



CLASS 10 OVERCALLING & ADVANCING



OBJECTIVES

- Learn When to Overcall
- Understand How to Advance an Overcall
- Put it All Together at the Table – Let’s Play

REVIEW

NORTH	EAST	SOUTH	WEST
1♦	Pass	1♠	Pass

If Opener (North) raises spades in this auction is that forcing? _____

If North rebids 2♠, it shows _____

→ If South is unsure if have Game values, then they _____

If North rebids 3♠, it shows _____

→ If South knows they don’t have Game, then they _____

What are the 2 most probable hand distributions that are not balanced?

What should Responder do when Opener rebids a new (unbid suit)? _____

What are Responder’s considerations when deciding to rebid _____

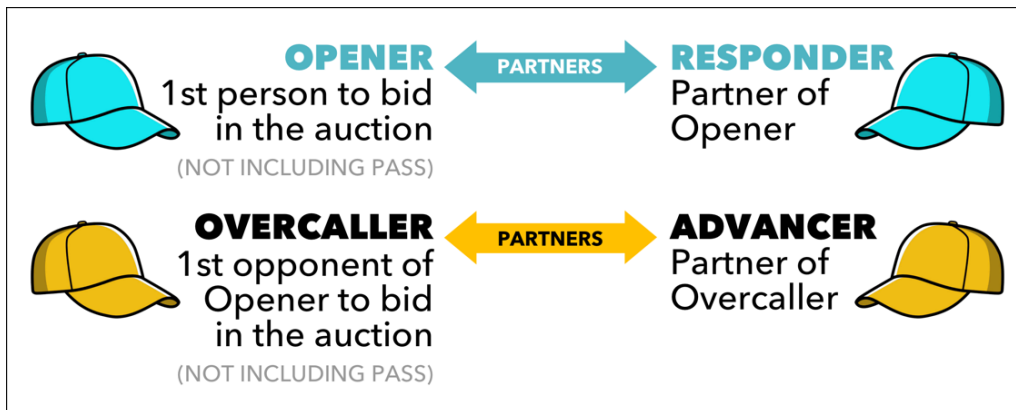
WHAT IS AN OVERCALL?

An **OVERCALL** is a bid made by one of Opener’s opponents.

Therefore the first opponent of the Opener to bid in the auction is the **OVERCALLER** and their partner is called the **ADVANCER**.

Note: PASS is not a bid, it is a call.

KNOW WHO YOU ARE IN EACH AUCTION



OVERCALLING EXAMPLES

Circle the bid that is the overcall in each of the auctions below.

1	North	East	South	West
	1♣	1♠	PASS	PASS

2	North	East	South	West
	1♣	PASS	1♠	2♥

3	North	East	South	West
	PASS	1♣	PASS	1♥
	2♦			

4	North	East	South	West
	1♣	PASS	PASS	1♥

WHO IS SOUTH?

Identify who is SOUTH is in each of these auctions.

1	North	East	South	West	South is the _____
	1♣	PASS	1♥	1♠	
	2♥	PASS	PASS	PASS	

2	North	East	South	West	South is the _____
	PASS	1♦	1♥	1♠	
	2♥	PASS	PASS	PASS	

3	North	East	South	West	South is the _____
	PASS	PASS	1♥	1♠	
	2♥	PASS	3♥	PASS	

4	North	East	South	West	South is the _____
	PASS	1♦	PASS	1♥	
	1♠	2♥	2♠	PASS	

MAKING AN OVERCALL

Suit Overcalls

When making a suit overcall, you need:

- 10+ HCP in your entire hand.
- 5+ cards in the suit you wish to overcall.
- 2 honors in the suit you wish to overcall.

What is a good way to remember if you should make a suit overcall?

1NT Overcalls

When making a 1NT overcall, you need:

- 15-17 HCP.
- A balanced hand .
- A **STOPPER** in the opponents' suit(s).

