Contents

Chapter 1

overcall

1.1   unusual

```
# 10-16, PH ON but may be a Q lighter
(1M) - 2M = 5+oM, 5+m
     3m = P/C
     2N = inv+ ask
         3m = nat min. 3H/S = max 5+C/D. higher = max and longer suit
     any oM = pre
(1M) - 2N = 55+m


# if 1C = 2+C
(1C) - 2C = 5+C
(1C) - 2N = 55+m
# otherwise
(1C) - 2C = 54M
     2D = ask longer
(1C) - 2N = 5+H, 5+D
# below independent of 1C
(1C) - 2D = 55(+)M
     any M = pre. 2N = nat inv. 3D = s/o.
     3C = inv+, promise some 3M.
         3H = min. other = nat and max


# if 1D = 3+D
(1D) - 2D = 55+M
     any M = pre. 2N = nat inv. 3C = s/o.
     3D = inv+, promise some 3M.
         3H = min. other = nat and max
(1D) - 2N = 5+H, 5+C
# else (usually vs prec)
(1D) - 2D : nat
(1D) - 2N*: 55+m
```

```
(2M) - 3M = 5+oM, 5+m
(2M) - 4m = 5+oM, 5+m, weaker than 3M
```

interfered ?

1.2 balancing overcall

```
1N = (13)12-15, bal
X = t/o, could be one Q lighter
    rebid 1N/2N = 16-18(19), bal. slightly stronger if X = M
2N = 19-21, bal
cue = any GF
jump 2Y = about 13-16, 6+Y, 5.5 Loser  # 3Y : similar range, 1 less
    Loser
jump 3Y = 6(7)+Y, 5.5 Loser
double jump 3Y = similar range, 1 less Loser
```

1.3 sandwich position

```
(1X) - P - (1Y) -
1N = nat
2X = nat
2Y = nat

(1X) - (2X) - 2N = nat ?
(1X) - (1N) - X = t/o to X
```

1.4 advances

TODO: response to jump overcall

1.4.1 after simple overcall

```
(bid X) - overcall Y - (P/X)
XX = honor in Y (lead-directing)
1N = 9-11, may be lighter if short
2N = nat inv
1Z = F1. 2Z < X = NF.
transfer from opp's suit. overcaller treat as a NFB initially.
jump / double jump = nat inv
jump cue = mixed raise
```

```
# ex 1
(1D) - 1S - (P) -
2C = 7-11, 5+C, NF  # may be lighter with longer suit
2D = 7+, 5+H  # 12+ promises rebid
2H = cuebid. inv+ w/o stopper; or 10+ values, 3+S
2S = 6-9(10) values
2N = 13-15, nat NF
3CH = 13-15 values, nat NF
3D = mixed raise. 4+S, 10-12 values.
3S = pre

# ex 2
(1D) - 2C - (P) -
2D = 7+, 5+H  # 11+ promises rebid
2H = 7+, 5+S  # 11+ promises rebid
2S = cuebid. usually (10)11+, 3+C; but may be GF w/o stopper
2N = 11-12(13), nat NF
3C = 8-10, 3+C
3D = ?
3M = 13-15 values, nat NF

# subsequent
overcaller: accept transfer or rebid suit = 15-, otherwise inv.
advancer: rebid Y (shows 2-card) / 2N / raise is NF inv. otherwise GF.

# Rubens is ON if resp made a bid < 2X, otherwise off.
(1H) - 2C - (2D) - 2H = 7+, 5+S
(1S) - 2C - (2D) - 2H = 7-11, 5+H  # may actually be weaker if 2D = inv
    +
(1S) - 2C - (2D) - 2S = cuebid

# otherwise, new suit tend to be NF. inv could double first.
(1D) - 2C - (2H) - 2S = NF  # no matter what 2H is
(1C) - 1D - (3C) - 3H = NF  # I can bearly imagine a hand that can F
    here
(1H) - 2D - (2H) - 2S = NF
(1C) - 1D - (1S) - 2S = good 6+S, NF  # now this is not a "jump" so NF
    instead

# advancing sandwich position's overcall ?
```

