

## **Steinberg's fast overcalling tips!**

To overcall a suit on the one level, you should have at least five cards in your suit, and around 10 points in your hand.

However, the more playing strength your suit has, the fewer points you need to bid. For example, if you held a five card suit headed by the ace, king, and jack, and if those 8 points were the total number of points in your hand, you could overcall that suit, but only on the one level.

It should be noted, that in today's world you're allowed to overcall an exceptionally good 4 card suit on the one level only. If the opponents play the contract, and if your partner is on lead, he or she will often lead the suit you bid. If your four card suit is headed by at least two or three high honors, that may be the best initial attack for the defense.

However, do not overcall a four card suit on the two level, no matter how good it is.

To over call a suit on the two level, you need a better hand – around 12 points (minimum,) and a particularly good five card suit, or a decent six card suit

To overcall 1NT, you should have an opening 1NT bid with protection in the opponent's suit.

Preemptive overcalls should follow the same guidelines as opening preempts.

A low-level double is for take-out, and forces partner to bid if the next opponent passes.

To double, you normally need an opening hand and some support for each of the unbid suits.

When you double and then bid your own suit, it's called 'Doubling and Correcting.' This requires you to have at least 17 points and a good biddable suit.

When you double and then correct to notrump at the lowest possible level, it shows better than an opening one notrump bid.

When an opponent has bid your best suit, you should pass. Wait and see where their auction is headed, before you decide if you want to enter the bidding later.

## **TAKEOUT DOUBLES**

**PREMISE:** Takeout doubles are one of the best ways to compete, after the opposition has opened the bidding.

### **RESOLUTION:**

**In general, after an opponent has opened, doubles below game are for takeout.**

### **REQUIREMENTS:**

**You should have an opening bid.**

**You usually have some support (normally at least 3 cards) in each of the unbid suits.**

**The higher the level you double on, the better your hand must be.**

**For example, if your RHO opens 2 hearts, a takeout double should show a hand WORTH about 15 points.**

**If your RHO opens 3 hearts, a takeout double should show a hand worth about 17 points.**

**You cannot double for takeout if there's only one unbid suit.**

**You should not use the takeout double when one of the opponents has bid your best or longest suit.**

Notes:

3.



Happy Birthday, Pardner!

Your RHO opens 1♥.

4.

What do you bid?

RHO opens 1♣.

Your bid?

1.

♠ 9 8 7 5 3 2

♥ A Q

♦ Q J 7

♣ 8 5

Your RHO opens 1♥.

What do you bid?

Your RHO opens 1♦.

What do you bid?

5.

2.

♠ 10 9

♥ A Q J 10

♦ A J 7

♣ 10 4 3 2

Your RHO opens 1 ♠.

What do you bid?

Your RHO opens 1 ♦.

What do you bid?

6.

3.



8 4





A K Q 4 3 2



A K J



J 7

Your RHO opens 1 , and you double.  
Your LHO bids 2 ,  
and it goes pass, pass, back to you.  
What do you bid now?

7.

4.



A 7



A Q J 8



K J 10 9



K 7 3

5.

8.

Your RHO opens 1♣, and you double.

Your LHO bids 3♣ (weak,)

and it goes pass, pass, back to you.

What do you bid now?



A J



A Q 3 2



A K 7



Q 10 8 4



6.

9.

Your RHO opens 1 ♠.

What do you bid?

Your RHO opens 1 ♦.

What do you bid?

♠ 4

♥ J 10 9 7 6 3 2

♦ A Q J 6

♣ 6

7.

10.

Your RHO opens 1♥.

What do you bid?

Your RHO opens 1♦.

What do you bid?

♠ Q 10 5 4

♥ Q 6

♦ A K Q J


♣ J 3 2

8.

11.

Your RHO opens 1 .

What do you bid?

Your RHO opens 1 .

What do you bid?



4 3



A 6 5 3



5



A K J 9 7 4