

# Overcalls III

A fundamental concept when advancing the auction is to **keep the bidding open when game is reasonable**. This specific lesson covers common cases after your partner has made a minor suit overcall. As with major suit overcalls, the cue-bid of opponent's suit covers all cases where your hand is worth 10+ support points, a "Limit Raise".

## Minor Suit Overcall Advances:

With no major suit of your own and support, you'll want to raise partner with enough values. Or with few values, an unbalanced hand and lots of trump, you typically want to preempt the bidding.

### Minor Suit Advance With Support

Support Cards	Points	Advance	Forcing?
3	6-9	Raise	No
3+	10+	Cue-bid	1-round
4	0-5	Jump to 3-level <sup>(1)</sup>	No
5	0-7	Jump To 4-Level <sup>(1)</sup>	N/A
6	0-7	Bid Game <sup>(1)</sup>	

(1) With an unbalanced hand.

## Introducing Your Major:

Even with some support for partner, e.g. 3-cards in the minor, you may want to introduce your own 5+card major, potentially allowing your side to compete more effectively. Evaluate your hand as you would when opening the bidding.

### Overcall Advance

Cards in Your Major Suit	Cards in Partner's Suit <sup>(2)</sup>	Points	Advance	Forcing?
5	N/A	6+	Introduce suit at 1-level	1-round
5	Hx or xxx	10+	Introduce suit at 2-level	No
5+	N/A	12+	Bid suit	No

(2) Hx is Ax, Kx or Qx.

# Quiz 5

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LHO opens the bidding with 1♥ and your partner overcalls 2♣. Fill in your call as Advancer after RHO Passes and indicate if it is forcing (F) or non-forcing (NF).

	Your Hand	Call		Your Hand	Call
1.	♠ JT42 ♥ 63 ♦ AJT ♣ Q983		2.	♠ T45 ♥ 96 ♦ KQT96 ♣ AJT	
3.	♠ AQT432 ♥ 78 ♦ 92 ♣ 643		4.	♠ 542 ♥ 6 ♦ 872 ♣ KJT942	
5.	♠ QT862 ♥ 76 ♦ QT3 ♣ T84		6.	♠ J96 ♥ ♦ A87642 ♣ JT64	