

Simple Overcalls

Roughly 8-15 HCP. Can be weak and obstructive by a passed hand, particularly 1 $-(1)$ and 1 $-(2)$. Cue bid responses indicate a fit and/or a very strong hand. Suit responses are not forcing. Jump raises and jump shifts are weak.

Jump Overcalls

Premptive. Cue bid is only force.

Jump Cue Bids

Very strong takeout double with singleton or void in RHO's suit.

Takeout Doubles

Double and correct starts at about 16 HCP.

Michaels Cue Bids

Good hand or bad hand. With intermediate hand, overcall in higher-ranking suit, then bid lower-ranking suit.

Delayed Cue Bids

These are intended to allow us to play in a suit bid by the opponents when necessary.

Psych-Exposing Doubles

1 $-(X)-1$ where 1 is a psych is quite popular. So 1 $-(X)-1$ $-(X)$ shows length and/or strength in spades (not responsive).

Unusual Notrump

Similar to Michaels, i.e., bad hand or good hand.

Gambling 3NT Overcall

See Chapter on Gambling 3NT