

Overcalls

If opponents open the bidding and you bid - you are an overcaller.
Your aims are different. You are trying to:

- Win the contract (generally a part score contract)
- Obstruct the opponents
- Suggest a lead to partner

Suit Overcalls

- A **good** 5+card suit (generally a minimum of 2 honours)
- At the 2-level you need a **good** 5+ suit and 10+ points

Responses to a Suit Overcall

Pass		denies a fit
Minimum Raise	6-11	3+ card support
Jump Raise	12-14	invitational with 3+ card support
Bid Game	15+	With 3+ card support

It is important to bid if you possibly can to make life difficult for your opponents.
It is the trump suit that matters – the better the **fit**, the higher you can bid.

1NT Overcall

- 16-18 HCP
- Must have a stopper in their suit – a stopper shows a trick (e.g. Axx, KQx, QJ10)
- N.B. do not overcall 1NT with 12-14

Responses to a 1NT Overcall

Balanced hands:

Pass	0-7	no Game
2NT	8	invitational to 3NT
3NT	9+	bid Game

Unbalanced hands:

2♣/2♦/2♥/2♠	0-7	5+ card suit
3♥/3♠	8+	game force with exactly a 5 card suit (opener will choose 3NT or 4♥/4♠)
4♥/4♠	8+	game with 6+ suit