

# Lesson 2

## Overcalls and Advances

## Lesson Two: Overcalls and Advances

### Preparation

- On Each Table:** BETTER BRIDGE GUIDE CARD (see Appendix); Bidding Boxes; pencils; deck of COLOR-CODED CARDS.
- At Registration Desk:** Textbooks (BRIDGE BASICS 2 – COMPETITIVE BIDDING).
- Class Organization:** Arrange the students with (ideally) four people at each table.
- Teacher Tools:** BRIDGE BASICS 2 – TEACHERS’ MANUAL; microphone.

### Content

<b>Exercise One</b>	The Overcall
<b>Exercise Two</b>	<b>Deal #5:</b> An Overcall in Action
<b>Exercise Three</b>	The Guideline for an Overcall at the One Level
<b>Exercise Four</b>	The Guideline for an Overcall at the Two Level
<b>Exercise Five</b>	<b>Deal #6:</b> The Advantage of Making an Overcall
<b>Exercise Six</b>	Advancing an Overcall with Support and 6-9 Points
<b>Exercise Seven</b>	<b>Deal #7:</b> Preemptively Raising an Overcall
<b>Exercise Eight</b>	Advancing an Overcall with Support and 10+ Points
<b>Exercise Nine</b>	Advancer’s Other Options
<b>Exercise Ten</b>	Rebids by the Overcaller
<b>Exercise Eleven</b>	<b>Deal #8:</b> Advancing in a New Suit
<b>Exercise Twelve</b>	Other Overcalls

## *A note to the teacher*

The section on **Important Notes for Teaching this Course** has information that applies to every lesson. To use the plans successfully, **it is essential to review this section before each lesson.**

The concepts introduced in Lesson Two are:

- *Requirements for a simple overcall*
- *Advancing an overcall with support*
- *Advancing in a new suit*
- *Advancing in notrump*
- *Requirements for a INT overcall*
- *Requirements for a preemptive jump overcall*

## ***Lesson Introduction***

*Start the lesson on time, with a brief introduction such as the following:*

- When both partnerships are bidding for the privilege of naming the trump suit or notrump, we have a competitive auction.
- In this lesson, we're going to look at one way to compete when the opponents have opened first.
- It's another exciting aspect of the game, so let's get started.

## Exercise One – The Overcall

### Teachers' Key Point

- To introduce the concept of the overcall.

*Student Textbook Reference: pages 43-44.*

### Opening Remarks

- One way to compete after the opponents open the bidding is to bid over the opponent's bid. This is referred to as an **overcall**.

### Group Activity

Take the cards and sort them into suits.

Construct the following hand in front of South.

<b>SOUTH</b>
♠ x x
♥ A K Q 10 9
♦ x x x
♣ A x x

**Q. If South is the dealer, what call would South make?**

A. 1♥.

- South has 13 high-card points plus 1 length point for the five-card suit, enough to open.
- With a five-card major suit, South would open 1♥.

East, place the 1♦ bid in front of you.

**Q. Suppose East is the dealer, not South. What call would South make after East opens the bidding 1♦?**

A. 1♥.

- South's call over East's opening bid is referred to as an **overcall**.
- Overcalling at the cheapest available level is called a **simple overcall**.

<b>EAST</b>
1♦

<b>SOUTH</b>
♠ x x
♥ A K Q 10 9
♦ x x x
♣ A x x

East, replace the 1♦ bid with 1♠.

**Q. East opens 1♠. What call does South make?**

A. 2♥.

- To suggest hearts as trumps, South has to bid 2♥.
- This is still a simple overcall since it is at the cheapest available level, but it is a **two-level overcall**.

<b>EAST</b>
1♠

<b>SOUTH</b>
♠ x x
♥ A K Q 10 9
♦ x x x
♣ A x x

## Observations

- When the opponents open the bidding, one way to enter the auction is to make a simple overcall – an overcall at the cheapest available level.
- An overcall has a similarity to an opening bid in that it starts the auction for our side.
- However, there are also differences between an overcall and opening bid. For example, we can't always make an overcall at the one level. It depends how high the auction already is when it reaches us.

## Closing Instructions

**Pick up all the bids and put them back in the Bidding Boxes. Pick up your suit from the South hand. Each player has one suit.**

## Exercise Two – Deal #5: An Overcall in Action

### 👉 Teachers' Key Point

- To let the students experience a competitive auction.

*Student Textbook Reference: Deal #5: pages 82-83.*

### Opening Remarks

- Let's play a deal that involves a competitive auction.

### Group Activity

Distribute the **COLOR-CODED CARDS** for Deal #5.

<p>DEAL: 5 DEALER: NORTH VUL: NONE</p>	<p><b>NORTH</b> ♠ 7 2 ♥ A K 8 7 3 ♦ 9 6 3 ♣ K Q 5</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 25%;">WEST</td> <td style="width: 25%;">NORTH</td> <td style="width: 25%;">EAST</td> <td style="width: 25%;">SOUTH</td> </tr> <tr> <td>2♠</td> <td>1♥</td> <td>1♠</td> <td>2♥</td> </tr> <tr> <td></td> <td>Pass</td> <td>Pass</td> <td>Pass</td> </tr> </table>	WEST	NORTH	EAST	SOUTH	2♠	1♥	1♠	2♥		Pass	Pass	Pass				
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<p><b>SOUTH</b> ♠ 8 6 4 ♥ J 6 (5) ♦ J 7 5 2 ♣ A J 3</p>																		

Bid and play Deal #5. North is the dealer.