What is a **STOPPER**? _____

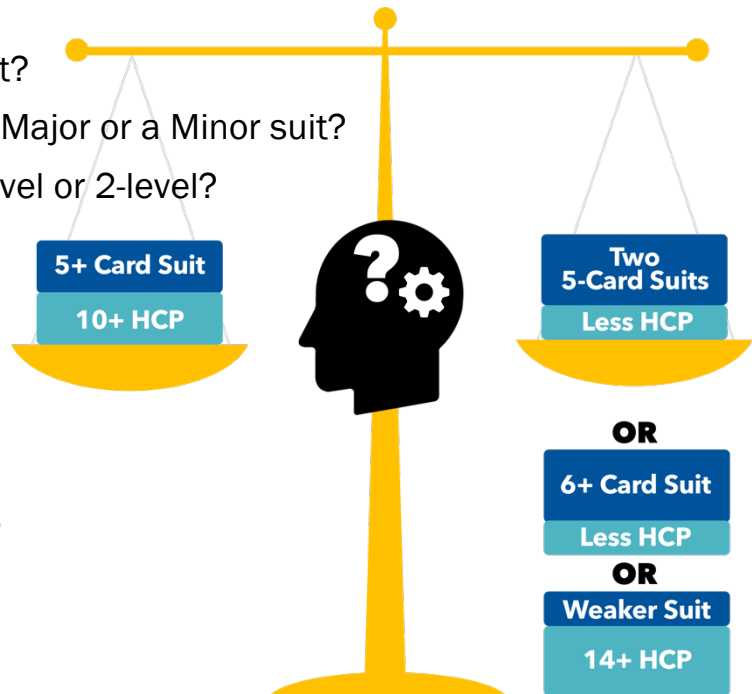
SUIT OVERCALLING | OTHER FACTORS

Additional factors that may influence your decision, include:

- Do you have a stronger hand?
- Do you hold a longer suit?
- Do you hold a stronger suit?
- Are you Overcalling with a Major or a Minor suit?
- Are you bidding at the 1-level or 2-level?

Think of **10-5-2** as your ‘expected’ hand but recognize you might choose to stretch to bid on stronger hands, better suits, longer suits or major suits.

Use your judgement – think about how your hand stacks up.



LET'S TRY OVERCALLING

REMEMBER

- You are not required to overcall, but with a solid hand and a good overcall suit you should, if only to make it harder for your opponents to find a fit.
- Count your HCP and look at the other factors: distribution, purity, and texture when evaluating your hand strength for an overcall.
- Think about if you need to overcall at the 1- or 2-level?

DIRECTIONS

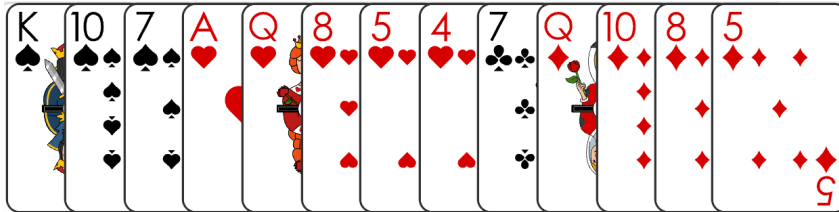
- Work with your table to evaluate the hands on pages 95-96 and determine if you would make an overcall.
- Count your HCP and evaluate the possible overcall suit.
- Decide if you would make an overcall, and if so, what you would bid.
- Note that the opponent's opening bid is different on each page.



LET'S TRY OVERCALLING

Opponent opened 1♣.

