



Overcalls after a weak 2 opening require either

- A good 3-suiter hand
- a strong and robust suit
- a hand rich in HCP

The different overcalls are:

- With a balanced hand bid a long suit or double
- With a balanced hand: 2 NT it also requires ...16 to 18HCP 18H and 2 stoppers in the opening suit!

Careful!

Michael's can only be used after a 1 level opening.



Problem E1257 PASS, your hand is not strong enough for a take-out double. No Ace and you ♥ honors are worth...nothing!



Problem E1270 2 NT The key here is to stop the ♥. The lack of ♠ stopper is not an issue, Most of the time, your partner will take care of that !





The take-out double

It requires:

- a 3-suiter
- honors in the suits called for by the double!



Problem E1256 DOUBLE (take-out) Almost textbook with the 3 other suits!



Problem E1253 3 ♣ Don't double with a chicane in ♦, despite your 4 cards in ♠. Bid your robust 6 carder.





Overcalling in a suit

It guarantees:

- A solid suit: with at least 5 cards at the 2 level 2 (ie 2♠ after a 2♥ opening 2♥), and preferably 6 cards at the 3 level 3
- The strength can vary considerably, depending on the vulnerabilities



Problem E4845 3 ♣ with that nice 6 carder, a balanced hand and 13HCP.





The overcall at 2NT

It is done with a hand similar to that with which you would have overcalled 1NT on a 1 level opening. It shows :

- 15-17HCP .. avoid it with 15 'ugly' points
- And, a very good hold in the opps suit. 2 stoppers in the opps' suit are required!

Careful!

Don't forget your partner could have...zero point! an overly light overcall may be punished with a double.