



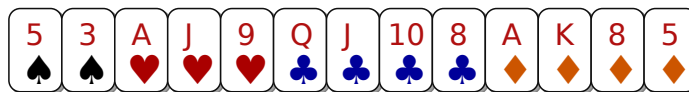
Fourth seat overcalls after a support response

Fourth seat overcalls after a support response

Act as if you were in second seat! The only difference being that you need to be a teeny bit stronger, that's all! (The responder might not be that weak)

- double promises 4 cards in the unannounced suits in a slightly stronger hand than if you were in second seat.
- Overcall with a six-card suit the two level and seven cards at the three level. You could have one less card if the suit contains the high cards.
- A 3 NT overcall requires solid stoppers in the opponents' suit (they possess 9 or 10 cards in that suit!)

S	W	N	E
	1 ♠	Pass	2 ♠
X			



Problem E 3962 **Double** Those 15HCP compensate for the lack of a fourth diamond...

S	W	N	E
	1 ♠	Pass	2 ♠
Pass			



Problem E 3963 **PASS** You only have 10 useful points. If you are dummy the king of spades might prove worthless.



Fourth seat overcalls after a support response

Overcall in a suit with concentrated high cards.

What is important is not so much the number of HCP as the hand's distribution and where the high cards are placed. In the following examples:

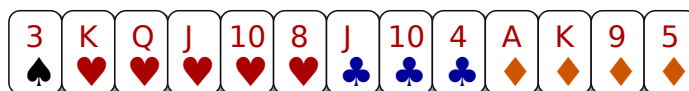
- Spite of having 12HCP, don't overcall 3 clubs with the first hand : the high cards are spread around and that six-card suit is full of holes. You risk a strong punishment!
- However, with the second hand, call 3 hearts: a strong suit, only five cards but with great high cards, a singleton in the opponents' suit and concentrated diamond high cards. This hand has everything to please you

S	W	N	E
	1 ♥	Pass	2 ♥
Pass			



Problem E1664 **PASS** 12HCP but the high cards are spread over the four suits, no ace either. You have a defensive hand not an attacking one.

S	W	N	E
	1 ♠	Pass	2 ♠
3 ♥			



Problem E3964 **3 hearts** You must bid hearts with this hand. The quality of the high cards compensates for the lack of a sixth heart.



Fourth seat overcalls after a support response

With two-suiters

After a major opening, these bids are similar to those made in second seat.

- Cue bidding the opponent's major shows a two-suiter with the other major and the clubs.
- The club jump shows a two-suiter with the other major and the diamonds.
- 2NT is a call for the minors
- 4NT shows a violent minor two-suiter.

After a minor opening:

- Cue bidding the opponent's minor shows a major two-suiter (this isn't the 2 diamonds bid you would make in second seat)
- 4NT after the opponents have opened in a minor shows a violent unknown two-suiter.

S	W	N	E
	1 ♥	Pass	2 ♥
4 NT			

4	K	Q	10	9	3	2	K	J	10	9	7	4
♠	♣	♣	♣	♣	♣	♣	♦	♦	♦	♦	♦	♦

Problem E1665 4NT This calls strongly for the minors: your opponents have their backs against the wall! Your Partner has to choose between clubs and diamonds...

S	W	N	E
	1 ♥	Pass	2 ♥
2 NT			

3	4	3	A	10	9	8	5	K	Q	10	7	5
♠	♥	♥	♣	♣	♣	♣	♣	♦	♦	♦	♦	♦

Problem E4336 2NT A gentle call for the minors with this 5-5 two-suiter and 9HCP concentrated in the minors.



Fourth seat overcalls after a support response

The 3NT overcall

The opponents possess at least 8 cards in their suit so you must possess solid stoppers in their suit to overcall 3NT :

- with an independent minor and a stopper in the opponents' suit (3 NT gambling)

S	W	N	E
	1 ♥	Pass	2 ♥
3 NT			

10	4	A	Q	J	5	A	K	Q	J	8	7	4
♠	♠	♥	♥	♣	♣	♦	♦	♦	♦	♦	♦	♦

Problem E1663 **3NT** After the likely heart lead you have 9 clear tricks! After a spade or club lead, your Partner will have to help you out...