

**PROBLEM BIDDING SCENARIOS**

**OVERCALLS**

**Select the appropriate overcall with each of the following holdings given the listed bidding conditions!**

(1)	(2)	(3)	(4)
1H	1S	1S	1D
(?)	(?)	(?)	(?)
AXXXX KX QXX XXX	XX AXXXX KX JXXX	AX AXXXX KX JXXX	KXX AQXX KQX KXX

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(5)	(6)	(7)	(8)
1D	1C	1D	1D
(?)	(?)	(?)	(?)
KX AJXX XXX AKQX	AXXXX KXXXX XX X	QXXXXX AXXXX X X	AQJXX KQXXX XX X

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(9)	(10)	(11)	(12)
1C	1H	1S	1D
(?)	(?)	(?)	(?)
AKJXX AQJXX A XX	AXXXX XX AJXXX X	X XX AQXXX KXXXX	AQJXXX XXX XX XX

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**PROBLEM BIDDING SCENARIOS**

**OVERCALLS**

**Select the appropriate overcall with each of the following holdings given the listed bidding conditions!**

(13)	(14)	(15)	(16)
2H	2S	2H	1D
(?)	(?)	(?)	(?)
AXX	X	X	KXXX
AKX	AKXX	AXXX	AXXX
QXX	AQXX	AJXX	X
AXXX	AXXX	KXXX	KJXX

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(17)	(18)	(19)	(20)
1H	1NT	1NT	1NT
(?)	(?)	(?)	(?)
X	XXX	X	KX
AKXX	AQXX	AXXXX	AXXXXXX
QXXX	AXX	AJ	XX
AXXX	AXX	KXXXX	KX

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**BRIDGE – INTERMEDIATE LESSONS I – 06**

**PROBLEM BIDDING SCENARIOS**

**OVERCALLS**

(1)	(2)	(3)	(4)
1H	1S	1S	1D
(?)	(?)	(?)	(?)
AXXXX KX QXX XXX	XX AXXXX KX JXXX	AX AXXXX KX JXXX	KXX AQXX KQX KXX
1S - Simple 1-Level Overcall	Pass - Too Few Points for a 2-Level Overcall	2H - Normal 2-Level Overcall	1NT - Normal 1NT Overcall

(5)	(6)	(7)	(8)
1D	1C	1D	1D
(?)	(?)	(?)	(?)
KX AJXX XXX AKQX	AXXXX KXXXX XX X	QXXXXX AXXXX X X	AQJXX KQXXX XX X
Pass - No Stopper For 1NT Overcall	"2C" - Michaels for Both Majors	"2D" - Michaels for Both Majors	1S Then 2H - Too Strong for Michaels

(9)	(10)	(11)	(12)
1C	1H	1S	1D
(?)	(?)	(?)	(?)
AKJXX AQJXX A XX	AXXXX XX AJXXX X	X XX AQXXX KXXXX	AQJXXX XXX XX XX
"2C" Then "3C" - Michaels With 16+	"2H" - Michaels Showing Spades + Minor	"2NT" - Unusual NT Showing Both Minors	2S - Weak Jump Overcall

**BRIDGE – INTERMEDIATE LESSONS I – 06**

**PROBLEM BIDDING SCENARIOS**

**OVERCALLS**

*Select the appropriate overcall with each of the following holdings given the listed bidding conditions!*

(13)	(14)	(15)	(16)
2H	2S	2H	1D
(?)	(?)	(?)	(?)
AXX	X	X	KXXX
AKX	AKXX	AXXX	AXXX
QXX	AQXX	AJXX	X
AXXX	AXXX	KXXX	KJXX
2NT - Showing a 1NT Overcall	Double - A Direct Seat 15+ Takeout Over Weak 2	Pass - Too Weak for a Direct Overcall	Double - Perfect Takeout Db1.

(17)	(18)	(19)	(20)
1H	1NT	1NT	1NT
(?)	(?)	(?)	(?)
X	XXX	X	KX
AKXX	AQXX	AXXXX	AXXXXXX
QXXX	AXX	AJ	XX
AXXX	AXX	KXXXX	KX
Pass - Wrong Shape	Pass - Too Weak and Too Balanced	"2C" - "DONT" Showing C + Higher Suit	Double - "DONT" Showing 1-Suiter