

# **Adventures in Bridge**

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### www.advinbridge.com

info@advinbridge.com  $\bigstar$  850 570 6459

## **Competitive Bidding – Overcalling 4-card Suits**

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Robert S, Todd <u>robert@advinbridge.com</u>

#### "Normal Ways to Compete"

- Jump Overcalls
- Simple Overcalls
- Takeout Double
- NT Overcalls

#### **Takeout Doubles**

- 3-card support for all the unbid suits
- 4333
- 5332 with a 5-card minor
- Off-Shape Doubles
  - Equal Level Conversion Doubles (4-card Major and 5+card Suit)

#### **NT Overcalls**

- 15-18 points
- When to stretch with 14 HCP
- When to bid NT without a stopper

#### **Overcalling 4-card Suits**

- Don't qualify for other actions.
- 1-Level Overcalls
- Have a good Suit
- Have extra HCP.
- Length in the opponent's suit
- Pass if often better.
- Consider the suit you are bidding Spades is the best.
- Vulnerability is important.