Hand #1



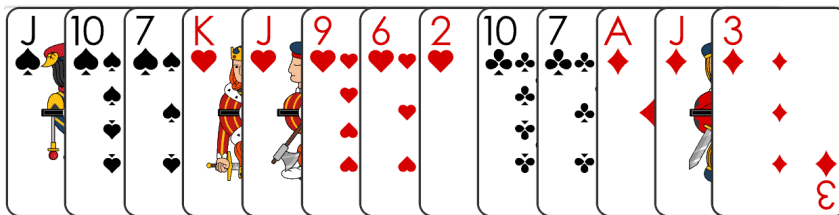
HCP: _____

Cards in Suit: _____

Honors in Suit: _____

Overcall: _____

Hand #2



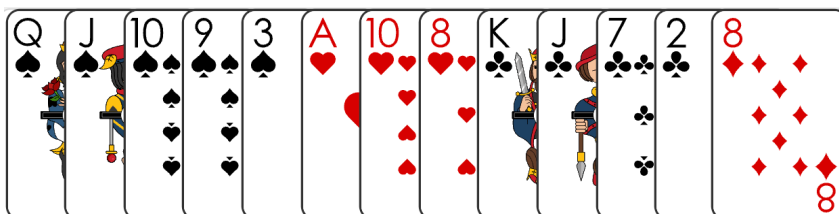
HCP: _____

Cards in Suit: _____

Honors in Suit: _____

Overcall: _____

Hand #3



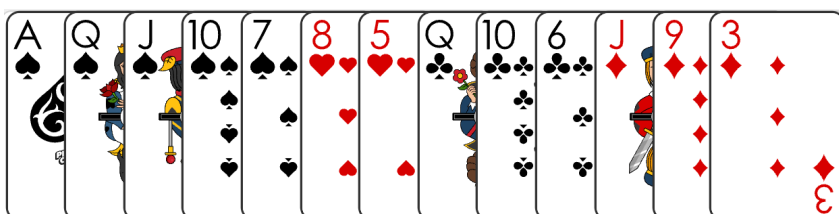
HCP: _____

Cards in Suit: _____

Honors in Suit: _____

Overcall: _____

Hand #4



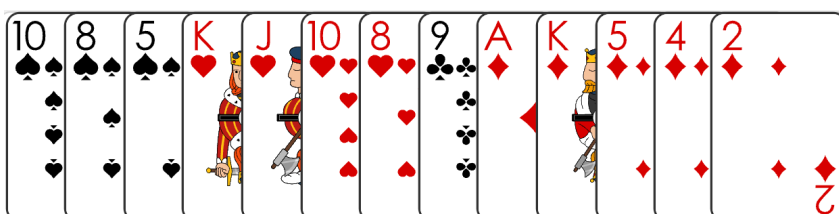
HCP: _____

Cards in Suit: _____

Honors in Suit: _____

Overcall: _____

Hand #5



HCP: _____

Cards in Suit: _____

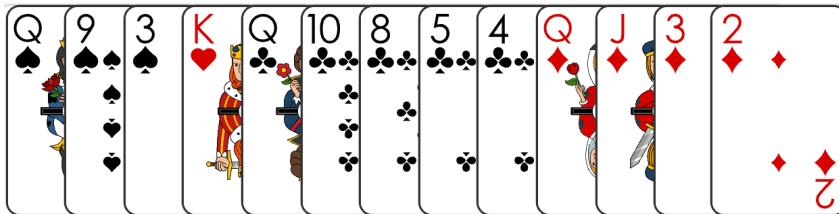
Honors in Suit: _____

Overcall: _____

LET'S TRY OVERCALLING

Opponent opened 1♥.

