

When you are **Overcaller** the rules are different!

Do you have a good suit?



### Suit Overcall

With a good 5 card suit & at least 8+ HCPs

– **Simple** Overcall: Bid your suit at the 1 level (if you can) or at the 2 level with 10+ HCPs

**Do you have a good 6 card suit & 6-10 HCPs?**

- Weak **Jump** Overcall – Bid your suit but **jump** 1 level

**Do you have a good 7 card suit & 6-10 HCPs?**

- Weak **Double Jump** Overcall – Bid your suit but jump **2** level!

**Do you have a good 8 card major suit & 6-10 HCPs?**

- **Bid game** in your major suit i.e. at the 4 level!

**Or** Do you have Opening HCPs?



### X for Takeout

With shortage in bid suit & support for all other suits

- 12+ HCPs meeting **S.O.S.** Shortage in the bid suit, **Opening** points & 3+ card **Support** in the other 3 suits – **X for Takeout**

**or**

### Bid 1NT as an Overcall

- 16-19 HCPs with 'stops' in bid suit – **Overcall 1NT**

N.B. You may have Opening HCPs, but your hand doesn't meet these criteria so sadly must Pass – so wait, you may be able to defeat the contract!