



The main overcalls after a 1NT opening are:

- a suit normally with 6 cards
- 2 clubs (Landy convention) with the majors at least 5-4
- 2NT calling for the minors with preferably 6-5
- Double showing a long minor and a major of at least 4 cards
- Preempts with suits of 7 or 8 cards.

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To overcall in a suit you need

- a 6-card suit
- and an unbalanced distribution.

The hand's distribution is more important than the number of points HCP.



Problem E31484 PASS Your 13HCP are hardly worth anything!

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2 clubs Landy

This is a very efficient and economic overcall promising

- at least 5-4 in the majors
- and opening points

The bidding after 2 clubs:

- 2 diamonds shows a weak hand asking Partner to choose his best major
- 3 hearts or 3 spades proposes game



Problem E31504 2 clubs Landy to announce your 2 major suits



2NT calling for the minors

2NT shows a hand with 10 or so HCP and, preferably, 6-5 in the minors (the 1NT opener is more likely to have strong minors than majors...)

In response to this overcall, Partner bids his best minor.

DOUBLE : showing a long minor and a major of at least 4 cards. This overcall is much more frequent than the Landy or 2NT. See the corresponding information note.



Problem E1493 2NT showing a minort 2-suiter at least 5-5



Problem E5611 X showing a long minor and a major at least 4th

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