Hand #6



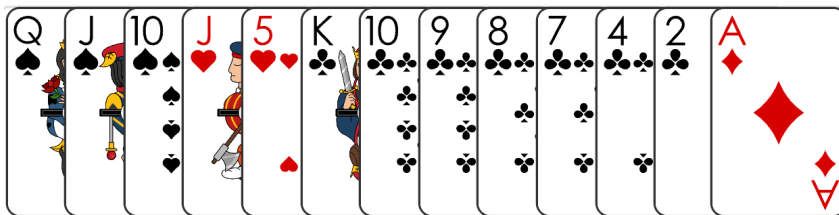
HCP: _____

Cards in Suit: _____

Honors in Suit: _____

Overcall: _____

Hand #7



HCP: _____

Cards in Suit: _____

Honors in Suit: _____

Overcall: _____

Hand #8



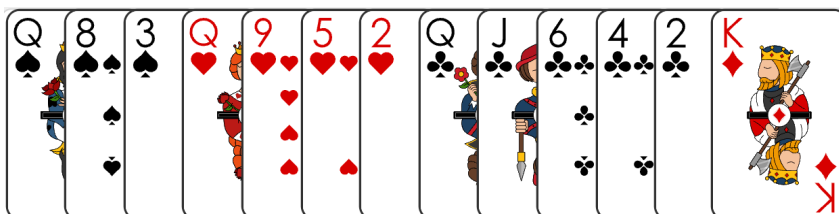
HCP: _____

Cards in Suit: _____

Honors in Suit: _____

Overcall: _____

Hand #9



HCP: _____

Cards in Suit: _____

Honors in Suit: _____

Overcall: _____

Hand #10



HCP: _____

Cards in Suit: _____

Honors in Suit: _____

Overcall: _____

RESPONDING TO A SUIT OVERCALL

As **ADVANCER** you need to have at least 6 HCP to respond. Advancer’s bid is based on the following considerations:

- **FIT** in the suit that Overcaller’s bid.
- Hand Strength (HCP plus other factors).
- Favorable hand distribution.
- Strength (HCP) in Overcaller’s suit.
- 5+ card suit.
- **STOPPER** in Opponent’s suit

ADVANCER’S BID OPTIONS

DO YOU HAVE 6+ HCP?					
Fit	With a fit; PLUS good distribution <OR> strength in Overcaller’s suit <table border="1" style="width: 100%; border-collapse: collapse; text-align: left;"> <tr> <td style="width: 30%;">■ 6+ HCP</td> <td>May raise bid suit (level shows strength)</td> </tr> </table>	■ 6+ HCP	May raise bid suit (level shows strength)		
■ 6+ HCP	May raise bid suit (level shows strength)				
5+ Card Suit	With a 5+ card suit, AND 2+ cards in Overcaller’s suit <table border="1" style="width: 100%; border-collapse: collapse; text-align: left;"> <tr> <td style="width: 30%;">■ 6+ HCP</td> <td>May bid new suit at 1-level</td> </tr> <tr> <td>■ 10+ HCP</td> <td>May bid new suit at 2-level</td> </tr> </table>	■ 6+ HCP	May bid new suit at 1-level	■ 10+ HCP	May bid new suit at 2-level
■ 6+ HCP	May bid new suit at 1-level				
■ 10+ HCP	May bid new suit at 2-level				
Balanced + Stopper	With a balanced hand and a stopper in Opponent’s suit <table border="1" style="width: 100%; border-collapse: collapse; text-align: left;"> <tr> <td style="width: 30%;">■ 8-10 HCP</td> <td>May bid 1NT</td> </tr> <tr> <td>■ 11-12 HCP</td> <td>May bid 2NT</td> </tr> </table>	■ 8-10 HCP	May bid 1NT	■ 11-12 HCP	May bid 2NT
■ 8-10 HCP	May bid 1NT				
■ 11-12 HCP	May bid 2NT				
WITH NONE OF THE ABOVE, PASS					

CONSIDERATIONS

- An overcall shows ~10 HCP so, usually only a few honor cards in other suits.
- The most common hand Overcaller will hold is 5-3-3-2, making it less likely they hold a second 4-card suit.
- Opener (opponent) has 12+ HCP so, Game although possible is less likely.

If Advancer does not hold a fit for Overcaller’s suit...the first thought should be “I SHOULD PROBABLY PASS”

RESPONDING TO AN OVERCALL PRACTICE



DIRECTIONS

- Work with your table to review the hands in your manual on page 98.
- Determine what you would respond to partner’s overcall.

ADVANCING AN OVERCALL PRACTICE

What would you bid as **Advancer**?
The auction has gone...

NORTH	EAST	SOUTH	WEST
1♦	1♠	PASS	?