After 7½ minutes have the students turn all 52 cards face up following the instructions given for Deal #1 at the top of page 11.

## The Bidding

**Focus on the North hand - North is the dealer.**

**Q. What call would North make as dealer?**

A. 1♥.

- North has 12 high-card points plus 1 length point for the five-card suit. The total of 13 points is enough to open the bidding at the one level.
- With a five-card major suit, North opens 1♥.

**Focus on the East hand.**

**Q. If East were the dealer, what call would East make?**

A. 1♠.

- East has 12 high-card points plus 1 length point for the five-card suit.
- With a five-card major suit, East would open 1♠.

**Q. After North opens the bidding 1♥, does East want to compete for the contract?**

A. Yes.

- East would prefer spades to be the trump suit rather than hearts.
- East wants to start describing the hand to West.

**Q. How does East compete for the contract?**

A. 1♠.

- East can make a simple overcall of 1♠ to get the partnership into the auction.

**Focus on the South hand.**

**Q. Does South have support for North's heart suit?**

A. Yes.

- South has three hearts, so the partnership must have at least an eight-card fit since North's 1♥ opening promises at least a five-card suit.

**Q. What call does South make?**

A. 2♥.

- South has 7 high-card points.
- South can show support for hearts and about 6-10 points by raising to 2♥.

**Focus on the West hand.**



**Q. Does West want to compete for the contract?**

A. Yes.

- West has 9 high-card points and three-card support for East's spade suit.
- West would prefer spades as trumps rather than hearts.

**Q. What call might West make to compete for the contract?**

A. 2♠.

- West can raise partner's overcall.
- West can bid at the two level since spades rank higher than hearts.

**Focus on the North hand.**

**Q. Does North have any extra strength beyond that promised by opening the bidding 1♥?**

A. No.

- North has a total of 13 points, the minimum for opening the bidding at the one level, and only a five-card suit.

**Q. What call could North make to show a minimum opening bid?**

A. Pass.

- To compete for the contract, North would have to bid 3♥, committing the partnership to nine tricks.
- With no extra strength, North can simply pass and hope to defeat the opponents' contract.

**Focus on the East hand.**

**Q. Does East have enough strength to consider going for a game bonus?**

A. No.

- East has 13 points and West's raise to the two level shows about 6-10 – similar to the raise of an opening bid – so the partnership doesn't have enough combined strength to consider a game contract.

**Q. What call would East make?**

A. Pass.

- East can settle for partscore.
- There's no need to bid any higher at this point since East-West are currently winning the auction.

**Focus on the South hand.**

**Q. Does South have any extra strength or distribution for the raise to 2♥?**

A. No.

- South has only three-card support and is close to the bottom of the 6-10 point range for raising to 2♥.

**Q. What call might South make?**

A. Pass.

- To compete further, South would have to bid at the three level. That would likely get the partnership too high.
- South will probably decide to pass and end the auction.
- There might be some merit in either North or South competing higher for the contract but it's reasonable for the auction to end at 2♠.

**The Play**

- Let's see what happens if East plays in a contract of 2♠.

<p><b>North and South, turn your hands face down.</b></p> <p><b>South, lead the ♥5.</b></p> <p><b>Only 27 cards are face up on the table ... the East and West hands and South's lead. Focus on the East-West hands.</b></p>	<table style="width: 100%; border-collapse: collapse;"> <tr> <th colspan="2" style="text-align: center; padding: 5px;">NORTH</th> </tr> <tr> <td style="width: 50%; padding: 5px;">WEST (Dummy)</td> <td style="width: 50%; padding: 5px;">EAST (Declarer)</td> </tr> <tr> <td style="padding: 5px;">♠ K 9 3</td> <td style="padding: 5px;">♠ A Q J 10 5</td> </tr> <tr> <td style="padding: 5px;">♥ Q 9 4</td> <td style="padding: 5px;">♥ 10 2</td> </tr> <tr> <td style="padding: 5px;">♦ A 10 4</td> <td style="padding: 5px;">♦ K Q 8</td> </tr> <tr> <td style="padding: 5px;">♣ 8 7 6 2</td> <td style="padding: 5px;">♣ 10 9 4</td> </tr> <tr> <td colspan="2" style="text-align: center; padding: 5px;">SOUTH</td> </tr> <tr> <td colspan="2" style="text-align: center; padding: 5px;">♥5</td> </tr> </table>	NORTH		WEST (Dummy)	EAST (Declarer)	♠ K 9 3	♠ A Q J 10 5	♥ Q 9 4	♥ 10 2	♦ A 10 4	♦ K Q 8	♣ 8 7 6 2	♣ 10 9 4	SOUTH		♥5	
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♥5																	

- Let's go through Declarer's Plan.
- The first step is to Assess the Situation.

**Q. How many tricks does declarer need to take in a 2♠ contract?**

A. Eight.

- Let's count the sure tricks.

Spades	5
Hearts	0
Diamonds	3
Clubs	0
<b>Total</b>	<b>8</b>

- Another way to look at this is that declarer will lose five tricks. The defenders will likely take two heart tricks and three club tricks.

**Q. Does East need to go through the second stage of Declarer's Plan?**

A. No.

- With enough sure tricks to make the contract, East doesn't need to consider the second stage – Browse Declarer's Checklist to Develop Extra Tricks.
- Instead, declarer can skip to the third stage – Consider the Order.

