



# Adventures in Bridge

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## Advancing Partner's Overcall

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### Raising Partner's Overcall – “Support with Support!”

#### **Advancer's Strength Vs. 1-Level Overcall**

- 0-5 points = Weak
- 6-9 points = Minimum
- 10-11 (or bad 12) points = Limit Raise
- 12-13 points = Strong Raise (more than a Limit Raise)
- 14+ points = Game Forcing Raise

#### **Fit Size**

We also want to show the size of our fit:

- 3-card support – 8+card fit
- 4-card support – 9+card fit
- 5+card support – 10+card fit

#### **“Weak” Raises (0-5 points)**

With a weak hand, we use the Law of Total Tricks -- “jumps in competition are weak”.

- With 3-card support (an 8+card fit) we try to compete to the 2-level, although we usually do not have a way to show 3-card support and a weak hand – some partnerships may have a way to show this in competition.
- With 4-card support (a 9+card fit) we try to compete to the 3-level. Advancer does so by immediately jumping to the 3-level in our fit.
- With 5-card support (a 10+card fit) we compete to the 4-level. Advancer does this by jumping to the 4-level in our fit.

#### **“Minimum” Raises (6-9 points)**

With a minimum hand, we support partner (show the size of our fit) and try to show our values.

- 3-card support - Simple Raise
- 4-card support - Mixed Raise (jump cuebid)
- 5-card support – Preemptive Raise to Game.



### **“Limit Raise” or Better (10+ points)**

When we have 10+ points and at least 3-card support for partner then we want to show our fit and our values.

- Cuebid is a limit raise or better (Q=LR+)
  - If both players have bid, there are two suits available to cuebid, some partnerships use the cheaper cuebid to show a “weaker” Limit Raise (often 3-card support) and the higher cuebid to show a “better” Limit Raise (often 4-card support).
- With 12-13 points and at least 3-card support (more than a simple limit raise) Advancer starts with a cuebid (showing a limit raise or better) and then raises again, to show even more values.
- With 14+ points and at least 3-card support Advancer starts with a cuebid, to start to show their strength and fit, and then bids game, showing even more values.
  - With 14+ points, 4+card support, and shortness Advancer can make a “Double Jump Shift” into a new suit as *splinter*.

### **Choice of Games with a Strong Hand**

When Advancer has a hand with strong values (14+ points) and a fit a fit for partner, but one that is not sure if 3NT or 4M is the best contract then they show this hand in stages. Advancer starts with a cuebid of the opponent’s suit, showing a limit raise or better, and then jumps to 3NT to offer this contract. Interferer can then choose between 3NT or game in a suit.

### **Advancer’s Options Without a Fit for Interferer’s Suit**

Without a fit for partner’s suit and with a stopper in the Opener’s suit, Advancer can bid NT.

- 1NT shows 8-11 points.
- 2NT shows 12-13 points.
- 3NT shows 14+ points (with no slam interest).

These bids usually do not have a 5-card Major of their own.

### ***New Suits Forcing – Simpler Method***

- With 10+ points and a 5+card suit Advancer can bid a new suit at the 2-level. 1-Round Force.
- New suit at the 1-level could be a good 4+card suit and only requires 8+ points. 1-Round Force.

### ***New Suits Non-Forcing Constructive – More Active Method***

- In this case, a new suit is non-forcing and can be made on a weaker hand.
- A new suit at the 2-level (non-jump) shows about 8-13 points and at least a 5-card suit. NF.
- A new suit at the 1-level shows about 8-13 points but could still be made on a good 4+card suit.
  - Some partnerships play this bid at the 1-level as 8+ points and still forcing for 1-round (playing NFC only for 2/1 bids by Advancer).
- Playing this method, Advancer needs a way to force the bidding with 14+ points and a good 5+card suit. This is done by making a jump shift or a cuebid (which creates complexity).