goal: Think about your combined hands
- With 25 HCP and Major fit, bid Major game. 3♣ ♥ w4
- With 25 and balanced, bid NT game 3NT. With 28+ & minor fit, w2 bid minor 5♣ ♥, but prefer NT game in the 25-27 range.
- With 33+ balanced, bid 6NT Slam. 31+ unbalanced, try suit Slam. w14
- Increase by 4 points in both cases for Grand Slam (bid 7)

Before any suit agreement
- Add 1 pt: • each card beyond 4th, any suit w11
- if all 4 Aces w11
- Sub 1 point: • 3333 flat hand w11
- • no Aces in a 13+ hand w11
- • singleton K,Q,J or doubleton Qx, Jx, or QJ w11

**After suit agreement**
- (instead of length pts) Add: pair=1, single=3, void=5 (if enough trump)

LOSing TRICK COUNT.
- 18 - total losers = Bid limit w13
- You can assume 13-HCP opener has 7 losers, 7-HCP responder has 9 losers at 2-level.
- Also assume: 7+ 9 losers 16+ 6 losers
- 10+ 8 losers 19+ 5 losers
- 13+ 7 losers 22+ 4 losers

Always count your own, and assume / constantly re-assess partner’s.
- Only use if agreed suit, to assist final decision on bid level. Never NT

6 Responder's rebids (continued from side 1) w60

First do your maths on Opener's bid, paying attention to his barrier. Then show your preference if partner has bid 2 suits only, if your suit is long (6-cards) and strong
- (only forcing at 3 level if a Major. Use 4SF to force minor) w108
- use '4th Suit Force' if still unclear (10HC @2-level, 13+ @3) "invite" if game could be on, even the bidding ASAP if not bid NT at the one level if there's no fit

If Game or Slam could feasibly be on, keep the bidding going, using things like 'Losing Trick Count', '4th Suit Forcing', splinters, Slam techniques

If you can see that game only is obvious, make a closing bid at that level if enemy interfere, calculate cost of a sacrifice on their part, or yours.

8 Conventions

**STAYMAN**
- Goal: To find an 8 card Major match w152
- Bid 2 after 1NT, with any 4-card Major & 11+HCP
- Opener then reveals 4-card Major count: 2♣, no card Major
- Responder either: 1. confirms by 5-cards: 3♠=inviting, 3♥=game or: 2. denies any match with 2NT=inviting or 3NT=game
- Opener finally: 1. with 14HCP, converts invitation to game, or
- 2. with 2-4 card Majors, converts NT to other major

Also: You can use Stayman with <11 HCP if you can cope with any response
- Use Stayman as weakness takeout to a minor, with 6-10 HCP
- Use Stayman with 5/4 or 5/5 in the Majors, rather than Transfers
- (unless one of the 5-card suits is useless)

**TRANSFERS**
- Goal: After NT open, find Game in Major or NT, hide 4th card
- Bid only 5-card Major at a level lower e.g. for a bid, opener corrects to ♥ w182
- Rebid 11+? with 5♣ bid, with 5♣ bid NT. With 13+ ditto at game level. <11 Pass

**NEGATIVE DOUBLE**
- Imply bidder at a lower level after opponents overcall
- Implies 4-cards in the bid Major(s).

**OPENING 2NT**
- Goal: show two 5-carders, 8-15, in 1 bid. Overall 2NT means Pve 2 good minors, or the missing one + a Major (call enemy's suit to enquire) w170

**MICHAELS CUE-BID**
- Show two 5-carders, 8-15, in 1 bid. Bid 2 of enemy suit

**RESPONSE FORCING**
- Useful when both sides wish to force bidding of both bidders
- Either: double a minor, opener either shows a 'splinter': 3 bid in new suit or
- 2-13: weak. bid Game in Major 4. 16-19: strong. bid 3 major w150

**4th SUIT FORCING**
- Goal: Find NT game if no Major fit w160
- After 3 suits have been bid, responder bids 4th suit to request stopper in that suit. Bid opener 3NT on
- Need 10HCP at 2 level, 13+ at 3-level

To force a minor, garbage, 4th suit, and then rebid the minor.

9 Slam bidding conventions

**BLACKWOOD**
- Goal: Find # of Aces, or Keycards, in a Slam try. Bid 4NT w79
- Answers: Blackwood KeyCard Blackwood Roman KCB w168
- 3♠ 0 or 4 Aces 0 or 4 keycards 0 or 4 keycards
- 3♣ 1 Ace 1 or 5 keycards 1 or 5 keycards
- 3♥ 2 keycards 2/5 K&s, Q of trumps
- 3♥ 3 Aces 3 keycards 2/5 K&s, Q of trumps
- 3♥ 4 Aces 4 keycards 2/5 K&s, Q of trumps

**JACOBY 2NT**
- Goal: show game support level in Major, & request splinter in slam suit w124
- opener either shows a "splinter": 3 bid in new suit or
- 2-13: weak. bid Game in Major 4. 16-19: strong. bid 3 major w150

**CUE-BIDS**
- Bid shows 1st round control of a suit, passover denies. NT trump controls

Superior Acro Bidding Chart, side 2 © www.bidandmade.com version 2.1a (other side: Opening bids & rebids & responses) w1