

Mini-Lesson 09
Responding to a Simple Overcall
(Part 2)

Advancer Bidding Examples

- You and your partner are playing modern SA bridge
- West Bids 1H and your partner bids 1S. East passes.
- What is your bid with the following hands?
 - 5 points and 3 spades
 - 9 points and 3 spades
 - 11 points and 3 spades
 - 17 points and 3 spades
 - 5 points and 4 spades
 - 5 points and 5 spades

Overcaller's Next Move When Advancer Supports

- **Pass**

- If Advancer bids Overcaller's suit and game is not possible

- If Advancer Cue Bids:

- Overcaller bids the agreed on suit at the next level if the original overcall wasn't "real"
- Overcaller bids the agreed on suit at a higher level if the original overcall was "real"
 - At the game level if Overcaller has enough information
 - At the next level to invite
- Advancer will now pass unless Advancer's original Cue Bid was strong
 - This is extremely rare, remember opener had 12+ points!

Warning!

If Advancer raises the Overcaller's 2nd bid in a competitive auction this is always "to play" and **screams shut up!**

Example:	Opener	Overcaller	Responder	Advancer
	(1H)	1S	(Pass)	2H
	(Pass)	2S	(3H)	3S
	(Pass)	Pass		

Another Question to Ask a New Partner

- Over a Simple Overcall do you Cue Bid with support and 10+ HCPs?
 - You will hear: **Yes, No, what's a Cue Bid?, define support?**
- If they answer anything but Yes:
 - Overcaller must increase the HCP count to initiate an overcall by 1-2 HCPs
 - Advancer will now respond as if the Overcaller is the Opener but with an understanding the overcall might not be “real”