

Overcalls

A simple suit overcall at the 1 level shows around 8-16 pts, a 5 card good quality suit

A simple suit overcall at the 2 level shows 10-16 pts, at least a 5 card good quality suit

A jump overcall shows a very good 6+ suit, about 12-16 pts

With more than 16 pts, double first, then bid your suit.

1NT overcall shows 15-17 pts and a good stopper

Responding to a non-jump suit overcall

Pass with 0-5 pts or no fit for partner

With 3+ card support raise partners suit, bidding at the 3 level with 10+ pts, or a very good fit (count dummy points)

Bid your own suit (at least a good 5 card suit)

1NT 9-12 pts, stopper in opponents suit

2NT 13-14 pts, good stopper in opponents suit

Responding to a double of a suit

0-8 pts - Bid your longest suit at the lowest level

9-12 pts - Bid your longest suit, jumping a level

13+ pts - Either bid your longest suit, jumping to game in a major, or bid the opponents suit – a cuebid - forcing partner to make another bid

6-9 pts - Bid 1NT with a stopper in opps suit

10-12 pts - Bid 2NT with 2 stoppers in opps suit

13+ pts - Bid 3NT with 2 stoppers in opps suit

Responding to a double of a suit after an intervening bid

If the 3rd person to bid raises openers suit, or bids a new suit, you can pass with 0-5pts, or bid your best suit:

6-9 pts - Bid at the 2 level

10-12pts - Bid at the 3 level

13+ pts - Bid game in a major or bid the opponents suit

1. DLR: North	♠ A Q 9 8 6 ♥ K J 8 ♦ Q 6 2 ♣ 10 9 (12pts)	W	N	E	S
			1♠	2♣	2♠
		3♣	3♠	P	P
		P			
♠ 7 2 ♥ 10 8 4 ♦ A K 10 9 8 ♣ K 8 2 (10pts)	N W E S	♠ 4 3 ♥ Q 7 6 5 ♦ J 5 ♣ A Q J 7 6 (10pts)			
	♠ K J 10 5 ♥ A 3 2 ♦ 7 4 3 ♣ 5 4 3 (8pts)	Makeable: 3♠ N -1 or -2 3♣ E =			

2. DLR: North	♠ A Q 9 8 6 ♥ K J 8 ♦ Q 6 2 ♣ 10 9 (12pts)	W	N	E	S
			1♠	2♣	P
		3NT	P	P	P
♠ K J 10 5 ♥ A 10 2 ♦ A 10 3 ♣ K 5 3 (15pts)	N W E S	♠ 4 3 ♥ Q 7 6 5 ♦ J 5 ♣ A Q J 7 6 (10pts)			
	♠ 7 2 ♥ 9 4 3 ♦ K 9 8 7 4 ♣ 8 4 2 (3pts)	Makeable: 3NT W =			

3. DLR: North	♠ A Q 9 8 6 ♥ K 9 8 ♦ Q 6 2 ♣ 10 9 (11pts)	W	N	E	S
			1♠	X	P
		3♥	P	4♥	P
		P	P	P	
♠ K 7 2 ♥ J 10 7 4 ♦ K 10 9 ♣ K 8 2 (10pts)	N W E S	♠ 4 3 ♥ A Q 6 5 ♦ A 5 ♣ A Q J 7 6 (17pts)			
	♠ J 10 5 ♥ 3 2 ♦ J 9 8 7 4 ♣ 5 4 3 (2pts)	Makeable: 4♥ W + 2			

4. DLR: North	♠ A Q 9 8 6 ♥ K 9 8 ♦ K 9 ♣ Q 6 4 (14pts)	W	N	E	S
			1♠	X	P
		2♣	P	2♦	2♠
		3♦	P	P	P
♠ K 10 7 ♥ J 7 ♦ 10 8 2 ♣ J 10 9 8 7 (5pts)	N W E S	♠ 4 3 ♥ A Q 6 5 ♦ A Q J 7 6 ♣ A 5 (17pts)			
	♠ J 5 2 ♥ 10 4 3 2 ♦ 5 4 3 ♣ K 3 2 (4pts)	Makeable: 2♠ N - 2 3♦ E =			

5. DLR: North	♠ A Q 9 8 6 ♥ K 9 ♦ K 9 8 ♣ J 10 4 (13pts)	W	N	E	S
			1♠	X	P
		2♣	P	2♥	P
		4♥	P	P	P
♠ K 10 7 ♥ 10 8 2 ♦ 7 3 ♣ K Q 9 8 6 (8pts)	N W E S	♠ 4 3 ♥ A Q J 7 6 ♦ A Q 6 5 ♣ A 5 (17pts)			
	♠ J 5 2 ♥ 5 4 3 ♦ J 10 4 2 ♣ 7 3 2 (2pts)	Makeable: 4♥ E+1			

6. DLR: North	♠ A Q 9 8 6 ♥ K 9 ♦ K 9 8 ♣ J 10 4 (13pts)	W	N	E	S
			1♠	INT	P
		2♣	P	2♥	P
		4♥	P	P	P
♠ J 2 ♥ Q 10 8 2 ♦ Q J 7 ♣ K 9 8 7 (9pts)	N W E S	♠ K 10 4 3 ♥ A J 7 6 ♦ A 6 5 ♣ A 5 (16pts)			
	♠ 7 5 ♥ 5 4 3 ♦ 10 4 3 2 ♣ Q 6 3 2 (2pts)	Makeable: 4♥ E +1			

7. DLR: North	♠ K 3 ♥ 10 9 6 3 ♦ A K Q 7 6 ♣ J 9 (13pts)	W	N	E	S
			1♦	X	P
		2♦	P	2♠	P
		4♠	P	P	P
♠ A 10 7 5 ♥ Q J 7 5 ♦ J 10 ♣ A 6 5 (12pts)	N W E S	♠ Q J 9 2 ♥ A K 8 ♦ 3 2 ♣ K Q 7 3 (15pts)			
	♠ 8 6 4 ♥ 4 2 ♦ 9 8 5 4 ♣ 10 8 4 2 (0pts)	Makeable: 3♥ E/W 4♠ E/W			

Etiquette Reminder

- Please turn your phones off (or put on silent).
- Please welcome or introduce yourselves to the opponents at your table.
- Do not “fiddle” with your bidding box while you are thinking about your bid.
- After the auction has finished, leave the bids out until the opening lead.
- If it is your lead, please lead face down, **before** stopping to record the contract.
- Make sure both sides agree on the number of tricks won and lost before you collect up your cards.