

OVERCALLING A WEAK TWO-BID

When the opponents open the bidding, you can enter the bidding with an overcall or a double. If you think about it, it is less risky to overcall a weak two-bid than it is to make a two-level overcall after an opening bid of one. However, an opening hand is still required for an overcall at the two-level.

Notes for Week #1

Overcalling in a Suit

- You may count one point for the fifth and each additional card in your suit
- Do not count points for short suits.
- The suit must be of good quality. While we do not count points for 10's 9's and 8's, they are an important intangible factor in the quality of a suit.
- An overcall at the two-level requires 13 points
- An overcall at the three-level requires 15 points

What would you bid with each of the following hands after your right-hand opponent opens 2♥?

(a)	(b)	(c)	(d)
♠ A Q 9 8 2	A Q J 10 8 6	K 7 6 4 2	K 10 8
♥ A 7 3	A 2	A 6	10 7
♦ K 6	9 6	9 5	A K Q 9 7
♣ 10 8	10 8 5	K J 4 2	A 9 6

- (a) Bid 2♠. You have an opening bid with a good 5-card spade suit.
- (b) Bid 2♠. The sixth spade is worth a couple of points on offence
- (c) Pass over any two-level opening. The quality of your spade suit is horrible. Partner might be able to re-open the bidding in fourth seat.
- (d) Bid 3♦. This shows a good suit with at least 15 HCP. With the appropriate hand, partner might be able to bid 3NT.

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The Rule of Eight

Suppose that the opening two-bidder holds 9 points and you hold 15 points. That totals 24 points leaving 16 points in the other two hands. On average, partner will hold half of those points. You should assume that your partner holds 8 points. This agreement is sometimes known as the **Rule of 8**. When partner hears your bid, he knows that you are expecting him to hold about 8 points and will act accordingly.

Responding to Partner's Overcall

Your left-hand opponent opens with a bid of 2♥ and your partner overcalls 2♠. What do you bid with each of the following hands?

(e)	(f)	(g)
♠ J 6 3	Q 9 6	K 10 6 3
♥ Q 8 4 3	9 8 6	A 6 2
♦ K 5 3	A K 9 7	8 5
♣ 7 5	Q 10 7 3	K Q 9 3

- (e) Pass. You have no more than partner expects. On the other hand, if opponents bid 3♥, you would compete with a bid of 3♠.
- (f) Bid 3♠. Your shape is not exciting but if partner has a maximum overcall, game is possible.
- (g) Bid 4♠. You have opening values and at least a nine-card trump fit.

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Notes for Weeks #2 & 3

Overcalling in No-Trump

A bid of 2NT over a weak two-bid, shows 15-18 HCP, a balanced hand, and a double stopper in opponents' suit. The requirement is the same in either second seat or fourth seat.

What would you bid with each of the following hands after the opponents open with a two-spade bid?

(h)	(i)	(j)	(k)
♠ A J 9	K J 8	A Q	K 10
♥ J 6	A Q 9 4	K 10	A K 5
♦ A K 8 7	K 10 7 5	10 6	A Q 9 8 6
♣ K 10 7 6	A 9	A K Q J 8 7 2	10 9 6

- (h) Bid 2NT. It is all right to have one suit un-stopped as long as you have two stoppers the enemy suit.
- (i) Bid 2NT. You have a double stopper in spades. If partner has the appropriate hand, the Stayman convention is still available to find a heart fit.
- (j) If you are lucky enough to hold this hand, bid 3 NT. You have nine tricks with a spade or a heart lead. He who knows, goes.
- (k) Bid 3♦. Your spade stoppers are inadequate for a 2NT bid.

Responding to Partner's 2NT Overcall

If your partner bids 2NT over a weak two-bid, there is no opportunity to make an invitational bid. You must have at least 10 HCP for a raise to 3NT.

Systems are "on" after 2NT. However, you must have enough for game if you use Stayman. If your partner denies a four-card major, you are committed to 3NT.

However, if you make a Jacoby transfer bid, it is possible to pass below game.

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Your partner has bid 2NT over an opening bid of two diamonds. What do you bid with each of the following hands?

(l)	(m)	(n)	(o)	(p)
♠ K Q 7 6	9 7	K 8 6	A 10 9 8 5	J 9 4
♥ A 10 4 3	A J 10 8 6 3	A 10 7	Q 9 4	K 9 8 5
♦ 8	5 2	9 5 4	8 3	7 5
♣ Q 9 7 4	10 9 6	K J 4 2	K Q 6	Q 8 7 3

- (l) Bid 3♣, Stayman. If partner bids a major suit, you will raise to game. Otherwise you will bid 3NT.
- (m) Bid 3♦, a Jacoby transfer bid. You plan to pass partner's 3♥ bid.
- (n) Bid 3NT. You have enough for game with no 4-card major suit.
- (o) Bid 3♥, a transfer to spades, followed by 3NT. Partner will place the final contract.
- (p) Pass. If you try to use Stayman, you will be in "no man's land" if partner doesn't have a four-card heart suit.

Using Stayman after a 2NT Overcall

♠	8 6 3		♠	A Q 9	West	North	East	South
♥	A 8 4 2		♥	K Q 7 6		2♠	2NT	P
♦	6		♦	A 9 5	3♣	P	3♥	P
♣	A J 6 4 3		♣	Q 10 8 6	4♥	P	P	P

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