**Q. What is East's priority after gaining the lead?**

A. Draw trumps.

- With enough tricks to make 2♠, declarer's priority is to draw the opponents' trumps.
- It will then be safe to take the winners in the other suits, such as the ♦A-K-Q.
- On the actual deal, declarer would be able to take the diamond winners before drawing trumps since North and South would have to follow suit each time. However, drawing trumps would protect declarer if one of the defenders had a singleton or doubleton diamond.

**Q. What score would East-West receive, at duplicate bridge, for bidding and making 2♠?**

A. 110.

- The trick score is 60 (30 + 30) and the bonus for partscore is 50.
- Let's see what would happen if North-South were to play in a heart contract.

**East and West, turn your hands face down. North and South, turn your hands face up.**

**East, lead the ♦K.**

**Only 27 cards are face up on the table ... the North and South hands and East's lead. Focus on the North-South hands.**

<b>NORTH</b>		
	♠ 7 2	
	♥ A K 8 7 3	
	♦ 9 6 3	
	♣ K Q 5	
<b>WEST</b>		<b>EAST</b>
		♦ K
<b>SOUTH</b>		
	♠ 8 6 4	
	♥ J 6 5	
	♦ J 7 5 2	
	♣ A J 3	

- Let's count the sure tricks in the combined hands.

Spades	0
Hearts	2
Diamonds	0
Clubs	3
<b>Total</b>	<b>5</b>

**Q. When Browsing Declarer's Checklist, which suit is likely to provide extra tricks?**

A. Hearts.

*The diamond suit might also provide an extra trick if the missing diamonds are divided 3-3 but it will be of no help on this deal, so it can be ignored.*

**East and West, turn your hearts face up.**

NORTH			
♥ A K 8 7 3			
WEST		EAST	
♥ Q 9 4		♥ 10 2	
SOUTH			
♥ J 6 5			

**Q. How many extra tricks can be developed in the heart suit?**

A. Two.

- Two extra tricks can be developed through length by playing the ♥A-K and then giving up a heart trick to West's ♥Q.
- North's two remaining hearts become winners when the missing hearts are divided 3-2.

*If a student asks if the ♥Q can be captured through a finesse, you can illustrate how West's ♥9 becomes a winner if South's ♥J is led and covered by West's ♥Q.*

- So, North and South are likely to make seven tricks with hearts as the trump suit: four hearts and three clubs.
- Looked at another way, declarer has to lose six tricks: two spade tricks, one heart trick, and three diamond tricks.

## Observations

- If North-South were left to play in a contract of 2♥, they would be defeated one trick and East-West would get 50 points.
- By using the overcall to get into the auction and compete for the contract, East-West can bid and make 2♠ for a score of 110 points.
- If North-South were to compete to 3♥, they will be defeated two tricks and East-West will get 100 points – or 300 points if they were to double for penalties.
- So, the overcall can be an effective way to get into the auction when the opponents open the bidding:
  - We might reach a contract we can make.
  - We might push the opponents to a contract they can't make.

## Closing Instructions

**Turn all the cards face up. South, West, and East place your cards on top of the corresponding suit in the North hand. Each player then take one suit.**

## Exercise Three – The Guideline for an Overcall at the One Level

### Teachers' Key Point

- To discuss the advantages and risks of making an overcall.
- To provide a guideline for making a simple overcall at the one level.

*Student Textbook Reference: pages 45-49.*

### Opening Remarks

- When there is no competition in the auction, the goal is straightforward: to try to reach the best contract by deciding **HOW HIGH** and **WHERE** the partnership belongs.
- In a competitive auction, however, other objectives come into play. If we can't win the auction, we might want to make it difficult for the opponents to reach their best contract. We might want to push them higher than they would like to be, for example, if they want to win the auction.
- Let's see how this affects the requirements for making an overcall.

### Group Activity

East, place the 1♣ bid in front of you.

Construct the following hand in front of South.

	EAST
	1♣
SOUTH	
♠ A Q J 10 9	
♥ x x x	
♦ Q x x	
♣ x x	

**Q. If South is the dealer, what call would South make?**

A. Pass.

- South has 9 high-card points plus 1 length point for the five-card suit. The total of 10 points isn't enough to open the bidding at the one level.

**Q. If East opens the bidding 1♣, what are the advantages of overcalling 1♠?**

- To compete for the contract. North-South might be able to make a spade contract.
- To interfere with the opponents.
  - By competing, North-South might be able to push the opponents to an uncomfortable level.
  - A 1♠ overcall could interfere with the opponents' auction by taking away room on the Bidding Ladder. For example, West can no longer respond 1♦ or 1♥. This may make it difficult for East-West to find their best spot.
- To suggest a lead. If East-West win the auction, North-South will be defending. South's 1♠ overcall may help the partnership find the best defense. If North has to make the opening lead, for example, South has suggested the spade suit.

**Q. What are the risks of overcalling 1♠ with this hand?**

- Being defeated. If South can't make the 1♠ contract, East-West will score points for defeating the contract.
- Helping declarer. South's overcall will give information to East and West which may be of value during the play of the hand if East-West wins the auction.

