

Overcalls in Suits

Requirements for Making the

- Overcall in a suit at the one-level:
 - 5+ card suit with some honors
 - 11+ points
 - When in doubt, check vulnerability.
- Overcall in a suit at the two level:
 - good 5+-card suit
 - 13+ points
 - When in doubt, check vulnerability.

Responses to Overcalls

- No support for partner's suit:
 - Generally bid as you would if your partner's bid had been an opening bid.
 - You must have stoppers in opponents' suits to bid NT.
 - If the bidding is too high, and you can no longer make the normal response, pass.
- 11+ points, support for partner's suit: Cue bid opponents' suit at the lowest available level regardless of if you have 3, 4 or 5 card support for partner
- With fewer than 11 points, support for partner's suit:
 - With 3-card support:
 - 6-10 points, bid partner's suit at the 2-level.
 - Otherwise, pass.
 - With 4-card support:
 - 6-10 points, bid partner's suit at the 3-level.
 - Otherwise, pass.
 - With 5+-card support, bid partner's suit at the 4-level.

Overcaller's Rebids

- If partner did not support your suit or bid opponents' suit:
 - Generally bid as if you had opened and your partner had responded as they did.
 - You must have stoppers in opponents' suits to be the first in your partnership to bid NT.
 - If the bidding is too high, pass.
 - Keep in mind that your partner has 2 or fewer cards in your suit.
- If partner bid opponents' suit:
 - With fewer than 13 points:
 1. Pass if the opponents have bid again.
 3. Otherwise, bid suit at the lowest level possible.
 - With 13 or 14 points: Bid another four card suit, NT if you have a stopper in the opponents suit or your suit at the 3-level.
 - With 15+ points: Bid another four card suit, 3NT if you have a stopper in the opponents suit or your suit at the 4-level.
- If partner supported your suit: Pass or continue bidding your suit, depending on your strength and the length of your suit. Keep in mind that your partner has 10 or fewer points.

1NT Overcalls

Requirements for making a 1NT overcall:

- Hand fulfills all requirements for opening 1NT.
- Stopper in each of opponents' bid suits.

After a 1NT overcall, bidding continues as if 1NT had been an opening bid.

Rebids by Responder

Opener showed a minimum hand:

(Opener rebid 1NT, or bid a previously bid suit at the 2 level)

With a minimum hand:

- | | |
|---|---------|
| 1. Pass | Signoff |
| 2. Bid a previously bid suit at the 2 level | Signoff |

With an invitational hand:

- | | |
|---|--------------|
| 1. Bid a new suit | Forcing |
| 2. Bid 2NT | Invitational |
| 3. Bid a previously bid suit at the 3 level | Invitational |

With a game forcing hand:

- | | |
|-------------------|---------|
| 1. Bid game | Signoff |
| 2. Bid a new suit | Forcing |

Opener bid a new suit, but did not reverse

(showing minimum to medium hand)

With a minimum hand:

- | | |
|--|---------|
| 1. Pass with a fit and 6-8 points | Minimum |
| 2. Bid 1NT | Minimum |
| 3. Rebid your suit with 6+ cards in it | Minimum |
| 4. If your 1 st bid was 1NT, bid a new suit with 6+ cards in it (nonforcing, since you already showed a minimum hand) | Minimum |
| 5. Bid opener's 1 st bid suit at the 2 level, even if you only have 2 card support, called making a preference | Minimum |

With an invitational hand:

- | | |
|---|--------------|
| 1. Bid a new suit | Forcing |
| 2. Bid 2NT | Invitational |
| 3. Bid a previously bid suit at the 3 level | Invitational |

With a game forcing hand:

- | | |
|-------------------|---------|
| 1. Bid game | Signoff |
| 2. Bid a new suit | Forcing |

Opener has showed a medium hand

(opener raise a previously bid suit 2 levels)

With 6-8 points: Pass

With 9+ points:

- | | |
|-------------------|---------|
| 1. Bid game | Signoff |
| 2. Bid a new suit | Forcing |

Opener reversed into a new suit

(showing a medium to maximum hand and is forcing for 1 round)

With a minimum hand:

- | | |
|--|---------|
| 1. Bid a previously bid suit at the cheapest level | Minimum |
| 2. Bid 2NT | Minimum |

With an invitational or better hand

- | | |
|-----------------------------|---------|
| 1. Bid game in a suit or NT | Signoff |
| 2. Bid a new suit | Forcing |

Opener jump shifted into a new suit

Make a descriptive bid. Bid game in a suit or NT when you have enough information to place the contract. You may not pass below game.