1.4.2   after NT overcall

```
(1m) - 1N - (P): system on
```

```
(1M) - 1N - (P) -
2C → 2D, then
    P/2oM/3C = s/o
    2N = (s)bal inv  # will X if 2C interfered
    cue = 4oM, GF  # still cue if interfered
    3D+ = good 6+ suit, inv NF
2N = 5+C, inv NF
cue = 4oM, exactly inv
jump cue = spl M, no 4oM, CoG
jump = 5+X, GF
4C+ = system on

# similar for natrual 2N overcall
(2X) - 2N - (P) -
3M = 5+M, inv NF
cue = 4+oM, GF
3C → 3D, then bid = s/o
4C+ = system on

# off after NT interfered
# off if partner bid before. resp nat instead. ex: (1C) - X - 1D - 1N
# otherwise, Gladiator is default on. ex:
(1C) - P - (1H) - 1N  # M = H
(1S) - P - (2S) - 2N
(1H) - P - (1S) - 1N  # this is tricky, perhaps set M = H
(1H) - X - (2X) - P; (P) - 2N
1C - (1H) - P - (P) - 1N  # 18-19
```

Minor suit Gladiator is not very useful so I discarded it.

1.4.3   after t/o

```
(1X) - X -
1Y = 0-7, (3)4+Y; or 8-9, 4+Y
2Y = 0-8(9), (3)4+Y
jump 2Y = 8-9, 5+Y; or 10-11(12), 4+Y
jump 3Y = (8)9, 5+Y; or 10-11(12), 4+Y
double jump = encouraging  # not pre !
1N = 8-10(11)
2N = (11)12-13

[X = m] cue = any GF; or GF* w/o stopper; or 44+M inv
    2M = 4+M. raise is the only NF bid
        new suit = usually 5-cards except 2S after 2H
    2D/2N+ = nat and GF. basically shows 16+.  # since non-GF must have
    4M.
```

```
     * I can bearly imagine but probably inv, 43M w/o stopper is
   acceptable.
[X = M] cue = any GF, usually no 4oM.
```

1.4.4   misc

```
(1m) - X - (XX) - P = pen.
(1M) - X - (XX) - P = pick a suit
```

1.4.5   overcaller rebid

a "free" 2N rebid of a 2m overcaller is unusual (usually 6+m and 4+om)

1.5   usual overcall

The most improtant agreement for overcall IMHO is the precise definition of their strength. Obviously it depends on partnership agreement, but hope that this section provides a good baseline. Notice that this write-up is quite aggressive and vul-sensitive.

1.5.1   simple overcall

```
# if PH or partner PH, can be lighter but requires shape or lead-
   directing
1X = 8+, 5+X
1N = (14)15-18, promise stopper.
2X = 10+, 6+X; 12+, 5+X.
3X = 14+, 6+X; (15)16+, 5+X
# upper bound: see t/o
```

1.5.2   take out double

```
minimum take out at 1-level:
4333: 13(14)+
4432: 12+, 43+M or 4+oM
2-card opp's suit: 11+ outside
1-card opp's suit: 10+ outside
0-card opp's suit: 9+ outside

at 2-level: +2
```

```
at 3-level: +4
may be slightly sounder if adv need to bid 1-level higher.

# style: slightly emphasizes major
```

```
t/o then rebid:
1X = 16-20
2X = (17)18-19(20), can be lighter with longer suit
3X = GF against a useful card or side A/K
lowest NT = 19-21
jump NT = 22-24
# if stronger, cue to show extra.
```

1.5.3   high level overcall

```
(4m) - 4N = nat.
(4M) - 4N = minors or some 5-5.
(1m) - 3m = nat.
(1M) - 3M = ask stop
```

1.6   jump overcall style

```
(1m) - ; or (1H) - 2S
# style: the stronger the hand, more shapely to pre 2M

# V/NV
P  = may be lengthy but not enough values, ex: AJxxxxx.xxx.xx.x
1M = (8)9-16(17), 5+M
jump suit = same as balancing overcall

# V/V
1M = 8-17, 5+M  # could be weaker (LD) if partner PH
2M = 6+M, pre  # usually not 6322; unless ex: KQJ9xx.xx.Kxx.xx

# NV/NV
1M = 8-17, 5+M  # 4oM or afraid of losing game
2M = 5+M, pre  # wild but sounder
# KQxxx.JTxx.x.Qxx: 2S
# KJxxx.xxx.QJTx.x: 1S. 2S opp PH
# KQJxx.xxx.Qxx.xx: 1S. 1S/2S opp PH

# NV/V
1M = 8-17, 5+M  # 4oM or afraid of losing game
2M = 5+M, pre  # wild
```

```
# KQJxx.xxx.Qxx.xx: 1S (afraid losing game). 2S opp PH
# KJxxx.xx.xxx.xxx: P. 2S opp PH
# AQxxx.xx.xxx.xxx: 2S
# Axxxx.x.Jxxx.xxx: 2S
```