**Q. On balance, are the potential gains likely to outweigh the potential risks?**

A. Yes.

- Since the overcall is only at the one level, it's unlikely to be very risky.
- Since South has such a good five-card spade suit, it's unlikely the opponents will double for penalty ... or collect a large penalty if they do double.
- **As a general guideline, an overcall at the one level can be made with:**
  - A good five-card suit or a six-card or longer suit;
  - About 7-17 points.

*If anyone asks, you can let the students know that we'll consider later how to show a hand too strong for an overcall at the one level – about 18 or more points.*

**Change the South hand:**

**In spades: add a low card.**

**In hearts: take away two low cards;  
add the ♥Q.**

**In diamonds: take away a low card;  
add the ♦A.**

	<b>EAST</b>
	<b>1♣</b>
<b>SOUTH</b>	
♠ A Q J 10 9 x	
♥ Q x	
♦ A Q x	
♣ x x	

**Q. If East opens 1♣, what call would South make?**

A. 1♠.

- South has 15 high-card points plus 2 length points for the six-card suit.
- This is a very sound overcall at the one level, near the upper end of the range.

**Change the South hand:**

**In spades: take away the ♠A.**

**In hearts: take away the ♥Q; add a low heart.**

**In diamonds: take away the ♦A; add a low card.**

	<b>EAST</b>
	<b>1♣</b>
<b>SOUTH</b>	
♠ Q J 10 9 x	
♥ x x	
♦ A x x x	
♣ x x	

**Q. If East opens 1♣, what call would South make?**

A. 1♠.

- South has 7 high-card points plus 1 length point for the five-card suit.
- South has a good five-card suit with three of the top five honors.
- This is at the lower end of the range for an overcall at the one level.

**Change the South hand:**

**In spades: take away the ♠Q and ♠10;  
add two low spades.**

**In hearts: add the ♥Q.**

**In diamonds: take away a low diamond.**

	<b>EAST</b>
	<b>1♣</b>
<b>SOUTH</b>	
♠ J 9 x x x	
♥ Q x x	
♦ A x x	
♣ x x	

**Q. If East opens 1♣, what call would South make?**

A. Pass.

- Although there are 7 high-card points, the five-card suit is weak with only one of the top five honors.
- There would likely be more to lose than to gain by risking an overcall with this hand.

**Change the South hand:**

**In spades: take away the ♠J; add  
the ♠K and a low spade.**

**In hearts: take away a low heart.**

	<b>EAST</b>
	<b>1♣</b>
<b>SOUTH</b>	
♠ K 9 x x x x	
♥ Q x	
♦ A x x	
♣ x x	

**Q. If East opens 1♣, what call would South make?**

A. 1♠.

- Although the suit does not have two of the top three or three of the top five honors, the sixth card in the suit makes up for the lack of quality.

**Change the South hand:**

**In spades: take away two low cards; add ♠Q.**

**In hearts: take away the ♥Q.**

**In diamonds: add the ♦Q and a low diamond.**

	<b>EAST</b>
	<b>1♣</b>
<b>SOUTH</b>	
♠ K Q 9 x x	
♥ x	
♦ A Q x x x	
♣ x x	

**Q. If East opens 1♣, what call would South make?**

A. 1♠.

- With a choice between two five-card suits, the guideline for an overcall is similar to that for opening the bidding:
  - Overcall the higher-ranking of two five-card – or six-card – suits.

## Observations

- Because there are advantages to competing in the auction after the opponents open the bidding, **an overcall *at the one level* can be made with less the values for an opening bid** – as little as about 7 high-card points.
- To minimize the risk in overcalling, we should ideally have a good five-card suit – two of the top three honors or three of the top five honors – or a six-card or longer suit.
- With a borderline hand, we can consider the vulnerability, being more cautious when vulnerable.
- With a choice between two five-card or six-card suits, overcall the higher-ranking suit.

## Closing Instructions

**Pick up all the bids and put them back in the Bidding Boxes. Pick up your suit from the South hand. Each player has one suit.**



## Exercise Four – The Guideline for an Overcall at the Two Level

### Teachers' Key Point

- To provide a guideline for making a simple overcall at the two level.

*Student Textbook Reference: pages 49-53.*

### Opening Remarks

- An overcall at the one level doesn't carry a lot of risk but as the level increases, the higher the level, the risk increases.
- To overcall at the two level, or higher, in addition to a good five-card or longer suit, we typically need at least the equivalent of an opening bid ... about 13 or more points.
- A two-level overcall shows about 13-17 points.
- Let's see some examples.

### Group Activity

East, place the 1♠ bid in front of you.

Construct the following hand in front of South.

	EAST
	1♠
SOUTH	
♠	x x
♥	K x x
♦	x x
♣	A K Q x x x

Q. If East opens the bidding 1♠, what call would South make with this hand?

A. 2♣.

- South can't make an overcall at the one level, however, South has a good enough suit and enough strength to make a simple overcall at the two level.

Change the South hand:  
In hearts: add the ♥J.  
In clubs: take away the ♣A.

	EAST
	1♠
SOUTH	
♠	x x
♥	K J x x
♦	x x
♣	K Q x x x

Q. If East opens 1♠, what call would South make?

A. Pass.

- South has a decent five-card club suit with two of the top three honors.
- However, with only 9 high-card points plus 1 length point for the five-card club suit, South doesn't have enough strength to make a two-level overcall. It's too risky.

