

# OVERCALLS

- At the **1-Level** Overcall on **7** high-card points (hcp) not vulnerable & **9** high-card points vulnerable, if you have a Decent suit.
- At the **2-Level** Overcall on **10** hcp not vul & **12** hcp vul, if you have a Good suit.
- If you have **17 hcp**, Double First & then bid your 5+ card suit.
- 2 & 3 level Weak Jump Overcalls should be like Weak 2 & 3 Opening bids.

## ADVANCER (Responder) – To the Overcaller

- If advancer **Raises**: Single raise = 7-10. Double raise = Weak 4-6. Game Raise = Weak.
- If advancer **Cuebids** Opener's suit, assume he has 11+ Points & Support. But, he might have a big (14-17) balanced hand without a Stopper in opener's suit, or a big hand with his own suit.
- If advancer has a Stopper & bids **NT**: 1NT = 7-10. 2NT = 11-13. 3NT = 14-17.
- If advancer bids a **New Suit**, he has 5-6 cards & 8-12 hcp.
- **Jump Shift – JS (6-carder)** to partner's overcall: If partner overcalls at the 1-level, your JS is Invitational. If partner overcalls at the 2-level, your JS is Game Forcing.

## NOTRUMP OVERCALLS

- **1NT Overcall = 15-18**. Use “Systems On” - the same system you use for 1NT Openings.
- Double & Rebid NT = 19-20. Double & Jump in NT = 21-22.
- After a Weak 2 bid, 2NT = 15-18. Systems are On. After a Weak 3 bid, 3NT = 15-18. Because your pre-emptor is weak, you assume partner has 7-8 hcp.

## PASS-OUT SEAT ( POS )

- **Passout Seat Bidding** occurs when: **1 bid by Opener – P – P - ???**
- Re-opening Takeout Double with as little as **8 hcp** & shape.
- Simple Re-opening non-jump bid = 5-card suit & 8-15 hcp. Occasionally a 4-card suit.
- Single Jump in a suit is Intermediate (not pre-emptive) = 6-carder & 11-14 hcp.
- Double Jump in a suit is Intermediate (not pre-emptive) = 7-carder & 10-13 hcp.
- If you have 17 or more playing points, Double first & then Bid your suit.
- If you have some length in the suit opened, ask yourself why partner didn't double or overcall. Most likely he is weak, so don't reopen unless you have a good hand.
- **1NT = 11-14**. Play “Systems On” here as well.
- With a **NT = 15-18**, Double First & then Rebid NT. Systems still on.
- Immediate 2NT in POS = **19-20**, Not Minors.
- Double & Jump in NT = **21-22**.