

FRIENDS BRIDGE GROUP

Lesson 3: Overcalls and Response (Chapter 14)

Surendra Mehta

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Reasons for overcalls

- Buy the contract and possibly win (part score or stop opponents from making a rubber)
- Push the opponents higher
- Give your partner some information – lead indicating
- Interfere with opponents' bidding and confuse them
- **BECAUSE OF ALL ADVANTAGES OF OVERCALLS THE POINT REQUIREMENTS TO OVERCALL ARE LOWER**
 - One level – 8 to 15 HCP (must have at least 5 cards)
 - Two level – 10 to 15 HCP (must have at least 5 cards)
- Good suit quality - SQOT test – see next slides

Suit Quality Overcall Test - SQOT test

- *Add the number of cards in the suit you are thinking of bidding plus the honours in that suit and the TOTAL needs to = TRICKS REQUIRED*
- *At 1 level total needs to be SEVEN*
- *At 2 level total needs to be EIGHT*

***Aim of this test is to stop you bidding
CRAP SUITS***

SQOT TEST EXAMPLES

Opening bid of 1D; should you now overcall?

S Q 6
H J 7 4 3 2
D K Q 3
C A 8 6

5 + 1 = only 6

X

S K 6 5
H J 6
D A Q 2
C K 9 5 3 2

5 + 1 = only 6

X

S 4 3
H K 3
D 9 8 5 4
C A Q J 7 6 3

6 + 3 = 9

Ok to bid 2C

Opponents open 1 D (Need a good five carder or longer to overcall)

<p>S Q 4 H A Q J 7 5 D 9 8 3 2 C 10 8</p>	<p>S 9 4 H K 8 D 9 8 4 2 C A Q J 7 5</p>	<p>S Q 4 H K 8 D A Q J 7 5 C Q 9 7 5</p>
<p>9 HCP SQOT 8 Can bid 1H</p>	<p>10 HCP SQOT 8 Can bid up to 2 level; bid 2 C</p>	<p>13 HCP SQOT 8 in D, 5 in C 2 D – no (opponents suit) 2 C – too high (no five carder and fails SQOT test) PASS and wait</p>

Opponents open 1 H

S A K 10 9 2

H 8 7 6

D Q 7 4

C 8 3

9 HCP – ok for 1 level
overall
Powerful five-carder
SQOT Test – $5+2=7$ YES
Overcall 1S

S Q 7 4

H 8 7 6

D A K 10 9 2

C 8 3

9 HCP – LOW for point
count
SQOT test $5+2=7$ No
2 D is too high
Pass

S 2

H Q 3

D A Q J 9 8

C A Q 9 7 3

15 HCP
SQOT test in D & C $5+3=8$
YES for 2 level
Ok to bid 2D; higher
ranking

Requirements for overcalls in a suit

Requirements for overcalls in 1 of a suit

- A good five-card or longer suit – SQOT test; **and**
 - 8-15 HCPs for an overcall at one level
 - 10-15 HCPs for an overcall at two level

Requirements for overcalls in 1NT

- A balanced hand; **and**
- At least one cover in opponent's suit; **and**
- 16-18 points

Requirements for a jump overcall

Intermediate jump overcall (2 level jump)

- A six-card or longer suit
- 16-19 HCPs

Requirements for a pre-emptive jump overcall (3 level Jump)

- A seven-card or longer suit (with at least 2 honours)
- 6-10 HCP
- You can also open with this sort of hand

Response to partner's overcall

(Opponents open 1 D, partner overcalls 1H)

S 10 8 7
H A 4 3
D A 9 6
C J 10 4 3

S A 10 7
H A J 3 2
D A 9
C J 10 4 3

S A 7
H A 4 3
D K 9 8 7
C 10 9 6 3

9 HCP
 You have support for partner's
 H
 Respond 2H

**YOU ONLY NEED
 BECAUSE YOUR**

14 HCP + 1
 Not quite enough for game
 zone
 Respond 3H

**THREE CARDS TO
 PARTNER HAS 5**

11 HCP + 1
 Invite: 3H

**RAISE OVERCALL
 CARDS IN THAT SUIT**

Response to partner's overcall (2)

(Opponents open 1 D, partner overcalls 1H i.e. No support for partner's suit)

<p>S K Q 10 9 4 3</p> <p>H 10 2</p> <p>D A 4 2</p> <p>C J 3</p>	<p>S Q 4 3</p> <p>H 10 2</p> <p>D K Q 9</p> <p>C J 10 9 7 3</p>	<p>S K 4 2</p> <p>H 10</p> <p>D Q 5 3 2</p> <p>C A K J 9 4</p>
<p>10 HCP</p> <p>Can bid new suit at one level</p> <p>Respond 1S</p>	<p>8 HCP</p> <p>Not enough to bid a new suit at 2 level</p> <p>Respond Pass</p>	<p>13 HCP</p> <p>Enough to bid a new suit at 2 level</p> <p>Respond 2C</p>

1 NT Overcall Requirements

- Balanced hand
- At least one stopper in opponent's suit
- 16 – 18 points
- 12 – 14 is too weak (could lose a contract if partner is too weak)

1 NT Overcall

(opponent on your right bid 1H)

S Q 8 7 H A Q 10 D K Q 10 9 C A 8 4	S A 8 7 H 10 5 3 D K J 9 C K Q 8 4	S A J H K Q 10 D K 10 8 C Q 10 9 7 2
17 HCP + Bal 2 stoppers in heart Overcall 1 NT	13 HCP + Bal Dangerous to overcall 1NT, as no stopper in opponent's suit Less than 16 points Also, no good five-card suit PASS	15 HCP + 1 for length 2 stoppers in heart Overcall 1 NT

Next Week

Next Week we will discuss:

- Planning declarer's play