**Change the South hand:**  
**In hearts: add the ♥A.**  
**In diamonds: take away a low diamond.**

	<b>EAST</b> 1♠
<b>SOUTH</b> ♠ x x ♥ A K J x x ♦ x ♣ K Q x x x	

**Q. If East opens 1♠, what call would South make?**

**A. 2♥.**

- With 13 high-card points plus 1 length point for each five-card suit, South has enough strength to make an overcall at the two level.
- With a choice between two five-card suits, South overcalls the higher-ranking, hearts.

**Change the South hand:**  
**In spades: add the ♠J.**  
**In diamonds: add a low diamond.**  
**In clubs: take away two low clubs.**

	<b>EAST</b> 1♠
<b>SOUTH</b> ♠ J x x ♥ A K J x x ♦ x x ♣ K Q x	

**Q. If East opens 1♠, what call would South make?**

**A. 2♥.**

- South has a good five-card suit and enough strength to overcall at the two level.

**East, replace the 1♠ bid with 1♦.**

	<b>EAST</b> 1♦
<b>SOUTH</b> ♠ J x x ♥ A K J x x ♦ x x ♣ K Q x	

**Q. If East opens 1♦, what call would South make?**

**A. 1♥.**

- Although South has enough strength to overcall at the two level, there is no need.
- South can make a simple overcall at the one level.
- A one-level overcall can be made with anywhere from about 7 to 17 points.

**East, replace the 1♦ bid with 1♥.**

	<b>EAST</b> 1♥
<b>SOUTH</b> ♠ J x x ♥ A K J x x ♦ x x ♣ K Q x	

**Q. If East opens 1♥, what call would South make?**

**A. Pass.**

- East has picked the suit that South likes best as trumps.
- When the opponents open the bidding, we don't have to bid just because we have 13 or more points.

**Change the South hand:**

**In hearts: take away the ♥A and a low card.**

**In diamonds: add the ♦K and a low diamond.**

	<b>EAST</b>
	<b>1♥</b>
<b>SOUTH</b>	
♠ J x x	
♥ K J x	
♦ K x x x	
♣ K Q x	

**Q. If East opens 1♥, what call would South make?**

A. Pass.

- Although South has 13 high-card points, there is no five-card suit to overcall.
- Even though South would open the bidding 1♦ with this hand, it's not necessary to overcall when an opponent opens the bidding.
- Passing can be a difficult call with 13 or more points, but it's a better choice than overcalling a weak four-card suit at the two level.



- **In a competitive auction, sometimes passing with 13 or more points is the best call.**

**Change the South hand:**

**In spades: take away the ♠J.**

**In hearts: take away the ♥K.**

**In diamonds: add the ♦A and ♦J.**

	<b>EAST</b>
	<b>1♥</b>
<b>SOUTH</b>	
♠ x x	
♥ J x	
♦ A K J x x x	
♣ K Q x	

**Q. If East opens 1♥, what call would South make?**

A. 2♦.

- South has a strong enough hand and good enough suit to overcall at the two level.

**East, put the 1♥ bid back in the Bidding Box.**

**West, place the 1♥ bid in front of you.**

**North, place a Pass in front of you.**

**East, place the 1♠ bid in front of you.**

	<b>NORTH</b>	
	<b>PASS</b>	
<b>WEST</b>		<b>EAST</b>
<b>1♥</b>		<b>1♠</b>
	<b>SOUTH</b>	
	♠ x x	
	♥ J x	
	♦ A K J x x x	
	♣ K Q x	

**Q. West opens 1♥, North passes, and East responds 1♠. What call would South make?**

A. 2♦.

- An overcall can be made after both opponents have bid.

East, replace the 1♠ bid with 2♥.

**Q.** West opens 1♥, North passes, and East raises to 2♥.  
What call would South make?

**A.** 3♦.

- An overcall can be made at any level.
- The higher the level, the better the suit and the stronger the hand we need, ideally.
- However, we have to weigh the potential gain against the potential risk.
- Here, there is little risk in overcalling at the three level with such a good suit, even if North and South are vulnerable.

	NORTH	
	PASS	
WEST		EAST
1♥		2♥
	SOUTH	
	♠ x x	
	♥ J x	
	♦ A K J x x x	
	♣ K Q x	

### Observations

- To make an overcall at the two level or higher, we need:
  - a good five-card suit or longer;
  - about 13-17 points.
- If our hand is unsuitable for an overcall, we can pass, even with 13 or more points.

### Closing Instructions

Pick up all the bids and put them back in the Bidding Boxes. Pick up your suit from the South hand. Each player has one suit.

## Exercise Five – Deal #6: The Advantage of Making an Overcall

### 👉 Teachers' Key Point

- To illustrate one of the advantages of making an overcall.

*Student Textbook Reference: Deal #6: pages 84-85.*

### Opening Remarks

- Let's see how the decision on whether or not to overcall can have a significant impact on a deal.

### Group Activity

Distribute the **COLOR-CODED CARDS** for Deal #6.

