

# Responding after a preemptive overcall

#### Responding after the opponent has overcalled 2 ♥

- Shifting at level 2 (2 () promises 11 HCP ( or more) and 5 ( cards
- Shifting at level 3 (with NO jump) promises 11 HCP ( or more) and 6 cards in the named suit
- Jump shifts these are supporting bids : jump fit
- Spoutnik double promises at least 4 cards in the other major suit ( ) and 8 HCP
- 2 NT 11 HCP and at least 1 stopper in the overcalled suit..of course, it's better with 2 stoppers !
- 3 NT at least 12 HCP and 1 stopper in the overcalled suit, 2 would be even better !
- Supporting the opening minor suit denies 4  $\blacklozenge$  cards and the possibility of a NT contract
- Cue-bid promises a minimum of 12 HCP, without any possible natural bid.



Exercise E5674 PASS only 5 useful HCP (Q ♥ doubleton is worth nothing), you can't Sputnik double nor name your ♣.



Exercise E5676 2 A and no more...3 A would be a jump fit...and you don't hold a + fit !





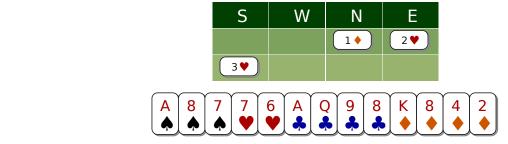
## Responding after a preemptive overcall

### Forcing or non forcing..

- Shifting without jumping ( 2  $\bigstar$  or 3 in the other minor suit ) is forcing
- Cue-bidding is game forcing
- Jump shifting is jump fit bidding : forcing
- Raising is non forcing
- NT bidding is non forcing



Exercise E5683 3 ♦ non forcing raise...no other option.



Exercise E5682 3 ♥ cue-bid : game forcing ...no other natural bid.

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#### **NT responses**

- A NT response promises at least a solid stopper in the overcalled suit and preferably 2 (K J 9 are better than Ace x x)
- With 11 HCP propose a NT game : 2 NT ( pay attention to the assessment of your hand, your honors locations, your suits lengths)
- Above 12 HCP go to game : 3 NT ( pay attention to your points)



Exercise E5678 2 NT You've got a double ♥ stopper and your ♣ length is bringing you the missing HCP



#### Exercice 1472

3 NT 13HCP and good ♥ stopper... NT game, of course. The only thing that really matters is to guard the opponents suit. Your partner will help in ♠ and ♣



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## Responding after a preemptive overcall

## Cue-bid

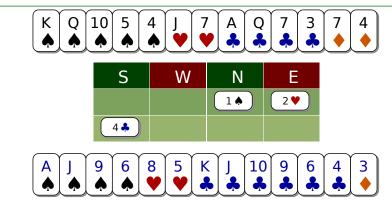
This bid is game forcing and requires at least 12 HCP and the lack of natural bid.

#### Jump fit

A jump shift shows a 4 cards support, 5 cards in the named suit and enough strength to play a game.







Interesting long **\*** suit, and a 4 card support. After an overcall, there is no more Splinter !

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