

**Overcalls**

Love All; Dealer: East; you are sitting South			
Right hand opponent opens 1C, what is your bid with			
A	B	C	D
S: K 7	S: K Q 9 4 2	S: J 9 5 4 2	S: A Q J 6 3
H: 10 6	H: K Q 10 8	H: K J 5	H: 9 7 6
D: A J 9 4 2	D: A 4	D: A 6	D: 8
C: A 8 5 3	C: 3 2	C: K J 8	C: 6 3 2

A: Pass - don't overcall 1D because the suit is weak, the overcall consumes no space and the C suit is an early indication that this may be a misfit for both pairs.

B: 1S - better than a double because it occupies more space, may disclose a 5-3 fit, allows the possibility of bidding H later.

C: Pass - suit is lousy, values are primarily defensive, if you bid 1S partner may well lead K from Kx with disastrous results.

D: 1S - only a few points but you want the lead and S is the boss suit.

Love All; Dealer: East; you are sitting South			
Right hand opponent opens 1H, what is your bid with			
A	B	C	D
S: A 9 5 3	S: K Q 10 4 2	S: K 10 9 5	S: J 6 3
H: Q J 5	H: 10 8	H: 8	H: Q 9
D: K J 4	D: K 8 5 2	D: A K Q 8 5	D: A J 8 7 6
C: K J 6	C: 9 4	C: K 10 4	C: K J 3

A: Pass - 15 points but no source of tricks. Values are primarily defensive and partner is always there if the next hand passes.

B: 1S - indicates the lead you want and the boss suit.

C: Double - brings the S suit into play. You can safely bid 2D if partner or opponents bid C.

D: Pass - suit too weak for two level overcall and values too scattered.

## Points to remember:

- **Overcalling is different from opening.** Many opening hands are not suitable for overcalls. Shape is far more important than HCP.
  
- **Reasons for overcalling:**
  - reach a making contract
  - find a worthwhile sacrifice
  - rob the opponents of bidding space
  - suggest a good opening lead
  
- **Reasons for NOT overcalling:**
  - mislead partner
  - help the opposition - see example.
  
- The **Suit Quality Overcall Test (SQOT)** -your suit is good enough to overcall if the number of cards in the suit (minimum 5) plus number of honours in the suit is at least equal to the number of tricks for which you bid - is a useful guide.
  
- You do not always need to show your point count because the defending partnership always has the last word. **Partner can protect.**

**You do not have to say anything ...**

	<b><u>North</u></b>		
	S: K Q 5 2 H: A J 10 7 6 D: 9 6 C: K 10		
<b><u>West</u></b>	LOVE ALL DEALER: North	<b><u>East</u></b>	
S: 8 6 H: 5 D: A K 10 5 2 C: A J 8 3 2		S: 10 4 H: Q 9 8 2 D: Q 7 4 3 C: 7 6 5	
	<b><u>South</u></b>		
	S: A J 9 7 3 H: K 4 3 D: J 8 C: Q 9 4		
Bidding:			
<b><u>North</u></b>	<b><u>East</u></b>	<b><u>South</u></b>	<b><u>West</u></b>
1H 3S	Pass Pass	1S 4S	2NT All Pass

East leads D3

West cashes A and K then switches to a trump.

North clears trumps in two rounds, cashes HA, leads the HJ to finesse the 'wrong way round' and claims 10 tricks.

West says "why didn't you bid 5D, it only goes 2 off".

East says "actually it goes 3 off and nobody else makes 4S because they take the H finesse the 'natural' way and lose 4 tricks, perhaps you shouldn't have given your hand away by bidding 2NT".

**... but anything you do say may be used in evidence against you!**