



# Adventures in Bridge, Inc.

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## (31) Rebids After We Overcall

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Level: Intermediate/Advanced

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### General - Captain

When we make an overcall we have not communicated much about our hand to our partner (in terms of overall shape or HCP.) Thus, our partner will need to describe their hand to us when they think we might have a game available. It will be up to us to try to control the level of the auction (because we will know more about our side's combined HCP than our partner, the Advancer.) That means that the Overcaller is generally the *Captain* of the auction.

### Hands to Describe

At the 1-level Overcaller's possible hand strengths are:

7-9 points      *Subminimum*

10-12 points    *Minimum*

12-14 points    *Sound Overcall*

15-18 points    *Extra Values*

We will describe our hand (letting partner know what is going on) by trying to slow down or speed up the auction based on what Advancer shows us with their bid.

*Note: Our partner will never assume that we have a Subminimum. They will always play us for either a Minimum, Sound, or Strong Overcall. If we have a Subminimum Overcall it is our fault (and we have to find a way to survive the auction with such a weak hand.)*

### Advancer's Bids

The way in which we further describe our hand after we overcall will vary based on what Advancer bids (and what it shows). Let's look at a basic list of Advancer's possible calls and then further examine the more interesting examples.

#### Example

Imagine that the opponents open the bidding with 1♣ and we overcall 1♥. Let's look at each of Advancer's normal options (when they do not have a fit for Overcaller's suit):



- New Suit at the 1-level (1♠) – 8+ HCP, 1F, 4+ card suit
- New Suit at the 2-level (2♦) – 10+ HCP, 1F, 5+ card suit
- 1N – 8-11(12) HCP, no stopper required (similar to 1N Semi-Forcing)
- 2N – Good 12 to 13 HCP, stopper in the opponent's suit. Usually Balanced. No 5-card suit.
- 3N – 14-16 HCP, stopper in the opponent's suit. Balanced, no 5-card suit. 2-card support.

Now we will examine Overcaller's rebid options after each of these bids by Advancer.

### Forcing Bids by Advancer

When the Advancer makes a forcing bid the Overcaller's first priority is to describe the strength of their hand to partner. With a subminimum or minimum hand the Overcaller rebids their suit. This does not show a 6-card suit and just is an effort to end the action (show a bad hand.) Let's look at some examples in more detail.

### (1♣) 1♥ (P) 1♠ Auctions (8+ points)

- 1N – Shows some values
  - Minimum or Sound Overcall (10-14 points)
  - Stopper in Opponent's Suit (♣)
  - Non-Forcing
- 2♣ - Cuebid of the opponent's suit, Good hand
  - Sound Overall or Extra Values (Good 12 to 18 points)
  - Not sure of strain to play in, often 3c♠ support (looking for fit)
  - Forcing 1-Round (used with most forcing hands)
- 2♦ - Natural
  - Subminimum or Minimum (7-12 points)
  - 4+♦ (could still bid 6-4.)
- 2♥ - Weak Action
  - Subminim or Minimum hand (7-12 points)
  - Does not promise 6-card ♥ suit.
- 2♠ - Simple Raise
  - Subminimum or Minimum (7-12 points)
  - 3+c♠ support (yes we raise on 3-card support in this auction.)
- 2N – Good Hand
  - Extra Values Min (15-16 points)
  - Stopper in the Opponent's Suit
  - Non-Forcing
- 3♣ - ??*Discuss with Partner* (some play as natural, others as a Western Cuebid.)
- 3♦ - Shape showing bid
  - Sound Overcall (Good 12 to 14 points.)
  - 5+c♦ suit
  - Non-Forcing, Invitational



- 3♥ - Natural with Values
  - Sound Overcall (Good 12 to 14 points.)
  - 6+c♥ Suit
  - Non-Forcing, Invitational
- 3♠ - Strong Raise
  - Sound Overcall (Good 12 to 14 points.)
  - 4-card ♠
  - Non-Forcing, Invitational
- 3N
  - Extra Values Max (16-18 points)
  - Stopper in Opponent's Suit (♣)
  - Non-Forcing

