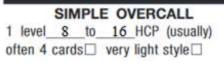
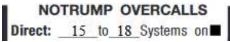
The situation. RHO opens one of a suit. You have some values.

1 The overcall:

- 1.1 What is the purpose?
 - 1.1.1 To disrupt the opponents' bidding.
 - 1.1.2 To find a safe place to play. Most people require a good five-card suit.
 - 1.1.3 To indicate a safe lead to partner.
- 1.2 How strong must you be to overcall? What does your card say?



- 1.2.1 The minimum for an overcall at the one level is 8 high-card points. Some insist on more strength.
 - 1.2.1.1 Adjust up if you are vulnerable.
 - 1.2.1.2 Adjust up if you must bid at the two-level.
- 1.2.2 The maximum is 16 or 17.
 - 1.2.2.1 I never overcall if I have 17 points.
 - 1.2.2.2 Some good players disagree with this, but it is critically important that you and your partner decide what an overcall means.



1.3 A 1NT overcall requires 15-18 hcp, a balanced hand, and a good stopper in opener's suit. Most people play systems (Stayman, transfers, etc.) are on.

2 The double has two cases:

- 2.1 Most of the time the double is for takeout:
 - 2.1.1 At least 13 support points (counting shortness). You expect to be the dummy.
 - 2.1.2 At least three-card support in all unbid suits.
 - 2.1.3 If you have any other requirements (shortness, four-card majors, etc.), make sure that you and partner are on the same wavelength.
- 2.2 Double can also be used to show a hand that is **too strong to overcall**. This is shown by "correcting" partners response.
 - 2.2.1 With a balanced hand and a stopper, rebid 1NT with 19-20 or 2NT with 21-22.
 - 2.2.2 With 17+ and a good suit, bid it at the cheapest level possible.

Actua	l hand fro	m Saturday's	game in	Stamford:	My partner opened $1 \bullet$. The opponent bid $1 \bullet$
with:	♠ : AKQ8:	54 ♥ : AQJ7	♦ : K10	♣ : 5	Guess what happened.

Next Week: