

## Overall Quick Reference

**Suit Quality (sq):** Cards in suit + honours in suit

**1 Level Overcalls:** 5 card suit, 8-15 hcp, sq 7+

**2 Level Overcalls:** 5 card suit, 10-15 hcp, sq 8+

### **Responses with Support - Traditional**

**0-6 hcp** With 5 card support, raise to 4 level  
Else pass

**8-11 tp** Raise partner's suit

**12-15 tp** Jump in partner's suit

**16+ tp** Bid game in partner's suit

### **Responses with Support - Modern**

**0-2 hcp** Pass

**3-6 hcp** With 5 card support, raise to 4 level  
With 4 card support, raise to 3 level  
With 3 card support, pass

**7-11 tp** Raise partner's suit

**12-15 tp** Bid opponent's suit

**16+ tp** Jump in opponent's suit

### **After 1 Level O'call**

8-12 hcp 1NT

13-15 hcp 2NT

16+ hcp 3NT

### **After 2 Level O'call**

11-13 hcp 2NT

14+ hcp 3NT

**New Suit:** At 1 level, 8+ hcp. At 2 level: 10+ hcp