

# Module 16 – Introduction to Competitive Bidding Opening Partnership Coping with Overcalls

*By Bob Alderdice*

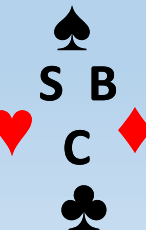
1. Competitive Bidding – Coping with Overcalls
2. Quiz
3. Playing 6 Hands

**“ The best part of bridge is the POST MORONS ”**



*This week's Paddy's Pearl*

**K**keep  
**I**t  
**S**imple  
**S**tupid





# Revision of Module 15 - Overcalls

1. They believe they can make a contract.
2. Sometimes to indicate a lead that gets their defence off to the best start.
3. To make it harder for their opponents to find their best contract and/or level.



## Module 15: Revision

Opening Bidding – Count Points (HCP): Overcalls – Count Playing Tricks (PT)

*Playing tricks in a suit are tricks you can make without any help from partner  
– provided your suit is trump*

♠AQJ1076  
♥A76  
♦95  
♣53

If spades are trump you should expect to make 5 spade tricks and the ♥A

Therefore we say the hand has 6 Playing Tricks

**Long solid suits guarantee Playing Tricks  
- High cards do not**





# Module 15 – Revision 2

## Overcalls in a Suit

*An overcall in a suit at the 1 level should have 4/5 Playing Tricks*

*An overcall in a suit at the 2 level (not a jump) should have 5/6 Playing Tricks*

## Jump Overcall

*A jump overcall is a bid made one level higher than necessary*

*It promises a good 6 card suit and at least 6 Playing Tricks (at least an opening hand)*

## 1NT Overcall

*A 1NT Overcall over opponents 1 of a suit bid is based on HCP not Playing Tricks*

*It shows 15-18HCP and at least 1 stop in opponents bid suit*





# Competitive Bidding – Why do Opponent's Overcall?

Overcalls by opponents are annoying because they can disrupt your normal bidding sequence, introduce unfamiliar sequences and take up bidding space.

1. They believe they can make a contract.
2. Sometimes to indicate a lead that gets their defence off to the best start.
3. To make it harder for their opponents to find their best contract and/or level.





# Competitive Bidding – Coping with Overcalls

1. If partner opens and RH opponent competes – ***try to make bids retain their same meaning***  
Don't let it affect the rest of your system – e.g. A change of suit response is still forcing
2. When you would have made a 1-over-1 response **and opponents overcall means you now require to bid at the 2 level then you must have a 5+ card suit and  $\geq 10$  HCPs**. If opponent's overcall does not affect the level of your bid then normal system rules still apply.
3. **NT responses** require the same point count **but you must have a stop in opponent's suit**  
1NT: 6-9HCP plus a stop    2NT: 10-11HCP plus stop    3NT: 12+ HCP plus stop
4. **If you were going to bid the suit opponents overcall then you cannot bid that suit to play, you need to bid another suitable suit, bid NT or PASS**
5. **If you cannot make a suitable bid PASS**. If partner has a good hand she will bid again and you will still have the opportunity to bid your hand if suitable.



# Coping with Overcalls -1

a)

♠ K72	<table border="1" style="text-align: center; width: 100px; height: 100px;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		1♥
		N									
W			E								
		S									
♥ Q1092											
♦ K653											
♣ 84											

2♣

b)

♠ AK10762	<table border="1" style="text-align: center; width: 100px; height: 100px;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		1NT
		N									
W			E								
		S									
♥ 74											
♦ KQ5											
♣ 93											

2♥

Your partner, East opens 1♥.  
 S overcalls 2♣, showing 5/6 Playing Tricks.  
 If S had passed you would have bid 2♥  
 (6-9HCP and ♥ support). You can still bid  
 this so it still means the same as it would  
 have without the overcall.

This time partner bids 1NT showing 12-14HCP.  
 With 12HCPs you feel you should be in game.  
 If South hadn't bid you would have bid 4♠.  
 Does South's bid of 2♥ make a difference?  
 It doesn't inconvenience you so you still  
 Bid 4♠

**If the overcall doesn't affect the bid you would have made – then just make it**



# Coping with Overcalls -1 (cont)

c)

♠ 1032	<table border="0"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		1♥
		N									
W			E								
		S									
♥ K5											
♦ KJ7											
♣ AKJ84											
	1♠										

Your partner, East opens 1♥.

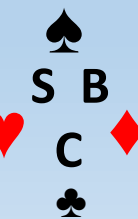
South overcalls 1♠.

If S had not overcalled you would have bid 2♣, a 2-over-1 response showing >9HCP

You can still bid this and have the same meaning as if South had passed.

It is still forcing for one round.

If the overcall doesn't affect the bid you would have made – *then just make it*







# Coping with Overcalls -2

## When the Overcall disrupts your Bid

a)

♠ 1072	W      N S E	1♣
♥ AQ96		
♦ Q54		
♣ 853		

1♠

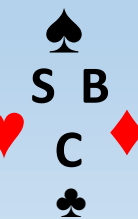
b)

♠ 1072	W      N S E	1♣
♥ AQJ105		
♦ 94		
♣ K62		

1♠

Your partner, East opens 1♣.  
S overcalls 1♠, showing ~5 Playing Tricks.  
If S had passed you would have bid 1♥  
(6-27HCP and 4+♥ suit). Although you  
Would like to tell partner about your ♥  
suit you are not strong enough.  
Unfortunately you have to **PASS**

After partner's 1♣ opener, South overcalls 1♠ .  
You now have a stronger hand and can bid 2♥  
Telling partner that you have 10+HCP and a  
5 card suit.  
It is forcing for 1 round.





# Coping with Overcalls -3

## Bidding NT after an Overcall

a)

♠ KJ3	W      N S      E	1♦
♥ Q107		
♦ 1083		
♣ Q985		

1♠

b)

♠ 874	W      N S      E	1♦
♥ Q1065		
♦ J2		
♣ A963		

1♠

Without the overcall W would have bid 1NT (6-9HCP with a balanced hand). Over South's overcall you can only bid 1NT with stops in the overcalling suit as well as the HCPs as N will probably lead spades.

**KJ3** are ideal stops *behind* the overcall so *you can still bid 1NT*

W would normally bid 1♥ without South's Overcall to show 6-9HCP and a heart suit. However the hand is not good enough to bid 2♥ as this requires 10+HCP and a 5 card heart suit. **You cannot bid 1NT to show your HCP as you have no spade stop so unfortunately you must PASS** as the overcall shuts you out of the bidding





# Coping with Overcalls -3 (cont.)

## Bidding NT after an Overcall

a)

♠ 72				
♥ QJ852		N		
♦ Q82	W		E	1♦
♣ AJ7		S		

2♣

b)

♠ KQ62				
♥ 74		N		
♦ A106	W		E	1♥
♣ Q762		S		

2♣

West would have bid 1-over-1, 1♥ without the overcall. On this occasion because you have 10+HCPs and a 5-card heart suit you can bid 2♥

We would have bid 1♠ if there had been no Overcall; however, we cannot bid a spade suit. When the overcaller is saying she has 4/5 PT with that suit as trump. W having a balanced hand, 11HCPs with 2 good spade stops (behind the bid suit) can bid 2NT describing her hand exactly



# Module 16 Quiz

## Q1

North

Pass

East

1♦

South

1♠

West

????

1. What would a 2♣ by West Mean?

10+HCP and 4+clubs

2. What would 2♥ mean?

10+HCP and 5+ hearts

3. 1NT?

6-9HCP and at least 1 spade stop

4. 3♦?

10-13HCP, 4+♦ and no ♠ stop

## Module 15 Quiz (cont.)

### Q2

Partner opens **1♦** and RHO overcalls **1♠**, what would you bid with the following hands?

a)

♠1094  
♥A82  
♦73  
♣AQJ65

**2♣**

b)

♠98  
♥KQJ65  
♦654  
♣A63

**2♥**

c)

♠875  
♥KJ42  
♦1064  
♣A93

*Pass*

d)

♠AJ1073  
♥A54  
♦6  
♣J1092

*Pass/2NT*

# Module 15 Quiz (cont.)

## Q3

Partner opens **1♥** and RHO overcalls **2♣**, what would you bid with the following hands?

a)

♠A1072  
♥63  
♦954  
♣AQ108

*2NT*

b)

♠K62  
♥KQ53  
♦QJ964  
♣7

*3♥*

c)

♠QJ62  
♥A84  
♦K107  
♣KJ9

*3NT*

d)

♠A1043  
♥Q6  
♦A952  
♣J87

*2♦*

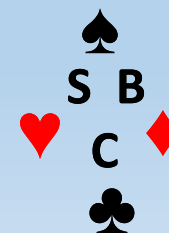
# Playing Hands for Module 16

**K**keep  
**I**t  
**S**imple  
**S**tupid

“ The best part of bridge is the POST MORONS ”



*This week's Paddy's Pearl*





Dealer: North  
 Vulnerability: Non Vul

♠AQJ98

♥53

18HCP

♦KJ10

♣AK5

2HCP

♠76

♥82

♦87653

♣Q1084

	N	
W		E
	S	

12HCP

♠103

♥AK9764

♦A4

♣J76

♠K542

♥QJ10

8HCP

♦Q92

♣932

<u>Bidding</u>			
<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
1♠	2♥	2	p
4♠	All Pass		

Deal 16.1

With 26HCP N/S should be in a game, *but can they find game* after South overcalls 2♥?

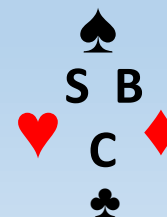
**Bidding:** N opens 1♠ and *with 5/6 PT E can bid 2♥.*

South would have bid 2♠ without interference so can still do so sowing 4+ spades and 6-8HCP  
 N has enough to bid game.

**Lead:** ♥A then ♥K followed by ruff and over-ruff on 3<sup>rd</sup> which prevents N getting a club discard.

**Play:** Unfortunately this contract should go 1 back because of failing to get the club discard on the ♥Q, so N should lose 2♥, the ♦A and the 3<sup>rd</sup> ♣.

**Note:** If E fails to lead the hearts the contract will make as N will eliminate trumps and then be able to discard the losing club on the ♥Q







Dealer: East  
 Vulnerability: N/S Vul

♠ Q1074 **13HCP**

♥ 8

♦ A7653

♣ 873

**14HCP**

♠ 65

♥ K732

♦ KQ104

♣ 942

	N	
W		E
	S	

**9HCP**

♠ 32

♥ AQ10654

♦ 8

♣ AQJ6

♠ AKJ98

♥ J9 **4HCP**

♦ J92

♣ K105

Bidding

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
	1♥	1♠	2♥
2♠	3♥	All Pass	

Deal 16.2

With 21HCP, E/W should be in a part-score contract but will they find it after S overcalls and N supports?

**Bidding:** Both sides compete and support/raise partner.

With 4 hearts and 8HCP W can raise partner in spite of the overcall from S. N can see at least 2PT recognising the singleton heart so comfortably can raise partner to 2♠.

*With a 6 card suit, a good club suit and shortages E raises to 3♥*

**Lead:** ♠A and K with E ruffing the 3rd

**Card Play:** E should eliminate trump and play ♦8 towards the ♦KQ hoping to find S with A but loses to it in N.

Because the club finesse is wrong *declarer should only make 9 tricks.*





Dealer: South  
 Vulnerability: E/W Vul

♠ 842 **9HCP**

♥ KJ62

♦ Q54

♣ K74

**13HCP**

♠ AKQ103

♥ A104

♦ 108

♣ 965

	N	
W		E
	S	

**2HCP**

♠ J975

♥ 9875

♦ 96

♣ J102

♠ 6

♥ Q3

♦ AKJ732

♣ AQ83 **16HCP**

<u>Bidding</u>			
<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
		1♦	1♠
p	p	2♣	p
3♦	p	5♦	All Pass

Deal 16.3

N/S with 25HCP have the chance of being in a game but will they Find it against opponents competing and recognising their best suit is a minor.

