



Opponents have opened and they probably have at least 12 HCPs, why would your side bid?

- ♣ Sometimes there is a contract on for either pair...
  - ♣ Sometimes there is a worthwhile sacrifice....
  - ♣ Sometimes you can push the opponents too high ....
  - ♣ Sometimes you can get them into the wrong contract by using up "bidding space"
  - ♣ You may be able to suggest a lead to partner
- ♣ **BUT sometimes a good hand is good for DEFENCE!**

## High Card Point Count (Overcalling at the 1 level)

**N****E****S****W**

An overcall of 1 of a suit, ("at the one level"), generally promises from 8 to 14 HCP.

1♣

1♥

...

You might bend this rule, if the suit is particularly good quality or if the hand has other shape features, for example a singleton. This is called a "simple" overcall.



## Overcalling at the 2 level

N	E	S	W
1♠	2♦	...	

To overcall "at the two level", without jumping, (also known as a "simple" overcall) you need 10-14 HCP.

This hand has 13 HCP and a good quality five-card diamond suit.

East

♠	10 9 8
♥	A 4 3
♦	K Q 9 5 4
♣	A 4

To overcall 1NT,

you need a balanced hand;

16-18 high card points; AND

At least one stop in the opponents suit

N	E	S	W
1♦	1NT	...	

East

♠	10 9 8 7
♥	K Q 9 5
♦	A Q
♣	A J 2



## Bidding over 1NT

An overcall of 1NT is different to an opening of 1NT. The bidder may have to play in 1NT, against opponents who have at least one opening hand, so needs a balanced hand with 16-18 HCPs. Opponents will lead their bid suit, so the overcaller's hand must have a "stop" in that suit.

### Responding to Partner's 1NT Overcall

Similar ideas to responding to 1NT opening.

For example, with few HCPs and a long suit, a two-level suit bid is a weak take out.

You may agree with partner to use Stayman and Transfers in this situation, just remember you are responding to a stronger hand, "add" 4HCPs to your hand.



## Jump Overcalls – Intermediate

Where the partnership agreement is that natural jump overcalls are Intermediate:

N      E      S      W

1♦    2♥   ...

Use a jump overcall to show an opening quality hand (11-15) with a six-card suit.

This hand has 13 HCP and a good quality SIX-card heart suit.

East

♠	Q 9 8 7
♥	A K 10 9 5 4
♦	10
♣	A 4

Jump overcalling with such hands is safe and gives partner a good chance of helping to find viable contracts or good sacrifices.



## Jump Overcalls – Weak

Where the partnership agreement is that natural jump overcalls are weak:

N      E      S      W

1♦    2♥   ...

Use a jump overcall to show a weak two opening quality hand (6-9) with a six-card suit.

This hand has 9 HCP and a good quality SIX-card heart suit. The quality of the suit and the distribution are crucial.

East

♠ 10 9 8 7

♥ A K Q 9 5 4

♦ 10

♣ 5 4

Opponents with good methods against weak jump overcalls may punish jump overcalling with these sorts of values.

East

♠ K 9 8

♥ 9 8 6 5 4 2

♦ Q 7

♣ A 4



## Advancing a jump overcall

Responding to partner's overcall with a bid is called "advancing", though people often say "responding" or "replying". The overcall promises different things to an opening bid.

- ♣ Partner promises a good quality suit of at least six cards: if you have two cards in the same suit, there is an 8-card fit
- ♣ An intermediate jump overcall can be treated as an opening bid with a promised six-card suit.

N            E            S            W

1♦          2♥          P          ?

This hand has quite a good 10 HCP and three cards in Hearts.

It is worth advancing the overcall to 3♥.

West

♠ Q J 10 9

♥ A 7 5

♦ 5 4

♣ Q J 7 6



## Responding (Opener's Partner)

N            E            S            W

1♦            2♥            ?

If South has any interest in bidding, they should ask West what the strength of the Jump Overcall is.

After checking the vulnerability, they may be able to raise partner's suit with a stretch. They may have enough power for a negative double, or even another suit. Some partnerships will agree to a "forcing pass", encouraging the opener to consider a penalty double. This is particularly effective against weak jump overcalls.



## Losing Trick Count and Jump Overcalls

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>		♠ 8 7 6 5
1♥	2♠	Pass	?		♥ Q J
					♦ Q J 8 7
				10 HCPs	♣ A 8 7
				9 Losers	
Estimate Partner's Weak Jump Overcall 8 losers with a six-card spade suit.				8+9=17	Let's hope they don't double
				18-17=1	
				24-17=7	

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>		♠ 8 7 6 5
1♥	2♠	Pass	?		♥ Q J
					♦ Q J 8 7
				10 HCPs	♣ A 8 7
				9 Losers	
Estimate Partner's Intermediate Jump Overcall 7 losers with a six-card spade suit.				7+9=16	Two spades is on, pass.
				18-16=2	
				24-16=8	



## A quote from "Bridgebum"

“Intermediate jump overcalls are more constructive than weak jump overcalls. A jump overcall at the 2-level shows a 6-card suit and 11-15 points. A jump overcall at the 3-level shows a 7-card suit and 11-15 points.

Many players consider intermediate jump overcalls to be more effective against good opponents, whereas weak jump overcalls may be more useful against bad ones. As a middle-of-the-road approach, expert Marshall Miles has noted in his book "Competitive Bidding in the 21st Century" that he prefers intermediate jump overcalls only when vulnerable. Thus, weak jump overcalls can still be played in the safer waters of white-on-white or white-on red vulnerability.”

[https://www.bridgebum.com/intermediate\\_jump\\_overcalls.php](https://www.bridgebum.com/intermediate_jump_overcalls.php)