

# BEGINNERS' LESSONS

## Welcome

Teacher: Douglas Russell

Telephone: 480 2294 or 021 235 2220

Email: *DouglasKeithRussell@gmail.com*

Prepared by Douglas Russell for Auckland Bridge Club



# Lesson Eight

## Overcalls



# What is an Overcall?

- An overcall is a competitive bid, and is made after the opponents have bid.
- An overcall may be made after one or more bids from the opponents.
- An overcall may be a suit bid or a No Trump bid.



# Reasons for Overcalling

- To get into the bidding ... make it hard for the opposition
- Express a genuine desire to play in a suit
- Suggest a lead for partner



# Rules to Overcall a suit

- MUST be a good 5+ card suit – at least 2 honours
- Point count should be close to opening values if overcalling at the 2-level



N Robot
 Remove

W Robot
 Remove

WEST	NORTH	EAST	wasgij
		1 ♣	1 ♥

Opening Hand with GOOD 5-card suit (at least two honours in the suit)

E Robot
 Remove

S wasgij



N Robot
 Remove

W Robot
 Remove

WEST	NORTH	EAST	wasgij
Pass	Pass	1♥	1♠

Close to opening Hand with GOOD 5-card suit (at least two honours in the suit)


E Robot
 Remove

S

 wasgij








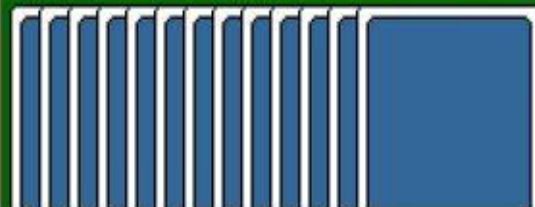
N Robot Remove

WEST	NORTH	EAST	wasgij
		1♦	PASS

Opening Hand BUT a terrible suit ...  
DO NOT BE TEMPTED to overcall



E Robot Remove



W Robot Remove



S ♠ wasgij





N Robot
 Remove

WEST	NORTH	EAST	wasgij
<div> </div> <div> <span>W</span> Robot                     <span>Remove</span> </div>		<div> </div> <div> <span>E</span> Robot                     <span>Remove</span> </div>	<div> <span>1 ♠</span> </div> <div> <span>2 ♥ or PASS</span> </div> <div> <p>Opening Hand with an OK suit (not great) ... bidding will make it very difficult for the opposition but is quite risky</p> </div>

A Q Q J 9 5 4 A 4 10 7 6 4

S wasgij



# Response to Overcall of a suit

- Only bid with a fit (3+ support)
- Support partner if you can ... keeping in mind that partner has shown FIVE of the suit – need 6+ points
- With 12+ points, jump in partner's suit



N Robot
 Remove

W Robot
 Remove

WEST	NORTH	EAST	wasgij
1♠	2♦	Pass	3♦

Show a minimum raise ... mainly to make it as hard as possible for the opposition ... you have a 10-card fit in diamonds

E Robot
 Remove

S

 wasgij



N Robot
 Remove

W Robot
 Remove

WEST	NORTH	EAST	wasgij
1♥	2♦	Pass	PASS

Cannot support diamonds ... DO NOT bid the spade suit as your hand is not good enough.

E Robot
 Remove

AKJ9453285354  
 ♠ ♠ ♠ ♠ ♠ ♥ ♥ ♥ ♣ ♣ ♣ ♦ ♦

S

 wasgij





N Robot
 Remove

WEST	NORTH	EAST	wasgij
1♦	1♠	Pass	2♠
<p>Support partner's 5-card spade suit ... you have a fit ... ignore your own heart suit</p>			

W Robot
 Remove

E Robot
 Remove

KQ7K876439798

♠♠♠♥♥♥♥♥♥♣♣♦♦

S
wasgij



# Rules to Overcall in No Trumps

- Need BETTER points than an opening 1NT
  - 16 – 18 points
- MUST have a cover in the opposition's suit





