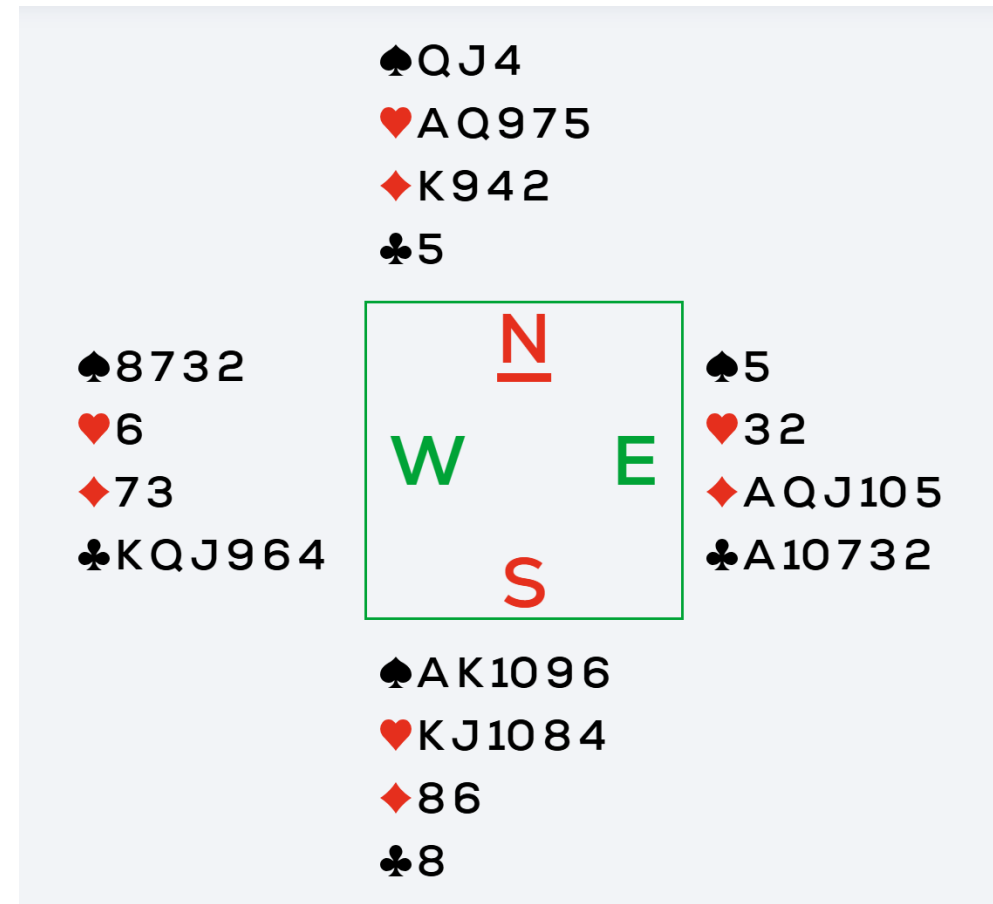


Two-suited overcalls

Masterclass, 2025

Why do we use two-suited overcalls?

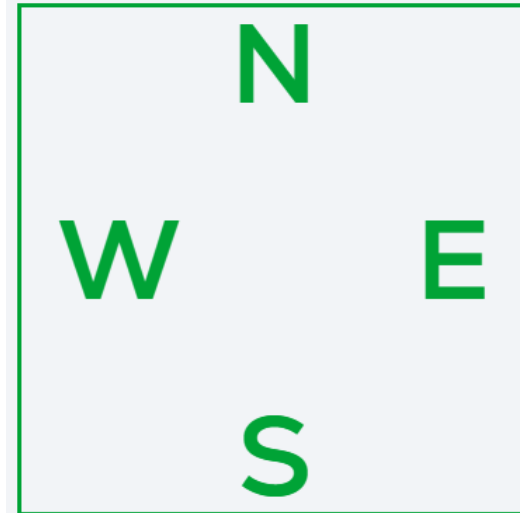
- Easier to show our hand
- Partner can sacrifice before opponents get to show their hand
- Easier to support, know two suits
- Two suits often give more tricks, okay to bid higher



Problems with two-suited overcalls

- Easier for opponents to place the cards
- May end up too high
- Might get the contract on the wrong side

