

Module 15 – Introduction to Competitive Bidding

Overcalls

1. Competitive Bidding - Overcalls
2. Quiz
3. Playing 6 Hands

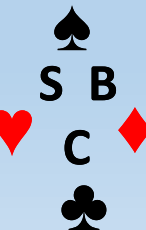
How many bridge players are required to change a light bulb?

Four; One to change it and 3 to tell her how to do it better!

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This week's Paddy's Pearl



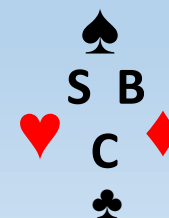


Competitive Bidding - Overcalls

To date we have been learning our bidding without the problem of opponents bidding as well. This rarely happens, *Bridge is about competing so be prepared.*

1. An **OVERCALL** is where you choose to bid over an opponents opening bid. It is called a *competitive bid*.
2. Where both pairs are involved in bidding this is called a *competitive auction*
3. **What are the differences in deciding to overcall compared to opening the bidding?**
 - An overcall is based on **PLAYING TRICKS**.
Long solid suits guarantee tricks, whereas High Card Points need not

To Open the Bidding - Count HCPs: To Overcall - Count Playing Tricks





What are PLAYING TRICKS?

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

♠AQJ1076

♥A76

♦95

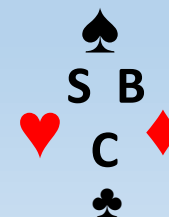
♣53

Provided spades are trump, this hand will almost certainly make 5 spade tricks and ♥A

This means it has 6 **Playing Tricks** in spades

PLAYING TRICKS are similar to **SURE TRICKS** except

- Playing Tricks are the number of tricks you can make before lead without any help from partner
- Sure Tricks are the number of tricks a partnership can make after the initial lead.



How Many Playing Tricks ?

a)

♠ AKQJ42
♥ A
♦ 5432
♣ 53

b)

♠ 962
♥ KQJ1095
♦ 83
♣ 42

With 14HCP the most striking feature of this hand is the long solid ♠ suit. Provided ♠ are trump even without any help from partner this hand should expect to make all its spades plus the ♥A.

We consider this hand to have 7 Playing Tricks

This hand has only 6HCP. If ♥ are trump we would expect to make 5 tricks in hearts. Only losing to ♥A.

We consider this to be a 5 Playing Trick hand



How Many Playing Tricks ?

a)

♠KJ42
♥AQ6
♦K9
♣AQ32

This hand has **19HCP** BUT very few Playing Tricks and doesn't have a long solid suit to dictate trump.
Could be 2 to 6 Playing Tricks

b)

♠962
♥QJ10953
♦AK
♣42

Only **6HCP** BUT it does have a long solid ♥ suit. When ♥AK are eliminated there are 4 heart tricks and ♦AK
So it has **6 Playing Tricks**

c)

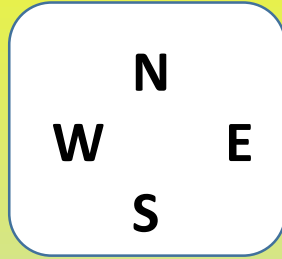
♠KQ2
♥K4
♦J7
♣AQ10964

19HCP but awkward to assess. If ♣ are trump with ♣KJ missing there are probably 4/5 ♣ tricks. ♠KQ is definitely one and ♦ may Be one.
Hence possibly 6 Playing Tricks

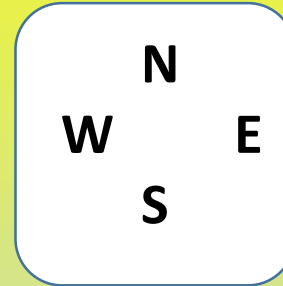
Examples of SIMPLE Overcalls

Overcall only if you can bid 2 levels above your number of Playing Tricks (PT)
e.g. if you have 5 PT in ♠ you cannot bid more than 1♠

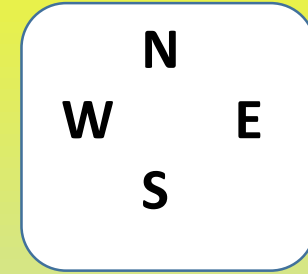
♠KQJ109
♥763
♦A72
♣85



♠732
♥AJ3
♦AQJ1076
♣6



♠A5
♥7642
♦6
♣KQJ1092



South opens 1♥

West has 5 playing tricks(PT)
4♠ and ♦A. W can overcall
1♠ with 5PT and “hope”
partner can supply 2PT

South opens 1♠.