N Robot
 Remove

W Robot
 Remove

WEST	NORTH	EAST	wasgij
		1♦	1NT
18 points, balanced hand with a diamond hold			

E Robot
 Remove

S wasgij



N Robot
 Remove

WEST	NORTH	EAST	wasgij
		1♠	1NT
16 points, balanced hand with a spade hold			

W Robot
 Remove

E Robot
 Remove

S wasgij



N Robot
 Remove

W Robot
 Remove

WEST	NORTH	EAST	wasgij
		1 ♠	PASS

16 points, balanced hand BUT no Spade hold ... so cannot bid 1NT

E Robot
 Remove

8 ♠

7 ♠

3 ♠

A ♥

9 ♥

8 ♥

K ♣

10 ♣

4 ♣

A ♦

K ♦

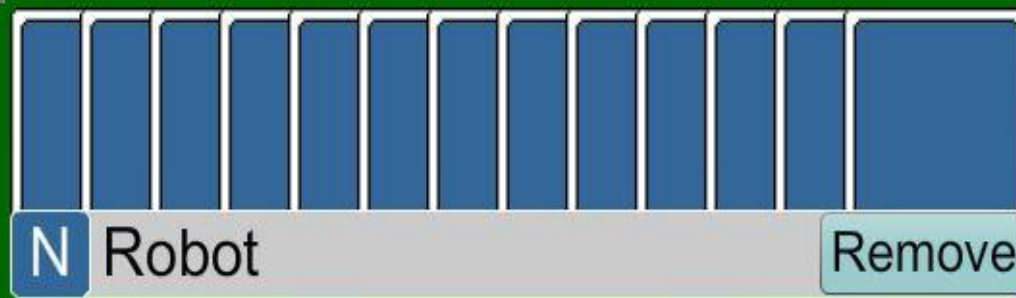
Q ♦

8 ♦

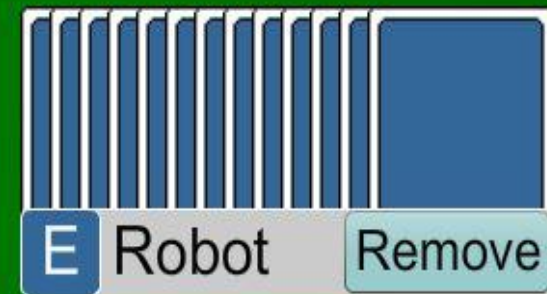
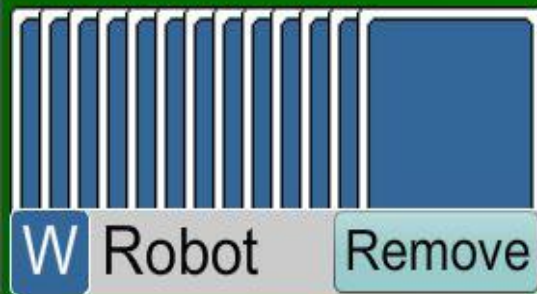
S

 wasgij





WEST	NORTH	EAST	wasgij
		1♣	?
<p>16 points, balanced hand BUT no Club hold ... so cannot bid 1NT            However, we DO want to show our good hand – next lesson!</p>			





# Response to Overcall of 1NT

- Unbalanced Hands
  - Use same responses as for 1 NT opening bid ... BUT adjust point counts
  - 0 – 7 points – bid your own suit
  - 8+ points – bid your 5-card suit (major) at 3-level or bid your 6-card suit at GAME level



N Robot
 Remove

W Robot
 Remove

WEST	NORTH	EAST	wasgij
1♣	1NT	Pass	2♠

UNBALANCED HAND ... not enough points for game, therefore, bid your long suit


E Robot
 Remove

S

 wasgij









**N** Robot Remove

WEST	NORTH	EAST	wasgij
1♥	1NT	Pass	3♣

UNBALANCED HAND ... with points for GAME ... show your 5-card suit by bidding at the 3-level (or raise to 3NT)



**W** Robot Remove



**E** Robot Remove

9♠ 8♠ 6♥ 4♥ A♣ K♣ Q♣ 9♣ 5♣ Q♦ 10♦ 9♦ 4♦


**S** wasgij




# Response to Overcall of 1NT

- Balanced Hands
  - 0 – 7 points – PASS
  - 8 points – invite to game – 2NT
  - 9+ points – bid game – 3NT






**N** Robot Remove



**W** Robot Remove

WEST	NORTH	EAST	wasgij
1♦	1NT	Pass	PASS

BALANCED HAND ... not enough points for game, therefore, PASS



**E** Robot Remove

**A** **8** **7** **6** **5** **4** **10** **9** **2** **9** **4** **3** **2**  
 ♠ ♠ ♥ ♥ ♥ ♥ ♣ ♣ ♣ ♦ ♦ ♦ ♦

**S**  wasgij



N

## Robot

Remove

W

# Robot

Remove

WEST

NORTH

EAST

wasgij

1♦

1NT

# Pass

### 3NT

BALANCED HAND ... points for game ...  
so bid 3NT

E

# Robot

Remove



wasgij



N Robot
 Remove

W Robot
 Remove

WEST	NORTH	EAST	wasgij
1♣	1NT	Pass	2NT

BALANCED HAND ... with 8 points, so  
CLOSE TO GAME ... ask partner if they  
are 16 or 18 so they can bid  
accordingly

E Robot
 Remove

S wasgij



# Playing match point pairs I

- The most popular form of competitive bridge is known as “match point pairs”
- In a match point pairs session, you are trying to get a better score than all the other pairs playing the same board
- You score 2 match points for each pair that you beat, and 1 match point for each pair with the same score
- At the end of the session, your match points for all boards are added together to give a total, usually expressed as a percentage
- Anything above 50% is better than average, and over 60% is regarded as a good score
- The winners are the pair with the highest overall percentage





# Playing match point pairs II

- Scores at each table are manually recorded on a sheet known as a “travelling score sheet” or “traveller”
- The Director of the event collects all the travellers and adds up the scores for each pair (done by computer)
- Many bridge clubs now use electronic scoring technology, such as BridgeMates or Tablets (as at North Shore), to record the score directly to a central computer
- There are also several apps which can be used to score events using players’ phones in conjunction with a central computer via WiFi



# A typical completed travelling score sheet

Board number 1  
Dealer N, none vul

Pair No		Contract	By	Lead	Result	Score		Match Points	
NS	EW					NS	EW	NS	EW
1	1	2H	S	AC	3H	140		4	10
2	3	2H	S	AC	4H	170		8	6
3	5	4H	S	KD	4H	420		11	3
4	7	4S <sup>x</sup>	N	7C	(2)		300	0	14
5	2	4C	E	KH	(3)	150		6	8
6	4	4H <sup>x</sup>	S	KD	4H	590		14	0
7	6	4H	S	AC	(1)		50	2	12
8	8	4H	S	KD	4H	420		11	3



# BEGINNERS' LESSONS

## Welcome

Teacher: Douglas Russell

Telephone: 480 2294 or 021 235 2220

Email: *DouglasKeithRussell@gmail.com*

Prepared by Douglas Russell for Auckland Bridge Club