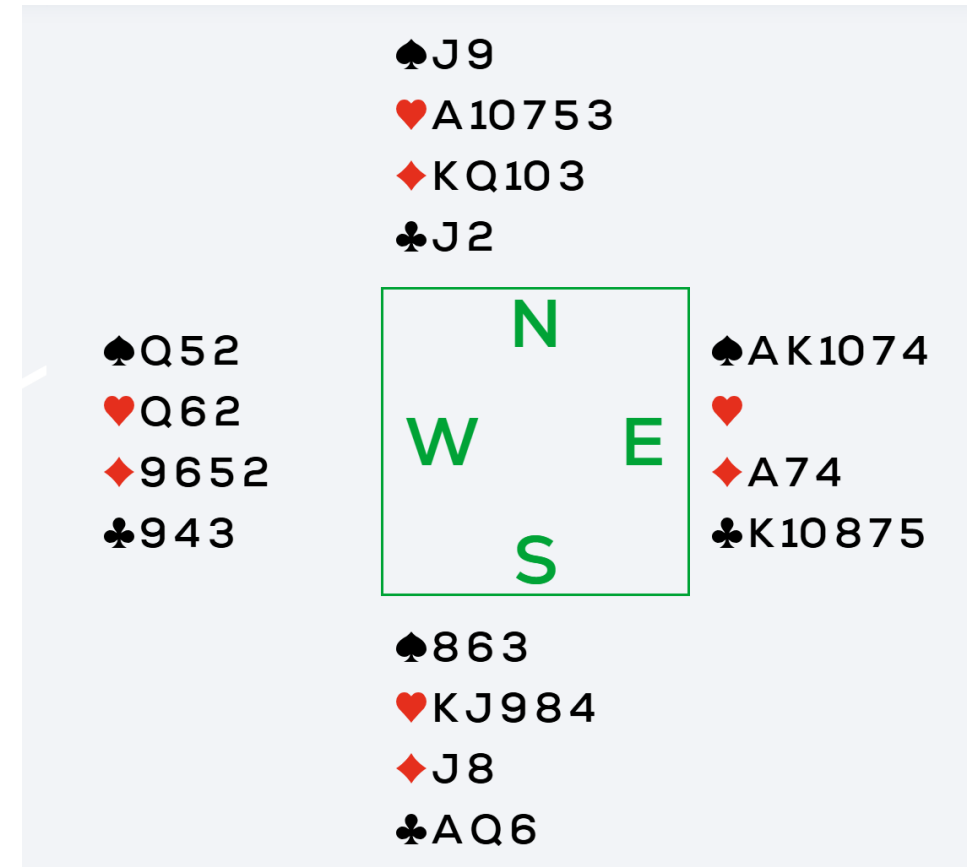
♠ J 9
♥ A 10 7 5 3
♦ K Q 10 3
♣ J 2



♠ 8 6 3
♥ K J 9 8 4
♦ J 8
♣ A Q 6

Problems with two-suited overcalls

- Easier for opponents to place the cards
- May end up too high
- Might get the contract on the wrong side



Both minors

- Opponents open 1 major
- We jump to 2NT
- Shows at least 5 cards in both minor
- Can be weak or strong
 - If you are strong (16+), bid again
 - Try to avoid with middle hand
- Partner bid their best suit
 - If they are strong and has some support they should jump
 - With good support (5+) they should often jump (depending on vulnerability)

