Simple Overcalls: 1-Level (8 to 16 HCP)

The opponents will open the bidding ahead of you about half the time, so it is important to have an effective bidding structure when this happens.

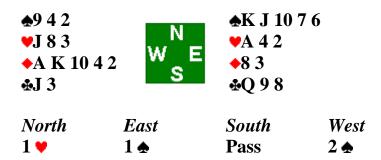
1-Level Suit Overcalls -An overcall at the one level serves a variety of purposes:

- Finding our contract Even when opponents open, sometimes we own the hand.
- Create a better defense Partner's overcalled suit if often the best opening lead.
- Interrupt Opponents Auction Take away some of their bidding tools.

1-Level Overcall Requirements - 8-16 HCP points and a 5+ card suit.

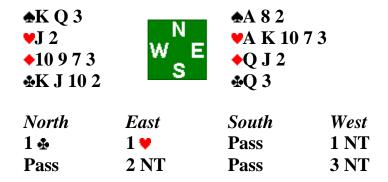
- 12-18 HCP: With an opening hand or better you can overcall on any 5 card suit. Your side often has at least half the HCP and you need to compete for the auction.
- **8-11 HCP:** With less than opening strength, you are likely on defense and partner will lead your suit so it is important to have values in the suit overcalled. Honor holdings like AQ, AJ10, KQJ, KQ10, QJ10 or better are good.

Example Hand #1:



West raises with three trumps, and East passes since game is not likely.

Example Hand #2



West's 1NT shows 8-11 HCP and a club stopper (usually without heart support) and East with 16 HCP and expectations their &Q is working invites to game by bidding 2NT. West with a good 10 HCP bids 3NT accepting the invite.

Simple Overcalls – 1-Level Worksheet

Assume your right-hand opponent (North) is the dealer and opens the bidding as shown. How many points is your hand worth, and what is your call?

Hand #1



North's Opening Bid: 1 East's HCP_____, East's Bid_____

Hand #2



North's Opening Bid: 14 East's HCP_____, East's Bid_____

Hand #3



North's Opening Bid: 1♣ East's HCP_____, East's Bid_____

Hand #4



North's Opening Bid: 1♦ East's HCP_____, East's Bid_____

Answers

Hand #1: 11 HCP, 1◆ Hand #2: 8 HCP, Pass Hand #3: 12 HCP, 1♠ Hand #4: 14 HCP, 1♥