West can count 6PT
so can bid 2♦

South opens 1NT.

West can count 6PT in clubs
so can bid 2♣

A simple overcall at the 1 Level shows 5 Playing Tricks

A simple overcall at the 2 level (not a jump overcall) shows 6 Playing Tricks

There is an expectation/“hope” that partner will have 2 PT.

If he hasn't you may still score better than opponents playing a part-score contract



A 1NT Overcall (15-18HCP)

A 1NT Overcall must be balanced and have 15-18HCP and must have at least 1 stop in the opponents opening suit since the lead will inevitably be the opening suit. The strength must be stronger than opponents opening bid. You bid 1NT on points NOT Playing Tricks

South opens 1♥

With 16HCP, a balanced hand and *two stops in hearts*

If N leads partner's suit West **can bid 1NT** and expect to make 2 tricks in that suit.

If S had bid 1♠ you cannot bid 1NT as you have no Stop in opponent's suit which is likely to be led.

We will discuss how to bid this hand in a few weeks when we discuss what is called “Takeout Doubles”

♠98
♥AQ3
♦A1064
♣KQJ2

	N	
W		E
	S	

1♥

Respond to partner's 1T overcall as you would a normal NT i.e. weak take-outs etc.





The JUMP Overcall

This is a bid made at one level higher than necessary

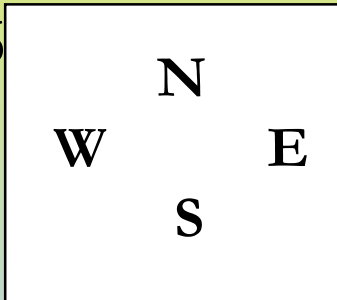
This bid shows a good opening hand and a good relatively solid 6-card suit

♠AKQ1076

♥K8

♦63

♣A98



South opens 1♦

As West you have a very good spade suit and opening values.

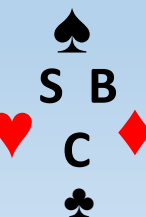
You can count 7/8 Playing Tricks (PT)

Bid 2♠ - a bid of 1♠ is for “wimps” – you have very good playing strength.

1♦

Note: A jump overcall requires a similar hand to a Jump-Shift response to Partner’s opening bid.

It requires a good solid 6-card suit and an opening hand.



Examples of Overcalls

a) ♠AK
♥75
♦10876
♣QJ10972

	N	
W		E
	S	

b) ♠52
♥KQJ102
♦K62
♣832

	N	
W		E
	S	

c) ♠AJ95
♥AQ9
♦Q8
♣K862

	N	
W		E
	S	

Bidding

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
p	p	1♠	2♣

W has 6 PT (recognising stops in likely ♠ lead)
West should bid 2♣ overcall

Bidding

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
		1♦	1♥

South opens 1♦
West has 4PT + a probable ♦K as a bonus.
Worth a 1♥ overcall

Bidding

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
		1♥	1NT

With 16HCP, a balanced hand and 2 stops in opponents suit.
Overcall 1NT



Module 15 Quiz

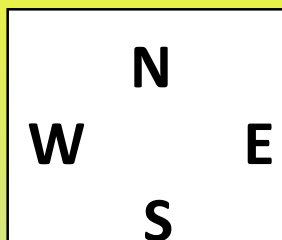
Q1

♠ A5

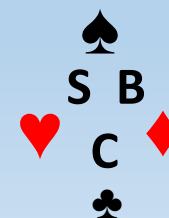
♥ KJ1083

♦ K94

♣ 1062



1. How many **PLAYING TRICKS** does this hand have in hearts? 4/5
2. If RHO opponent opened **1♣** would you overcall **1♥**? Yes
3. If RHO opponent opened **1♠** would you overcall **2♥**? No

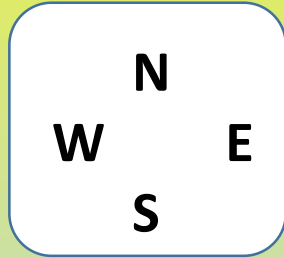


Module 15 Quiz (cont.)