HAND	HCP	FIT	BID	WHY
<div style="display: flex; align-items: center; margin-bottom: 5px;"> 1 <div style="margin-left: 10px;"> ♠ 754 ♥ 753 ♦ Q543 ♣ A52 </div> </div>				
<div style="display: flex; align-items: center; margin-bottom: 5px;"> 2 <div style="margin-left: 10px;"> ♠ AQT5 ♥ K73 ♦ 932 ♣ 852 </div> </div>				
<div style="display: flex; align-items: center; margin-bottom: 5px;"> 3 <div style="margin-left: 10px;"> ♠ Q765 ♥ A873 ♦ A53 ♣ 42 </div> </div>				
<div style="display: flex; align-items: center; margin-bottom: 5px;"> 4 <div style="margin-left: 10px;"> ♠ 97 ♥ Q984 ♦ AJ93 ♣ Q42 </div> </div>				
<div style="display: flex; align-items: center; margin-bottom: 5px;"> 5 <div style="margin-left: 10px;"> ♠ 97 ♥ 984 ♦ AJ93 ♣ Q432 </div> </div>				

ADVANCING AN OVERCALL PRACTICE

What would you bid as **Advancer**?
The auction has gone...

NORTH	EAST	SOUTH	WEST
1♥	2♣	PASS	?

	HAND	HCP	FIT	BID	WHY
6	♠ 74 ♥ J53 ♦ Q543 ♣ AQ52				
7	♠ AQT75 ♥ 73 ♦ J32 ♣ KJ2				
8	♠ QJ765 ♥ A873 ♦ 53 ♣ 42				
9	♠ QJ53 ♥ AQ7 ♦ K83 ♣ K73				
10	♠ 865 ♥ 976 ♦ AKJ93 ♣ Q2				

OVERCALLER'S REBIDS

If Advancer Bids a New Suit – Overcaller **MUST** bid again

- With a fit of 3+ cards → Raise Advancer's suit.
- With NO fit
 - With a second 4+ card suit → Bid second suit.
 - Without a second 4+ card suit → Bid original suit.
Note: returning to original suit doesn't promise 6+ cards.

If Advancer Bids Notrump...

- With a balanced hand, Overcaller 'does the math' to calculate possible HCP in combined hands and...
 - With 18-24 total HCP → PASS
 - With 24-25-26 possible total HCP → Raise (Invite)
 - With 25 or 26 guaranteed HCP → Bid Game
- With an unbalanced hand and a...
 - 6+ cards suit → Rebid original suit
 - Second 4+ card suit → Bid second suit

LET'S TRY BIDDING SOME HANDS



DIRECTIONS

- Start with Board #1 and everyone pulls out the hand for their seat, whoever is **DEALER** has 1st chance to bid.
- Use the charts to open, respond, overcall and advance, depending on who you are in the auction (use the bidding box).
- Say out loud what you understand from your partner's bid before you make your bid. But don't tell partner what you hold.
- You are bidding in foursomes for this activity. The auction is done after 3 consecutive players call PASS.
- After the auction, note the contract and who was Declarer. Then look at their hands and discuss if they got to a good contract.
- Repeat for Boards #2-4.

LET'S TRY BIDDING | HAND #1

My Hand (I am seated: [] North [] East [] South [] West)

HCP	DISTRIBUTION	NOTABLE SUITS
OTHER FACTORS		

Auction Notes – Note each bid and what it tells you (skip PASS calls).

PLAYER	BID	WHAT DO YOU KNOW

LET'S TRY BIDDING | HAND #2

My Hand (I am seated: [] North [] East [] South [] West)

HCP	DISTRIBUTION	NOTABLE SUITS
OTHER FACTORS		

Auction Notes – Note each bid and what it tells you (skip PASS calls).

PLAYER	BID	WHAT DO YOU KNOW

LET'S TRY BIDDING | HAND #3

My Hand (I am seated: [] North [] East [] South [] West)

HCP	DISTRIBUTION	NOTABLE SUITS
OTHER FACTORS		

Auction Notes – Note each bid and what it tells you (skip PASS calls).

PLAYER	BID	WHAT DO YOU KNOW

LET'S TRY BIDDING | HAND #4

My Hand (I am seated: [] North [] East [] South [] West)

HCP	DISTRIBUTION	NOTABLE SUITS
OTHER FACTORS		

Auction Notes – Note each bid and what it tells you (skip PASS calls).

PLAYER	BID	WHAT DO YOU KNOW

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