

Overcalls

If your right-hand opponent opens the bidding one of a suit and you have another five-card or longer suit you may be able to make a suit overcall. This is done by bidding your suit at the cheapest level possible. Requirements:

1-level Overcall:	A 5+ card suit ¹ with 8-18 playing points. If your hand is an 8-10 minimum, you must have most of your points in your bid suit, such as KQJTx, KQTxx, or any 6 card suit.
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2-level Overcall:	A 2-level suit overcall requires 12-18 playing points with a good 5 card suit, such as AQJxx, KQTxx, or any 6 card suit.
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Suit Overcall Advances² (Bids by Overcaller's partner):

You are not required to bid when your partner makes a suit overcall. Without support for Overcaller (your partner), pass with 0-5 points and no decent suit of 6+ cards, even if void in partner's suit, because game is out of reach.

Supporting Overcaller's Suit:

The most desirable response is to raise partner's suit which requires a minimum of 3+ trumps. Evaluate your hand using support points.

	Cards	Points	Advance	Forcing?
Major Suit Overcall:	0-2	0-5	Pass	N/A
	3-4	6-9	Raise	No
	3+	10+	Cue-bid	1-round
	4	2-5	Jump to 3-Level	No
	5+	0-9	Bid Game	N/A

¹ With two 5-card suits, there are bids which describe these hands in one call.

² Vulnerability will affect your choice of overcall. Be conservative if Unfavorable Vulnerability.

Quiz 3

Your right-hand opponent opens the bidding 1♦. Fill in your call.

	Your Hand	Call		Your Hand	Call
1.	♠ AKJ ♥ A9763 ♦ 42 ♣ T83		2.	♠ 2 ♥ AJ9 ♦ T984 ♣ KJT52	
3.	♠ KT ♥ AQ9432 ♦ T52 ♣ K6		4.	♠ QJ8 ♥ A9 ♦ AJ8 ♣ KJT94	

The opening bid is 1♥, partner overcalls 1♠, and your right-hand opponent Passes. What is your call?

	Your Hand	Call		Your Hand	Call
5.	♠ 8 ♥ Q9862 ♦ QT3 ♣ JT84		6.	♠ KQ96 ♥ 63 ♦ A64 ♣ JT64	
7.	♠ 762 ♥ QJ86 ♦ AT2 ♣ T84		8.	♠ J974 ♥ 7 ♦ Q872 ♣ T872	