Q2

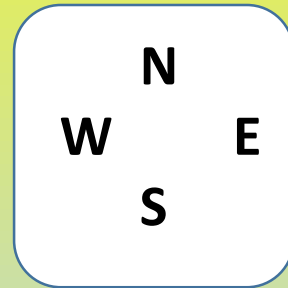
LHO opens 1♣ what would you bid with the following hands?

a) ♠AJ10862
♥K62
♦75
♣32



1♠

b) ♠K72
♥Q63
♦AK5
♣J942



Pass

c) ♠AKQ1082
♥A107
♦Q103
♣7



2♠

Module 15 Quiz (cont.)

Q3

LHO opens 1♠ what would you bid with the following hands?

a) ♠75
♥A83
♦KJ109876
♣7

		N	
W			E
	S		

2♦

b) ♠Q5
♥AQ3
♦AQ752
♣643

		N	
W			E
	S		

Pass

c) ♠2
♥A3
♦K87
♣AK109654

		N	
W			E
	S		

2♣

Playing Hands for Module 14

How many bridge players are required to change a light bulb?

Four; One to change it and 3 to tell her how to do it better!

Kkeep

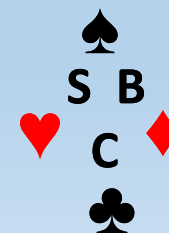
It

Simple

Stupid



This week's Paddy's Pearl





Dealer: North
 Vulnerability: Non Vul

♠7 **13HCP**

♥A873

♦KQ1096

♣KJ6

11HCP

♠QJ102

♥QJ104

♦J54

♣A7

	N	
W		E
	S	

14HCP

♠AK964

♥K9

♦A72

♣983

♠853

♥652

♦83 **2HCP**

♣Q10542

<u>Bidding</u>			
<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
1♦	1♠	p	3♠
p	4♠	All Pass	

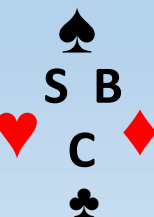
Deal 15.1

With 25HCP E/W should be in a game, *but can they find game* after North opens the bidding with 1♦?

Bidding: North should open 1♦ with 13HCP and a good ♦ suit. *East with 4/5 Playing Tricks and a good 5 card spade suit should bid 1♠*, West with spade support and 11HCP can easily bid a 3♠ invitational bid and with a good overcall East should find 4♠.

Lead: 8♦ from S, top of a doubleton in partner's bid suit.

Play: East should take ♦A and lead trumps for 3 rounds to eliminate trump and then establish the heart suit to make 10 tricks only losing 2♦ and ♥A. The 3rd and 4th heart in West allows discard of the ♣98





Dealer: East
 Vulnerability: N/S Vul

♠8643

♥74 **7HCP**

♦Q82

♣AJ96

5HCP

♠J105

♥J102

♦7643

♣K75

	N	
W		E
	S	

14HCP

♠9

♥KQ983

♦AK5

♣Q1084

♠AKQ72

♥A65 **14HCP**

♦J109

♣32

Bidding

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

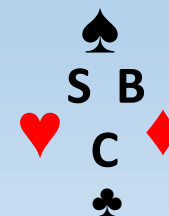
Deal 15.2

With 21HCP, N/S should be in a part-score contract but will they find it after E opens the bidding?

Bidding: E opens 1♥ but with 6 Playing Tricks N can overcall 1♠, West with <6HCP should pass and with 4 spade tricks and 7HCP N can bid 2♠ (Always raise with support for partner, and knowing the partnership has 9+ spades as a 1♠ overcall guarantees 5+ spades).

Lead: ♥J top of a sequence in partner's opening suit

Card Play: After taking ♥A and eliminating trump S establishes the ♦ "work suit" while controlling the other suits by leading ♦J. N/S should make 9 tricks losing only 1♥, 2♦ and 1♣ with the *other ♥ and ♣ losers being ruffed by trumps.*





Dealer: South
 Vulnerability: E/W Vul

♠ J109 **1HCP**

♥ 982

♦ 973

♣ 10872

16HCP
 ♠ AK862
 ♥ K5
 ♦ AQ52
 ♣ 63

	N	
W		E
	S	

6HCP
 ♠ 753

♥ 74

♦ J1064

♣ KQ54

♠ Q4

♥ AQJ1063

♦ K8

♣ AJ9 **17HCP**

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

Another interesting situation, while S has 17HCP and a good 6 card heart suit I would hope that with 22HCP between them E/W would win the part-score contract

Bidding: South should open 1♥ but with probably 6 Playing Tricks with ♥K behind the bid suit W can overcall 1♠. N and E have no reason to bid but S is entitled to consider her hand worth a 2♥ bid, which I expect W and N to pass BUT East with 6HCP. Two reasonable suits ♦ and ♣ and 3 card spade support should bid 2♠. West's overcall of 1♠ guarantees 5+ spades so E knows they have 8+ trumps between them

Lead: ♥9, which should be won with A in S.