**Bidding:** W has an overcall of 1♠ with 5PT and as a result in spite of *N having 8HCPs she must PASS as she doesn't have a 5-card heart suit.* Fortunately S can bid 2♣ and N realising partner has 5 diamonds encourages with 3♦ which indicates a good pass not able to bid because of the 1♠ overcall. S with *a singleton ♠ (equiv. to 3HCPs) S decides he can bid game*

**Lead:** ♠A with second ruffed by declarer.

**Card Play:** South can see 11 tricks immediately, takes out trump immediately and leads ♥Q to eliminate the ♥A and establish ♥KJ with the ♣3 discarded on ♥J  
 Declarer only loses ♠A and ♥A to *make he 11 tricks*





Dealer: West

Vulnerability: All Vul

♠843 **13HCP**

♥KJ1085

♦AQ8

♣K6

**14HCP**

♠QJ10

♥2

♦KJ3

♣AQJ842

	N	
W		E
	S	

**9HCP**

♠K65

♥AQ73

♦10972

♣75

♠A972

♥964 **4HCP**

♦654

♣1093

<u>Bidding</u>			
<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
1♥	1NT	All Pass	1♣

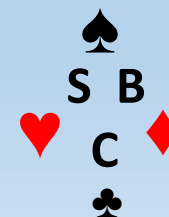
Deal 16.4

With 23HCP E/W should win a part-score auction.

**Bidding:** After the 1♥ overcall by N and with two heart stops behind N, a balanced hand and 9HCP E can bid 1NT knowing partner's 1♣ infers he has stops in that suit.

**Lead:** ♥9 won by E

**Card Play:** E can count 7/8 tricks dependant on whether the ♣K finesse is correct. E takes the club finesse immediately which is wrong but he will win the heart return and scramble 7 tricks with 2♥ and 5♣ tricks. Defence make 3♥, 1♠ and 2♦.





Dealer: North  
 Vulnerability: N/S Vul

♠10

♥AJ4 **17HCP**

♦AK7632

♣KQ6

**10HCP**

♠KQJ742

♥95

♦4

♣A952

**2HCP**

♠965

♥1032

♦J109

♣J1074

	N	
W		E
	S	

♠A83

♥KQ876

♦Q85 **11HCP**

♣83

<u>Bidding</u>			
<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
1♦	1♠	2♥	p
4♥	All Pass		

Deal 17.5

With 28HCP N/A should be in a game contract BUT will East's overcall cause them difficulty ?.

**Bidding:** With 5 PT East can overcall N opening with 1♠

By competing with 2♥ S is saying she has a 5+ card ♥ suit and 10+HCP and N with 3 hearts (partnership having and 17HCP she can bid game.

Lead: ♠9 is won in S.

**Card Play:** S should *ruff* the second spade enter dummy with ♦Q and ruff the 3<sup>rd</sup> spade, Take ♥A and then ♣K and ruff the 3<sup>rd</sup> club in S and eliminate trump to make 12 tricks, the only loser being ♣A. 11 tricks should always be made, and 12 if declarer plays well.





Dealer: East  
 Vulnerability: N/S Vul

♠J9

♥AJ76 **6HCP**

♦107

♣108764

**15HCP**

♠A432

♥2

♦AKJ854

♣K2

	N	
W		E
	S	

**7HCP**

♠106

♥10854

♦Q632

♣AJ5

♠KQ875

♥KQ93

♦9 **12HCP**

♣Q93

<u>Bidding</u>			
<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
	p	1♠	2♦
p	3♦	All Pass	

Deal 16.6

With 22HCP I would expect E/W will win a competitive auction and be in a part score contract.

**Bidding:** W should overcall 1♠ with 2♦ indicating *at least 15+HCP and 5+ diamonds* and E should support with a bid of 3♦ indicating 4 card support and probably ~8HCP. *This also makes it difficult for N/S to find their heart fit.*

**Lead:** ♠J should be won in W

**Card Play:** W can count 11 tricks if diamonds split 2:1 as with 2 spade ruffs in East they should only lose 1♠ and 1♥ tricks.