♠ 10 4 2
 ♥ A 9 8 2
 ♦ K 3
 ♣ A Q 6 3

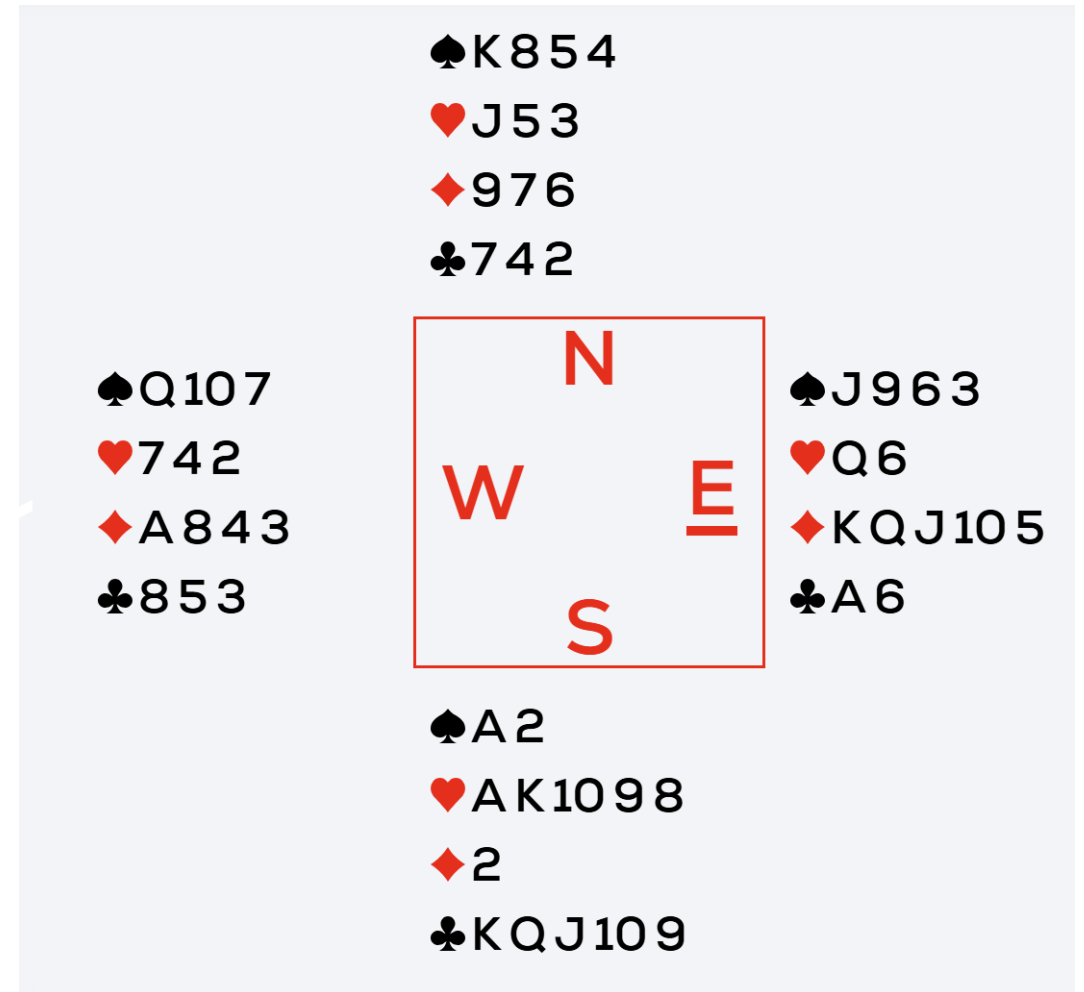
♠ A 9 5 3	N	♠ K Q J 8 6
♥ K 10 4	W	♥ Q J 6 5
♦ 9 8 5		♦ A 7 2
♣ 7 5 2	S	♣ 8

♠ 2
 ♥ 7 3
 ♦ Q J 10 6 4
 ♣ K J 10 9 4

S	W	N	E
2NT PASS	3♠ PASS	5♣	1♠ PASS

Two lowest unbid suits

- Just like 2NT both minor, but after 1 minor opening
- Promises two lowest unbid suits
 - (1C)-2NT= diamonds and hearts
 - (1D)-2NT= clubs and hearts
- Responding same as over 2NT both minor
 - Normally support hearts with 3+ hearts



