

Overcalling in Direct Seat

Opener	Intervenor	Responder	Advancer
1NT	?		

Rule of 8

Start with 6^{orMore} HighCardPoints (Always Pass with 5^{orFewer} 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)

♠A84
♥K963
♦K92
♣K86

6^{orMore} HighCardPoints ✓

$$5♥s + 3♠s = 8$$

7 TOTAL Losers

$$8 - 7 = 1$$



Defend (Pass)

♠Q842
♥A63
♦9
♣J8642

6^{orMore} HighCardPoints ✓

$$5♠s + 5♥s = 10$$

7 TOTAL Losers

$$10 - 7 = 3$$



BID

Overcalling in Balancing Seat

Opener	Intervenor	Responder	Advancer
1NT	Pass	Pass	?

Rule of 2

The HighCardPoints are equally divided.

Our side has c20 combined HighCardPoints

Opener is balanced

Responder is balanced

Shortness increases the probability of a FIT for our side

Bid if you have 2 or More ShortnessPoints Void, Singleton or even 2 Doubletons

otherwise Defend (Pass)

♠K75	2 Losers (missing AQ)
♥AQ865	1 Loser (missing K)
♦K43	2 Losers (missing AQ)
♣76	2 Losers (missing AK)

13 HighCardPoints balanced

Partner has 7 HighCardPoints

All of your Finesses will **LOSE**  **Defend** (Pass)

♠K7532	2 Losers (missing AQ)
♥K8654	2 Losers (missing AQ)
♦43	2 Losers (missing AK)
♣7	1 Loser (missing A)

7 HighCardPoints unbalanced

Partner has 13 HighCardPoints

All of your Finesses will **WIN**  **BID**

