

# Dealing with Overcalls: Part 1

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## 1 The Situation: No one vulnerable; partner deals and opens 1♥. RHO bids 2♦.

### 1.1 What have you lost?

- 1.1.1 You cannot bid 1♠, 1NT, 2♣, or 2♦.
- 1.1.2 You cannot use Jacoby 2NT.
- 1.1.3 The definition of a jump shift has changed.
- 1.1.4 No game-forcing bids are still available.

### 1.2 What have you learned?

- 1.2.1 RHO probably has five or more diamonds.
- 1.2.2 RHO probably has at least ten points.

### 1.3 What have you gained?

- 1.3.1 You can double. Almost everyone uses this bid as “negative” showing four spades and enough (unlimited) strength to bid at the two level. It denies heart support.
- 1.3.2 You can raise partner's hearts, but what do those bids mean?
- 1.3.3 You can “cue bid” 3♦, but what does that mean?
- 1.3.4 You can bid a suit or notrump.

## 2 What is the objective?

- 2.1 Before: Find a fit and find the right level – partial, game, or slam.
- 2.2 After: Gauge whether to bid, double, or pass to maximize your results. You are usually looking for a safe place to play. **Keep track of the strength and number of trumps for both sides.** If you “catch them speeding,” double. If uncertain, pass non-forcing bids.

## 3 New principle: Cue bid to show strength; raise to show length.

- 3.1 Heart raises show a weak hand (0-9 point) with heart support and are not forcing. Raise to 2 with three pieces, to 3 with four pieces, to 4 with five or more pieces.
- 3.2 3♦ shows invitational or better values. It may or may not include heart support. Forcing.
- 3.3 2NT shows invitational values with diamond stopper(s).
- 3.4 What should bidding a new suit mean? When is it forcing?

Next week: Negative Doubles in detail.