

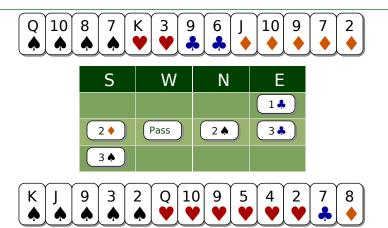
The two-suiter overcalls after an opening of 1 of a suit are the famous Michaels.

A two-suiter overcall guarantees:

- two strong suits of at least 5 cards,
- about 10HCP, (sometimes less.....with no top limit),
- the high cards in these 2 suits.
- You should pay more attention to the quality of the suits and to the vulnerability than to the number of points!



Problem E5390 1 ♥ No Michael with 2 suits 5-4!



Problem E5391 2 ♦ A Michael doesn't always need 10HCP. Here it's the absolute minimum!



The various two-suiter overcalls:

- 2NT shows 5-5 in the two lowest ranked suits (after all one level openings)
- 2 diamonds after a one level minor opening shows the 2 major suits 5-5
- a cue bid after a one level major opening shows the other major and the clubs 5-5
- 3 clubs after a one level major opening shows the other major and the diamonds 5-5



Problem E3790 2NT with jump = the 2 lowest ranked suits of the remaining 3. This means never spades, never the opponents' suit.



Problem E4401 2 ◆ It's up to the Partner to decide which major he likes best. How many HCP for a Michael? It varies according to the vulnerability. How to decide? The main criteria are the respective strengths of hearts and spades.





The cue bid of the opener's major shows:

About 10HCP Two strong 5-card suits

- the other major
- and clubs.



Problem E3953 2 ♠ A great Michael both descriptive and forcing. There's no upper limit to a Michael. Don't double with a 2-suiter.





3 clubs after a major opening at level one promises:

about 10HCP, 2 strong five-card suits:

- the other major
- and diamonds



Problem E4147 3♣ Michaels Precision - CA-♠. ♠ are weak, but the 6♦ are fantastic. With a 2-suiter 6-5 feel free to invervene with a Michaels. You don't need to be as careful as with a 5-5.