PREMPTIVE RAISES OF OVERCALLS

Many duplicate players now play that any raise of an overcall is **pre-emptive** showing 0-9 points.

Why is this?

1. The more cards you have in partner's suit, the less suitable your hand is for defending.

2. You want to reach your best contract and do so **as quickly as possible** denying the enemy the space to explore their own best contract.

How it works:

When responding with a fit to your partner's overcall:

BID IMMEDIATELY TO THE LEVEL OF YOUR COMBINED NUMBER OF TRUMPS.

i.e. if your partner overcalls 1♠ and you have three spades bid 2♠ (8 trumps = 8 tricks), with four spades bid 3♠ (9 trumps = 9 tricks) etc.

Any raise of an overcall shows 0-9 points. (With 10+ start with cue bid – see below).

You should rarely pass when you have a fit for partner's overcalled suit. You would usually be successful if you followed the above approach for every hand **BUT** when you are vulnerable, only jump to the level of your total trumps if your hand has a singleton or void. When vulnerable with no shortage, bid one level less than your total trumps.

UNASSUMING CUE BID

An overcall at the one level could be anything from 8-17 points (about 6 to 8 losers). When you have a good hand in response to partner's overcall you need to find out about the strength of partner's hand:

With 10+ points and a fit in partner's suit, start with a cue bid of the suit that was **opened**. e.g. 1♣ 1♠ pass 2♣. Partner should rebid as follows: with 8 losers rebid 2♠, with 7 losers rebid 3♠, with 6 losers rebid 4♠. You can then judge your final level using the Losing Trick Count.

Don't forget the cue bid must be alerted.

OVERCALLER'S REBID AFTER A PREEMPTIVE RAISE

USUALLY DON'T!!!!! Partner has bid to the limit based on how many trumps he know your side holds. PARTNER MAY HAVE NOTHING!

Partner has done his job of obstructing the opponents bidding or pushing them too high. DON'T PUNISH PARTNER BY BIDDING AGAIN!……..unless you have more trumps than you have already promised.