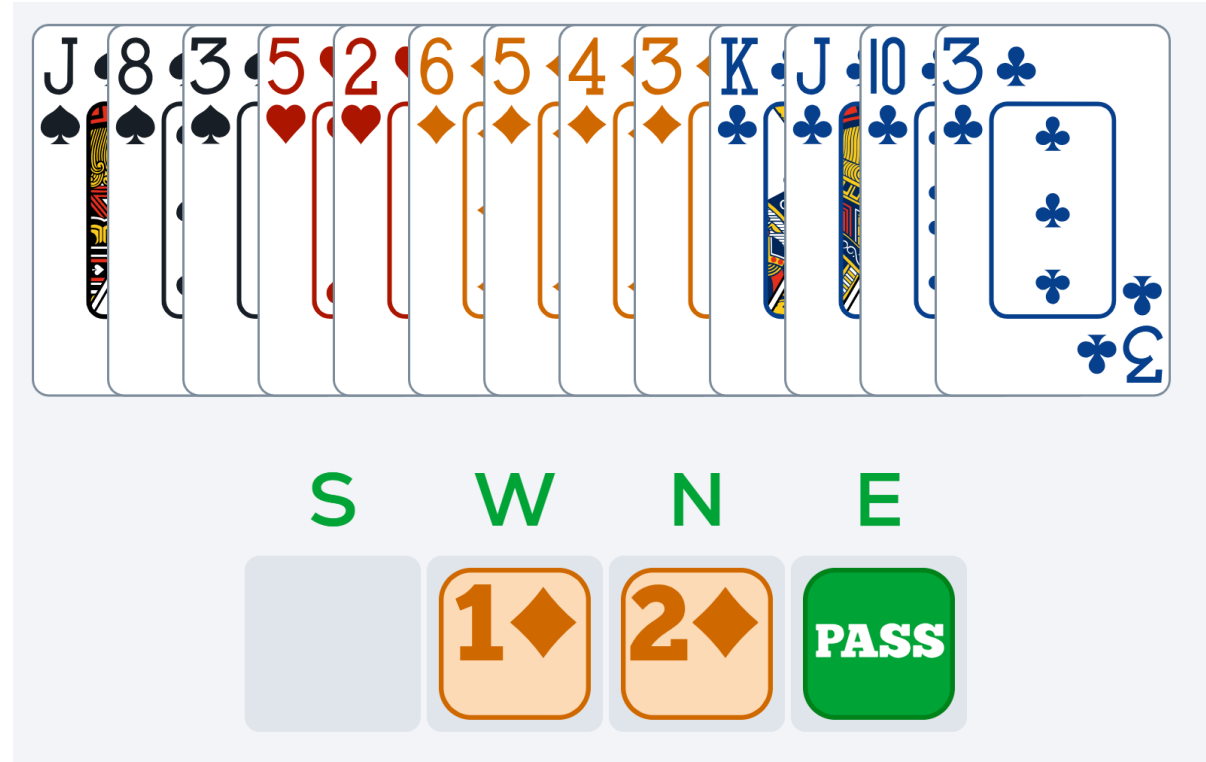
Michaels – both majors

- Opponents open 1 minor
- We bid their suit – rare we want to show their suit
- Shows at least 5 cards in both majors
- Can be weak or strong
 - If you are strong (16+), bid again
 - Try to avoid with middle hand
- Partner bid their best suit
 - If they are strong and has some support they should jump
 - With good support (5+) they should often jump (depending on vulnerability)



Responding to Michaels – both majors

- Preference
 - Bid the best suit on the lowest level
- Invite
 - Support in one or both majors
 - Bid 2NT
 - With minimum partner bids 3 heart
 - With maximum partner bids 4 hearts
- Pre-emptive
 - Bid the best suit with a jump (depending on vulnerability)
- Bid game
 - Strong hand
 - The law



The image shows a hand of 13 cards: J♠, 8♠, 3♠, 5♥, 2♥, 6♦, 5♦, 4♦, 3♦, K♣, J♣, 10♣, 3♣. Below the cards are four bidding options for South, West, North, and East: S (empty), W (1♦), N (2♦), and E (PASS).

Responding to Michaels – both majors

- Preference
 - Bid the best suit on the lowest level
- Invite
 - Support in one or both majors
 - Bid 2NT
 - With minimum partner bids 3 heart
 - With maximum partner bids 4 hearts
- Pre-emptive
 - Bid the best suit with a jump (depending on vulnerability)
- Bid game
 - Strong hand
 - The law

The image displays a hand of 13 playing cards: K♠, J♠, 8♠, 6♠, 3♠, Q♥, 5♥, 2♥, 4♦, 3♦, A♣, 10♣, 3♣. Below the cards are four bidding buttons labeled S, W, N, and E. The W button shows 1♦, the N button shows 2♦, and the E button shows PASS.

Michaels – opposite major and a minor

- Opponents open 1 major, and we bid their suit
- Shows opposite major and an unknown minor
 - (1S)-2S = 5(+) hearts and 5+ clubs or diamonds
 - (1H)-2H = 5(+) spades and 5+ clubs or diamonds
- May have longer minor, but not longer major
- Possible to play with a specific minor
 - Easier to bid when we know which suit
 - Less frequent



Responding to Michaels with unknown minor - weak

- Support the major if support in both
- Weak with majorsupport
 - Bid major on the lowest level
 - With 4(+) spades jumps to 3 spades (depending on vulnerability)
- Weak with minorsupport
 - Bid 3 clubs, and partner pass or correct

Hand: ♠ A, ♥ 5 3 2, ♦ 6 5 4 3, ♣ 10 9 5 3 2

Bidding Interface:

S	W	N	E
	1♥	2♥	PASS

Responding to Michaels with unknown minor - good hand

- Support the major if support in both
- 2NT
 - Ask which minor partner has and invitational
 - Bid 3 minor with minimum
 - If we go back to major it's invitational with major
 - 3 hearts is clubs with extras
 - 3 spades is diamonds with extras
- 4/5 clubs is pre-emptive and pass or correct
 - Must have support in both minor
- With 5 card major or strong, jump to game (depending on vulnerability)

A hand of cards is shown, consisting of the following cards: Spades (A, J, 10), Hearts (A, 3, 2), Diamonds (A, 4, 3), Clubs (10, 7, 3, 2). Below the hand, there are four positions labeled S, W, N, and E. Under S is an empty grey box. Under W is a red button with '1♥'. Under N is a red button with '2♥'. Under E is a green button with 'PASS'.

When can we not use it?

- Opponents open 1 minor and we have spades and minor
- One of our long suits is their suit
- With bad suits and honors in our short suits
- One suit is much better than the other



When can we not use it?

- Opponents open 1 minor and we have spades and minor
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Summary

- Nice to show two suits straight away
- Describe our hand better (both to partner and opponents)
- Easier to pre-empt