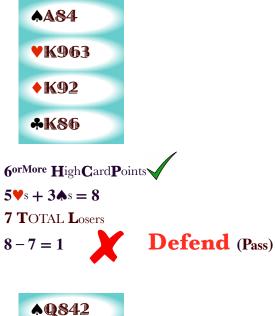
Overcalling in Direct Seat

Opener	Intervenor	Responder	Advancer
1 N T	?		

Rule of 8

Start with 6orMore HighCardPoints (Always Pass with 5orFewer HighCardPoints)

Add the number of cards in the two Longest suits subtract The Losing Trick Count If the Total = 2 or more add the HighCardPoints If that Total = 8 or more then the intervener should overcall otherwise Defend (Pass)





Overcalling in Balancing Seat

Opener	Intervenor	Responder	Advancer
1NT	Pass	Pass	?

Rule of 2

The HighCardPoints are equaly divided.

Our side has c20 combined High Card Points

Opener is balanced

Responder is balanced

Shortness icreases the probability of a FIT for our side

Bid if you have 2^{orMore} ShortnessPoints Void, Singleton or even 2 Doubletons

Defend (Pass)

otherwise Defend (Pass)



13 HighCardPoints balanced

Partner has 7 HighCardPoints

All of your Finesses will LOSE



7 HighCardPoints unbalanced

Partner has 13 HighCardPoints

All of your Finesses will WIN