<p>DEAL: 6 DEALER: EAST VUL: N-S</p>	<p>NORTH</p> <p>♠ Q J 10 8 6 ♥ 7 2 ♦ 8 3 2 ♣ 9 6 3</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 25%;">WEST</th> <th style="width: 25%;">NORTH</th> <th style="width: 25%;">EAST</th> <th style="width: 25%;">SOUTH</th> </tr> <tr> <td>3NT</td> <td>Pass</td> <td>1♦ Pass</td> <td>1♥ Pass</td> </tr> </table>	WEST	NORTH	EAST	SOUTH	3NT	Pass	1♦ Pass	1♥ Pass
WEST	NORTH	EAST	SOUTH							
3NT	Pass	1♦ Pass	1♥ Pass							
<p>WEST</p> <p>♠ A 9 4 ♥ A K 5 3 ♦ 6 5 4 ♣ Q J 7</p>	<p>EAST</p> <p>♠ K 5 3 ♥ 9 4 ♦ Q J 10 9 7 ♣ A K 5</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td>DECLARER: West OPENING LEAD: ♥7 by North</td> </tr> </table>	DECLARER: West OPENING LEAD: ♥7 by North							
DECLARER: West OPENING LEAD: ♥7 by North										
	<p>SOUTH</p> <p>♠ 7 2 ♥ Q J 10 8 6 ♦ A K ♣ 10 8 4 2</p>									

Bid and play Deal #6.

After 7½ minutes have the students turn all 52 cards face up following the instructions given for Deal #1 at the top of page 11.

## The Bidding

**Focus on the East hand - East is the dealer.**

**Q. What call would East make as the dealer?**

A. 1♦.

- East has 13 high-card points plus 1 length point for the five-card suit, enough to open the bidding at the one level.
- With no five-card major suit, East opens the longer minor suit, 1♦.

**Focus on the South hand.**

**Q. What call would South make after East opens 1♦?**

A. 1♠.

- East has only 10 high-card points plus 1 length point for the five-card suit, not enough to open the bidding at the one level.
- However, with a decent five-card with three of the top five honors, South can make an overcall at the one level.
- North-South are non vulnerable, so there is not much risk and some potential advantages.

**Focus on the West hand.**

**Q. Does West know **HOW HIGH** the partnership belongs?**

A. Yes, game.

- West has 14 high-card points and East has shown at least 13 with the 1♦ opening bid.
- The partnership has at least 27 combined points, enough for a game contract.

**Q. Does West know **WHERE** the partnership belongs?**

A. Yes, likely - notrump.

- Although West has a four-card heart suit, South has bid that suit. So, there isn't any reason for West to bid hearts.
- The partnership is unlikely to have an eight-card fit in a major suit.
- West has some length and strength in hearts, the suit bid by South, so notrump seems like the best strain.

**Q. What call could West make?**

A. 3NT.

- Since West knows the partnership belongs in game in notrump, West can take the partnership directly to 3NT.

**Q. What call would North make after West bids 3NT?**

A. Pass.

**Focus on the North hand.**

- North has only 3 high-card points plus 1 length point for the five-card suit.

**Focus on the East hand.**

**Q. What call would East make after West has bid 3NT and North has passed?**

A. Pass.

- East has already described the hand with the 1♦ opening bid.
- East can accept West's decision to play in 3NT.

**Focus on the South hand.**

**Q. What call does South make?**

A. Pass.

- South's pass ends the auction.

### The Play

- Let's see what happens if West plays in a contract of 3NT.

**Q. If West is declarer in 3NT, which player makes the opening lead?**

A. North.

**East, West, and South, turn your cards face down.**

**Only 13 cards are face up ... the North hand.**

NORTH	
♠	Q J 10 8 6
♥	7 2
♦	8 3 2
♣	9 6 3

**Q. What is North's opening lead?**

A. ♠Q/♥7.

- With no help from the auction, North would lead the ♠Q, top of the solid sequence in North's longest suit.
- However, since South has shown a good heart suit and some strength, North could lead the ♥7, top of the doubleton in partner's suit.
- Let's first see what would happen if North leads the ♠Q.

North, leave the ♠Q on the table face up and turn your remaining cards face down.

East and West, turn your cards face up.

Only 27 cards are face up on the table ... the East and West hands and the ♠Q lead from North. Focus on the East-West hands.

NORTH	
♠Q	
WEST (Declarer)	EAST (Dummy)
♠ A 9 4	♠ K 5 3
♥ A K 5 3	♥ 9 4
♦ 6 5 4	♦ Q J 10 9 7
♣ Q J 7	♣ A K 5
SOUTH	

- Let's go through Declarer's Plan.
- The first step is to Assess the Situation.

**Q. How many tricks does West need to take in a 3NT contract?**

A. Nine.

- Let's count the sure tricks.

Spades	2
Hearts	2
Diamonds	0
Clubs	3
<b>Total</b>	<b>7</b>

- The second stage in Declarer's Plan is to Browse Declarer's Checklist.

**Q. Which suit offers the potential to develop extra tricks?**

A. Diamonds.

- Declarer can plan to promote extra tricks in the diamond suit by driving out the opponents' ♦A and ♦K.
- Once the ♦A and ♦K are driven out, declarer will have three extra winners ... more than enough to make the contract.

- Before starting to play, declarer needs to go through the third stage – Consider the Order.

**Q. Should declarer plan to take the winners first before developing tricks in the diamond suit?**

A. No.

- One of the guidelines under Consider the Order is to “take the losses early.”



- Declarer wants to give up the lead to the opponents in diamonds while still having winners in the other suits with which to regain the lead.
- Let's see how this works by going through the deal trick by trick.

