Responding to Partner's Overcall With and Without Support for Partner's Suit

A North

1H

West
1C Pass//or//1S//or//2C

South
???

K87
QJ4
Q5432
T9

West 1D <u>S</u>	North 1H <u>East</u> Pass South ???	B2 North West 2C 1S South ???	East Pass
(a) AQ752	(b) KQ3	(a) 52	(b) 43
76 864	85 J43	Q76 AQ8642	AKJ85 J4
KJ4	AO.196	K4	O.IT9

<u>th</u>	\mathbb{C}_2	North			
ole <u>East</u>	West	1H	East		
2 C	1C		2 C		
<u>1</u>		South			
•		???			
KJ65		AQ98			
A863		8			
	A974 9753				
	Dle <u>East</u> 2C	Die East 2C West 1C 1 1	Die <u>East</u> <u>West</u> 1H 2C South ??? AQ98 8 8 A974		

Responding to Partner's Overcall With and Without Support for Partner's Suit

		D West 1H	North 1S Pass South ??? KT87 4 Q5432 T98	<u>East</u> s//or//2H//or//I	Double		
A (9	North AQJ76 Q76 1S / ???	E2	North AQJ76 KQ7 652	1S / ???	E3	North AQJ76 KJ7 75	18 / ???
West 1D Sec. 222		West 1C ?	87 South ?? / ??? K942 A9 43 KJ953	East Pass	West 1D	South ??? / ??? K942 A9 43 KJ953	East Pass
		F West	North 1H	<u>East</u>			

F North

West 1H East

1D Pass

South
???

AQ75
KQ865
A9
K9

Answers

Responding to Partner's simple overcall in the various ways that are available, when holding support for Partner's overcall suit, can, for some Players, be confusing. There are numerous competitive responses, an invitational bid exploring for game, and even a preemptive mechanism when, not-withstanding Partner's overcall, the Opponents appear to hold the majority of the HCP's.

Competitive Responses

A. A "<u>single raise</u>" in support of Partner's overcall suit is equal to the single raise of any one-of-a-suit opening bid. It shows 6-10 HCP's and at least 3-pieces of Partner's suit, Partner having shown at least 5-pieces with his/her simple overcall in the direct (2^{nd}) seat.

Bid 2H = A single raise showing (3 {+} pieces) and 6-10 HCP's

B. A "simple overcall" of any new suit of one's own.

B1a: Bid **1S** showing (5 {+} pieces) and 8-15 HCP's B1b: Bid **2C** showing (5 {+} pieces) and 10-15 HCP's

Note: (1) When making a simple overcall in any new suit, Partner having originally overcalled in one of the Majors, Responder categorically denies 3 or more pieces ("primary support") of his/her Partner's first overcall suit, whether the new suit bid by Responder is the other Major suit, as in (B1a), or a Minor suit, as in (B1b).

B2a: Bid **2D** showing (5 {+} pieces and 10-15 HCP's

B2b: Bid **2H** showing (5 {+) pieces, 10-15 HCP's, *with or without* support for Partner's Minor overcall suit.

<u>Note:</u> (2) When making a simple overcall in any new suit, Partner having originally overcalled in one of the Minors, Responder denies primary support if going from one Minor to the other (B2a), but if overcalling in a Major suit, Responder still could have support for Partner's Minor and is just testing for a 30 point per trick contract, having a fall-back option to support Partner's Minor suit at his/her next turn to bid (B2b).

Answers (Continued)

C. A "responsive double" is a "double" used for take-out opposite either Partner's original Take-Out Double (C1), or Partner's simple overcall when the Opponents have bid only one suit (C2)

C1: "Double" = a take-out with tolerance for all the un-bid suits, especially the Majors, an unclear choice amongst them, and a willingness and capacity to assist in competing.
C2: "Double" = a take-out showing lack of primary support for Partner's overcall suit, competitive values, and support for the two, as-yet un-bid suits and a willingness to compete.

D. Often, when Partner overcalls, you hold "primary support" for Partner's suit but very few HCP's with which to compete. A "jump-raise" in support of Partner's overcall suit is <u>pre-emptive!</u> The high-card strength is usually between 3-6 HCP's and the number of pieces it suggests, when added to the presumed minimum of 5-pieces that Partner holds, is equal to the number of tricks to which the preempt commits.

"THE LAW OF TOTAL TRICKS"

Bid **3S** – a *pre-emptive jump-raise* (3-6 HCP's) and promising 4-pieces of Partner's suit

E. A "<u>cue-bid of the Opponent's suit"</u> shows support for Partner's suit and a hand with strength in excess of that needed to make a single raise. It evidences invitational strength of at least 10-12 HCP's, or more, and is seeking the possibility of a game level contract.

Partner can reject the invitation (E1), invite to game (E2), else bid game (E3).

The bidding between North and South should proceed as follows:

E1: **1S** – "**2D**" – **2S** – **Pass** E2: **1S** – "**2C**" – **3S** – **Pass**

E3: 1S - "2D" - 4S - Pass

The only forcing bid, other than a "responsive double, that a Responder to any Overcaller can make is a cue-bid of the Opponent's suit. All others are not forcing.

F. A direct game-level bid showing primary support for Partner's overcall suit, and at least 17 HCP's or its equivalent.

Bid 4H without seeking further inquiry!