

# OVERCALLS

- You can overcall at the one level with less than an opening hand.
- With less than an opening hand, the length of your suit plus the number of honors in your suit should be at least equal to the number of tricks you are contracting for.
- With an opening hand, your suit quality does not need to be all that good.
- To overcall at the two level you need a good suit AND a good hand.
- If your partner overcalls and you have 3+ card support, show it. If you have 4+ card support and a weak hand, BID HIGH pre-emptively. It is not invitational...see next bullet.
- If you have a limit raise or better for your overcalling partner, show it by cue-bidding the opponents' suit.
- If your partner overcalls and you bid a new suit, it is NOT forcing. You are simply suggesting a better place to play.
- To overcall an opponent's weak 2 bid, you need at least an opening hand to overcall at the 2 level, and BETTER than an opening hand to overcall at the 3 level.
- Do not "pre-empt a pre-empt." Do not make a weak 2 bid of your own as an overcall of an opponent's weak 2.
- A jump overcall of an opponent's one-bid is usually played as weak....
- But, a jump overcall of an opponent's weak 2 bid shows a very GOOD hand, at least 17 points and a good suit.
- In balancing seat, a jump overcall of an opponent's one-bid shows a good hand and a good suit.
- In balancing seat, with an opening hand and a suit, DOUBLE rather than overcall, then show your suit next round.
- In direct seat, a 1NT overcall shows a balanced hand, stopper, 15-18. Play "systems on."
- In balancing seat, a 1NT overcall shows 12-14 balanced, stopper. Play "systems off."