**Turn all four hands face up on the table, dummy style.**

*Walk the students through the play, trick by trick, as outlined below. After each trick, have the students turn all four cards face down before proceeding to the next trick.*

Trick					Notes
1	North ♠Q	East ♠3	South ♠2	West ♠A <sup>1</sup>	We'll assume North leads the top of the solid sequence in spades.
2	West ♦4	North ♦2	East ♦9	South ♦K	Declarer wants to establish extra tricks in diamonds right away. It doesn't matter whether declarer plays the ♦Q, ♦J, ♦10, or ♦9 from dummy ... any of them is high enough to drive out the ♦A or ♦K.
3	South ♠7	West ♠4	North ♠8	East ♠K	South might now lead a heart. However, it's generally a good idea to return partner's suit unless there is clearly a better choice. The defenders want to work together when establishing tricks.
4	East ♦Q	South ♦A	West ♦5	North ♦3	Declarer continues with the plan of promoting winners in the diamond suit.
5	South ♥Q	West ♥K	North ♥2	East ♥4	North's spades are established as winners but South has no spade to lead. This is the problem with North's lead of the ♠Q. North can establish winners in the suit but has no <b>entry</b> - high card - with which to regain the lead. Let's assume South now leads a heart.
After winning this trick, declarer has seven more tricks to take ... another heart, three established diamond winners, and three clubs. Declarer takes ten tricks in total: two spades, two hearts, three diamonds, and three clubs. Declarer makes 3NT with an overtrick.					

- Let's go back and see if it makes a difference if North leads a heart instead of the ♠Q.

<sup>1</sup> The possibility of holding up on the first spade is outside the scope of declarer play at this point ... and would be a mistake on the actual deal. It also doesn't matter whether the first trick is won with the ♠A or ♠K. If anyone asks, you can mention that it's generally a good idea to keep a high card on the same side of the table as the long suit we are trying to establish.

**Turn all four hands face up on the table, dummy style.**

- Since South overcalled 1♥, showing a good five-card or longer heart suit, let's have North lead the ♥7, top of the doubleton in partner's suit.

Trick					Notes
1	North ♥7	East ♥4	South ♥8	West ♥ <u>K</u>	Since the ♥9 is in dummy, South needs only to play the ♥8 to drive out the ♥K or ♥A in declarer's hand. As a guideline, <b>third hand plays only as high as necessary</b> to try to win the trick <sup>2</sup> .
2	West ♦4	North ♦2	East ♦9	South ♦ <u>K</u>	Again, declarer needs to establish tricks in diamonds to make the contract and should go after that suit right away.
3	South ♥Q	West ♥ <u>A</u> <sup>3</sup>	North ♥2	East ♥9	The ♥K has already been driven out, so South wants to drive out the ♥A to promote the remaining hearts as winners.
4	West ♦5	North ♦3	East ♦10	South ♦ <u>A</u>	Declarer doesn't have enough winners to make the contract, so declarer has to continue the plan of promoting winners in the diamond suit.
South is on lead and can now take the three promoted heart winners. Together with the ♦A and ♦K, the defenders defeat the 3NT contract.					

## Observations

- If South had not overcalled during the auction, North would have no reason to lead a heart instead of the ♠Q.
- If North leads the ♠Q, West makes 3NT with an overtrick.
- If South overcalls 1♥, North can use this information to lead a heart – partner's suit – instead of a spade.
- North knows that South has a good five-card or longer heart suit and that South will likely have some additional strength with which to gain the lead and take the heart winners.
- If North leads a heart, the defenders win the race to promote winning tricks in their long suit and to take them. Otherwise, declarer wins the race.

<sup>2</sup> In fact, North's ♥7 is sufficient to drive out one of declarer's winners, but South should overtake in case North's ♥7 is a singleton. Also, declarer might hold up winning the first heart trick but it doesn't matter on this deal. So, there's no need to discuss all this.

<sup>3</sup> Again, declarer might hold up winning this trick but, since it doesn't matter on the actual deal, there's no need to discuss this concept.

- South's 1♥ overcall didn't carry much risk. Even if East-West had doubled for penalty, they can only defeat a 1♥ contract by one trick ... not much compensation for their potential game contract.
- So, this deal illustrates one of the advantages of making an overcall even with less than the values for an opening bid. It may help the partnership on defense if they do not win the auction.

### **Closing Instructions**

**Turn all the cards face up. South, West, and East place your cards on top of the corresponding suit in the North hand. Each player then take one suit.**

## Exercise Six – Advancing an Overcall with Support and 6-9 Points

### Teachers' Key Point

- Introduce the term *advancer*.
- Discuss the guideline for raising overcaller's suit with support and about 6-9 points.

*Student Textbook Reference: pages 55-58.*

### Opening Remarks

- There are similarities between opening bids and overcalls, but there are many differences.
- The partner of the overcaller is called the **advancer**.
- The overcaller is showing a good five-card or longer suit. Advancer's priority is to show support with three or more cards in the suit.
- Let's consider what advancer does with support for partner's suit and about 6-9 points.

### Group Activity

West, place the 1♥ bid in front of you.

North, place the 1♠ bid in front of you.

East, place the 2♥ bid in front of you.

Construct the following hand in front of South.

NORTH		
1♠		
WEST		EAST
1♥		2♥
SOUTH		
♠ K x x		
♥ x x		
♦ Q x x x x		
♣ J x x		

**Q. West opens the bidding 1♥, North overcalls 1♠, and East bids 2♥. What is South called in this auction?**

A. The advancer.

- West is the opener.
- North is the overcaller.
- East is the responder to the opening bidder.
- South is the advancer – the partner of the overcaller.

