

QuizAnswers

When to Overcall in a Suit, use Michaels Cue Bid, Double or Pass

Your hand:	Right-Hand Opponent's Bid	Your bid:
<div style="text-align: center;">  <p>Game #1</p> <p>High Card Points? 13</p> </div>	1♠	Pass. You cannot bid because spades is your suit. You cannot double as partner would think it is a take-out double. You could double their final contract in spades as penalty, but they are unlikely to remain in that suit.
	1♥	1♠ – Overcall. Bid your 5-card suit.
	1♦	1♠ – Overcall. Bid your 5-card suit.
	1♣	1♠ – Overcall. Bid your 5-card suit.
<div style="text-align: center;">  <p>Game #2</p> <p>High Card Points? 9</p> </div>	1♠	Pass. Not enough pts to bid at 2 level. You would need 5 hearts and 5 of a minor to Cue bid (2♠). *see note
	1♥	Pass. Not enough pts to bid at 2 level. You would need 5 spades and 5 of a minor to Cue bid (2♥). *see note
	1♦	Pass. Not enough pts to overcall at 2 level in clubs.
	1♣	Pass. Diamonds are too weak to overcall even at 1 level.
<div style="text-align: center;">  <p>Game #3</p> <p>High Card Points? 15</p> </div>	1♠	1NT overcall. You have 15-17 HCPs and stoppers in spades.
	1♥	1NT overcall. You have 15-17 HCPs and a stopper in hearts.
	1♦	1NT overcall. You have 15-17 HCPs and stoppers in diamonds.
	1♣	Double. You are weak in clubs but have good support for 3 unbid suits.
<div style="text-align: center;">  <p>Game #4</p> <p>High Card Points? 12</p> </div>	1♠	Pass.
	1♥	Pass.
	1♦	Pass. Some might double, hoping partner bids a major.
	1♣	Double. You have weakness in clubs but support for the 3 unbid suits.

*The Unusual 2NT is a convention used (only valid after opponent bids 1 of a major) to indicate 5 cards in both minors and 6-11 points. It is not covered in these lessons.

 <p>Game #5</p> <p>High Card Points? 8</p>	1♠	2♠ Cue Bid – Showing 6-11 pts and two 5-card suits, one in unbid major (hearts) and other in unspecified minor.
	1♥	Pass.
	1♦	1♥ overcall at 1 level in 5-card suit.
	1♣	1♥, a simple overcall at the 1 level. With two 5-card suits, bid higher-ranking suit first. Also shows 5 hearts and it is preferable to find a fit in a major if possible.
 <p>Game #6</p> <p>High Card Points? 14</p>	1♠	2♥ overcall, showing 5 hearts and enough pts for the 2 level.
	1♥	1♠ overcall, showing 5 spades. Though you have opponent's suit and could possibly defeat the contract, you also have good potential to bid and make Game level in spades. Besides, opponents are unlikely to remain in a heart contract.
	1♦	1♠ overcall, showing 5 spades, with two 5-card majors, show higher-ranking major first. Too many pts for a cue bid.
	1♣	1♠ overcall, showing 5 spades, with two 5-card majors, show higher-ranking major first. Too many pts for a cue bid.
 <p>Game #7</p> <p>High Card Points? 10</p>	1♠	2♦ overcall. With 10 HCPs, plus 2 for length, this is worth a bid at the 2 level.
	1♥	2♥ Cue Bid – Showing 6-11 pts and two 5-card suits, one in unbid major (spades) and other in unspecified minor. 1♠ would also be an acceptable overcall, showing a 5-card major, but the Cue Bid gives more information.
	1♦	1♠ overcall, showing 5 spades.
	1♣	1♠ overcall, showing 5 spades. With two 5-card suits, bid higher-ranking suit first.
 <p>Game #8</p> <p>High Card Points? 16</p>	1♠	2♦ overcall. Show opening pts and 5-card minor suit. Clubs are stronger -- an overcall should show a strong 5-card suit, so this one is difficult. A double is tempting, but not advisable -- partner may bid hearts if he has 4 of them and that puts you in an awkward position.
	1♥	2♦ overcall.
	1♦	2♣ overcall.
	1♣	1♦ overcall.