

# Two-Suited Bids

## Overcall Structure – Part 3

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Two Suited Bids (TSB) are part of a system called Overcall Structure that work well with the [Power Double](#) and [1N Overcalls](#) described in the first two articles. This version is attributed to John Fout. After RHO opens one of a suit, a Q-Bid, 2N and Roman Jump Overcalls (RJO) show two suits.

What do you currently bid in second seat with the following hands after RHO opens 1♣?

[A] ♠KJxx ♥AQxxx♦x ♣Qxx

[B] ♠Ax ♥QJxx ♦AKxxx ♣xx

[C] ♠KQxx ♥AJx ♦AKJxx ♣x

[D] ♠x ♥KQxxx ♦KQJxx ♣Kx

[E] ♠KQxxx ♥KQJxx ♦Kx ♣x

[F] ♠Qxxxxx ♥Kxxxx ♦x ♣x

[G] ♠x ♥KQJxxxx ♦KQJ ♣xx

[H] ♠xx ♥KQxxxxxx ♦Kx ♣x

[I] ♠xxx ♥AKQxxxx ♦Ax ♣x

Most of you overcall the long suit with [A], [B], [C] and [D]; use Michaels with [E], pass with [F], and bid 4♥ with [G], [H] and [I]. You risk missing a 4-4 major game or part score on [A], [B] and [C]; a diamond fit on [D], or a slam on [I].

The two lowest RJOs over a one level bid show the suit bid and the suit above – the touching suits. The lower ranking suit has at least 5 cards, while the higher ranking suit contains 4+ cards (5 VUL). So 1♥ – 2♠ shows 4+ spades and 5 clubs non-Vul; 1♥ – 3♣ promises 5 clubs and 4+ diamonds (5 VUL). Although the suggested range is 6 to 15 hcp, you should have 4½ to 6 losers and carefully consider the vulnerability. Overcall 2♥ on [A] and [F]; bid 2♦ on [B].

2N shows a strong two suited hand with 4 or fewer losers, guaranteeing the non-touching suit (for example, hearts with 1♣ – 2N). Bid 2N with [D] and [E].

The Q-bid shows at least 5-4 suits above and below opener's suit with 6 or fewer losers. Bidding 1♠ - 2♠ tends to be 5-5. Bid 2♣ with [C], keeping a spade contract in play.

Three level suit bids are intermediate jump overcalls (IJO) showing 12 HCP with seven cards up to a bad 17 HCP and 6 cards with at most one loser in the suit. IJO proponents like to make weaker non-jump two level overcalls. I am not a fan of IJOs, and it is not a required part of the Overcall Structure.

NAMYATS is used to show a good 7 card major and 8 to 8½ tricks (4♣ for hearts and 4♦ for spades) or a preemptive 4♥ or 4♠. Bid 3♥ with [G], 4♥ with [H] and 4♣ with [I].

### Advancer's bids after RJO

PASS Weak with support for the bid suit

4th Suit To play

- Q-bid Best possible hand in one of the two suits or the fourth suit. Overcaller shows minimum with cheapest bid, 6-4 by jumping in the bid suit or shortness by a jump in an unshown.
- 2N Forcing, invitation plus, tends to show interest in the higher suit. Respond as with the Q-bid.
- 3 Suit Raise of a shown suit is just competitive; jump suit shows shortness
- 3N To play
- 4 suit To play
- If responder bids, double or redouble replaces the Q-bid.

#### **Advancer's bids after Q-Bid**

Responses are the same as after the RJO.

#### **Advancer's bids after 2N**

- Known Suit Weak to play
- Cheapest non-Q-bid Weak to play in the other suit
- Q-bid Invites, asks for the other suit, 1+ tricks
- Jump Known Suit To play if game, invites if not
- Jump Unknown Suit Splinter for known suit
- If responder bids, double or redouble replaces the Q-bid.

TSB are advanced treatments that require practice, memory and patience. They can only be used with Open and Open+ convention charts. Be sure to mark your convention card and alert properly. Thoroughly discuss applicable auctions, including passed hand bids, before playing these treatments with your regular partner.

If you have questions, comments or suggestions, please email me at [ronaldlien@aol.com](mailto:ronaldlien@aol.com). ♣