Card Play: W should win the 2nd trick with ♥K and take 2 round of trump and lead clubs to dummy and then play the diamond finesse and make 10 tricks losing only ♠J, ♥A and ♣A by ruffing the losing clubs and a heart

Deal 15.3





Dealer: South
 Vulnerability: E/W Vul
 ♠862 **12HCP**

♥2

♦AQJ986

♣KQ3

13HCP

♠KJ3

♥AKJ73

♦5

♣J742

	N	
W		E
	S	

6HCP

♠Q109

♥865

♦1042

♣A1098

♠A754

♥Q1094

♦K73

♣65 **9HCP**

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

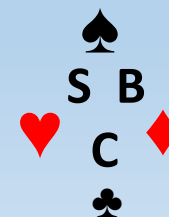
Deal 15.4

With a 19/21HCP split and distributional hands this is likely to be competitive. I would expect N/S to play in a diamond part-score.

Bidding: West with a 5 card suit and 13HCP should open 1♥. N with ***6 Playing Tricks*** and a 6 card suit should overcall 2♦ and S should encourage by bidding 3♦. This also makes it difficult for E to bid 3♥ even with a better hand.

Lead: ♥8 leading partner's bid suit

Card Play: N will win second heart with a trump ruff BUT can only count 8 tricks 1♠, 6♦, and 1♣ *so must "manufacture" another trick.* Hence, N should take ♦K in dummy and lead towards ♣KQ ***and get a club ruff before drawing out all the trumps.***; hence **making 9 tricks.**





Dealer: North
 Vulnerability: N/S Vul

<p>10HCP ♠532 ♥Q1062 ♦AK7 ♣J84</p>	<table border="1" style="margin: auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		<p>13HCP ♠KQJ10976 ♥4 ♦84 ♣AK5</p>	<p>♠A8 ♥AKJ9 16HCP ♦Q932 ♣Q93</p>
	N											
W		E										
	S											
	<p>♠4 ♥8753 ♦J1065 1HCP ♣10762</p>											

<u>Bidding</u>			
N	E	S	W
1♥	2♠	p	3♠
p	4♠	All Pass	

Deal 15.5

With 23HCP E/W should win the contract BUT will they assess the hand as being a worth game contract ?.

Bidding: After North's opening 1♥, East with 8 Playing Tricks is good enough for a jump overcall of 2♠ (guaranteeing an opening hand and a 6+ card solid suit) West with 3 card support and 2 certain tricks in diamonds supports partner with a 3♠ bid (she also should recognise partner is probably short in hearts recognising her own length in opponents opening suit. With extra length E bids 4♠

Lead: ♥8 with E winning the 2nd heart with a **trump ruff**

Card Play: East can count 11 tricks immediately seeing only ♥A and ♠A as losers.

Note: This shows the value on the long solid suit. Recognising that since *each card >4 in a suit is worth 1HCP* East is the equivalent to a 16HCP hand.





Dealer: East
 Vulnerability: N/S Vul

♠74

♥AJ8 **10HCP**

♦A8652

♣J96

0HCP

♠1093

♥962

♦103

♣107432

	N	
W		E
	S	

15HCP

♠K8652

♥KQ3

♦QJ7

♣A5

♠AQJ

♥10754

♦K94 **15HCP**

♣KQ8

Bidding

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
	1♠	1NT	p
3NT	All Pass		

Deal 15.6

With 25HCP I would hope N/S will be in a game in spite of E opening

Bidding: East with too many HCPs for 1NT and a 5 card spade suit opens 1♠. With 2 good spade stops and 15HCP south overcalls 1NT (15/16HCPs, balanced hand and stops). N can bid 3NT knowing they have 25/26HCPs and his 5 card diamond suit could be useful.

Lead: ♠10 highest card in partner's bid suit.

Card Play: South should take this trick and play diamonds and immediately duck and lose the first ♦ trick and therefore establish the next 4 diamonds while still controlling the other suits. I would expect N/S to make 10 tricks, though if they play the diamonds from the top, there is a possibility of only making 9.

Declarer should only lose ♥Q, ♦Q and ♣A