**(1♣) 1♥(P) 2♦ Auctions (10+ points)**

- 2♥ - Weak Action
  - Subminimum or Minimum hand (7-12 points)
  - Does not promise 6-card ♥ suit.
- 2♠ - Natural and Values
  - Sound Overcall (12-14 points)
  - Non-Forcing
- 2N – Natural and Invitational
  - Sound Overcall Min (12-13 points)
  - Stopper in the Opponent's Suit
  - Non-Forcing
- 3♣ - Cuebid of the Opponent's Suit
  - Western Cuebid, Ask for a Stopper
  - Sound Overcall Max or Extra Values (Good 14 to 18 points)
  - Game Forcing
- 3♦ - Shape showing bid
  - Sound Overcall Min (Good 12 to 13 points.)
  - 5+c♦ suit
  - Non-Forcing, Invitational
- 3♥ - Natural with Values
  - Sound Overcall Min (Good 12 to 13 points.)
  - 6+c♥ Suit
  - Non-Forcing, Invitational
- 3♠ - Natural and Forcing
  - Sound Overcall or Extra Values (12-18 points)
  - 5+♠, 6+♥
  - Game Forcing



- 3N – To Play
  - Sound Overcall Plus or Extra Values (Good 13 to 18 points)
  - Stopper in Opponent's Suit (♣)

### Non-Forcing Bids by Advancer

#### (1♣) 1♥ (P) 1N Auctions (8 to bad 12 points)

- 2♣ - Cuebid of the opponent's suit, Good hand
  - Sound Overall Plus or Extra Values (Good 13 to 18 points)
  - Forcing 1-Round (used with most forcing hands)
- 2♦ - Natural
  - Subminimum or Minimum (7-12 points)
  - 4+♦ (could still bid 6-4.)
- 2♥ - Weak Action
  - Subminimum or Minimum hand (7-12 points)
  - Does not promise 6-card ♥ suit.
- 2♠ - Reverse
  - Extra Values (15-18 points)
  - 1-Round Force
- 2N – Good Hand
  - Extra Values Min (15-16 points)
  - Stopper in the Opponent's Suit
  - Non-Forcing
- 3♣ - ??*Discuss with Partner* (some play as natural, others as a Western Cuebid.)
- 3♦ - Shape showing bid
  - Sound Overcall (Good 12 to 14 points.)
  - 5+c♦ suit
  - Non-Forcing, Invitational
- 3♥ - Natural with Values
  - Sound Overcall (Good 12 to 14 points.)
  - 6+c♥ Suit
  - Non-Forcing, Invitational
- 3♠ - Jump Reverse
  - Extra Values (15-17 points.)
  - 5+♠, 6+♥
  - Game Forcing
- 3N – To Play
  - Extra Values Max (16-18 points)
  - Stopper in Opponent's Suit (♣)
  - Non-Forcing
- 4♥ - To Play



**(1♣) 1♥ (P) 2N Auctions (Good 12 to 13 points)**

- 3♣ - Cuebid
  - Good hand (Good 12 to 18 points)
  - Searching for strain (often with 6 bad ♥.)
  - Game Forcing
- 3♦ - Natural and Weak
  - Subminimum or Minimum Hand (7 to bad 12 points)
  - 4+♦
  - Non-Forcing, Wants to Signoff
- 3♥ - Natural and Weak
  - Subminimum or Minimum Hand (7 to bad 12 points)
  - 5+c♥, does not promise 6-card suit
  - Non-Forcing, To play
- 3♠ - Natural and Values
  - Sound Overcall (12+ points)
  - 4+♠ (usually 5+♠)
  - Game Forcing
- 3N – To Play
- 4♥ - To Play

**(1♣) 1♥ (P) 3N Auctions (14-16 points)**

Advancer has taken away almost all of our bidding space. This generally speaking asks the Overcaller to pass if they have only a 5-card suit and to bid 4♥ with a 6-card ♥ suit. If the Overcaller has *Extra Values* (17-18 points) they should raise to 4N Quantitative.