**Q. What call would South make with this hand?**

A. 2♠.

- North has suggested competing for the auction with spades as the trump suit and is promising a five-card or longer suit.

- South has three-card support for partner's suit and enough strength to want to compete further for the contract. Why let East-West win the auction in a comfortable contract of 2♥?
- By raising to 2♠, North-South might win the auction or might push East-West higher than they would like to be.

**Q. If North does become declarer in a 2♠ contract, who will be the dummy?**

A. South.

- When valuing the hand in support of partner's suit, advancer can count **dummy points** for shortness instead of length points:
  - Void – 5 dummy points
  - Singleton – 3 dummy points
  - Doubleton – 1 dummy point

**Q. What is the value of South's hand in support of spades?**

A. 7 points.

- South has 6 high-card points plus 1 dummy point for the doubleton heart.
- **Advancer's raise to the two level shows three-card support and about 6-9 points.**

**East, replace the 2♥ bid with a Pass.**

**Q. Suppose West opens 1♥, North overcalls 1♠, and East passes. What call should South make?**

A. 2♠.

- South should still raise to 2♠ to show three-card support and about 6-9 points.
- It's unlikely North-South have enough combined strength to make a game contract since North has at most about 17 points.
- However, there are two reasons South is raising:
  - Constructively – to describe the hand to partner in case partner wants to bid more.
  - Obstructively – to make it more difficult for the opponents to find their best contract.

	<b>NORTH</b>	
	1♠	
<b>WEST</b>		<b>EAST</b>
1♥		PASS
	<b>SOUTH</b>	
	♠ K x x	
	♥ x x	
	♦ Q x x x x	
	♣ J x x	

- 👉 • A useful guideline in competitive auctions is that is generally safe to **compete to the level of the combined trumps held by the partnership.**

*This is based on the Law of Total Tricks. Although this concept is outside the scope of the course if it is being given after Bridge Basics 1, a practical approach is helpful.*

- Let's assume North has a five-card suit for the 1♠ overcall.

	Combined Trumps	Level
3-card support	5 + 3 = 8	Two level
4-card support	5 + 4 = 9	Three level
5-card support	5 + 5 = 10	Four level

- So, with the hand on the table, South has three-card support and should be willing to raise to the three-level.

East, replace the Pass with a 2♥ bid.

Change the South hand:  
In spades: add a low spade.  
In clubs: take away the ♣J.

NORTH		
1♠		
WEST		EAST
1♥		2♥
SOUTH		
♠ K x x x		
♥ x x		
♦ Q x x x x		
♣ x x		

Q. West opens 1♥, North overcalls 1♠, and East raises to 2♥. What call does South make?

A. 3♠.

- South has 5 high-card points plus 1 dummy point for each doubleton.
- With four-card support, South can make an obstructive – preemptive – jump raise to 3♠ to try and make it more challenging for East-West to find their best spot.

Change the South hand:  
In spades: add a low spade.  
In hearts: take away a low heart.  
In diamonds: take away ♦Q;  
add a low diamond.

NORTH		
1♠		
WEST		EAST
1♥		2♥
SOUTH		
♠ K x x x x		
♥ x		
♦ x x x x x		
♣ x x		

Q. After West opens 1♥, North overcalls 1♠, and East raises to 2♥, what call could South make with this hand?

A. 4♠.

- It seems surprising for South to jump all the way to 4♠ with only three high-card points, but South has a good distributional hand with 3 dummy points for the singleton heart and 1 dummy point for the doubleton club.
- With a weak distributional hand, advancer can make a preemptive raise to the four level with five-card support ... competing to the level of the combined number of trumps held by the partnership (5 + 5 = 10 → ten tricks → four level).

## Observations

- The overcaller's partner is the advancer, and the guidelines for advancer are different than those for responder.
- The partnership has two goals in a competitive auction: getting to its best contract and keeping the opponents out of their best contract.
- With fewer than 10 points ... about 6-9 points, counting dummy points ... advancer should be willing to compete to the level corresponding to the number of combined trumps held by the partnership.

## Closing Instructions

**Pick up all the bids and put them back in the Bidding Boxes. Pick up your suit from the South hand. Each player has one suit.**

## Exercise Seven – Deal #7: Preemptively Raising Partner’s Overcall

### 👉 Teachers’ Key Point

- To let the students experience a preemptive raise of partner’s overcall.

*Student Textbook Reference: Deal #7: pages 86-87.*

### Opening Remarks

- Let’s see how advancer can make the auction challenging for the opponents.

### Group Activity

Distribute the **COLOR-CODED CARDS** for Deal #7.

<p>DEAL: 7                      NORTH</p> <p>DEALER: SOUTH          ♠ A Q 10 9 7</p> <p>VUL: E-W                  ♥ 8 6 3</p> <p style="margin-left: 100px;">♦ K Q J</p> <p style="margin-left: 100px;">♣ 8 5</p> <p style="margin-left: 40px;">WEST</p> <p style="margin-left: 40px;">♠ 5</p> <p style="margin-left: 40px;">♥ A K J 7 5 2</p> <p style="margin-left: 40px;">♦ A 10 5</p> <p style="margin-left: 40px;">♣ A J 3</p> <div style="border: 1px solid black; padding: 5px; margin-left: 100px; width: fit-content;"> <p style="text-align: center;">SOUTH</p> <p>♠ K J 8 6 3</p> <p>♥ 9</p> <p>♦ 8 2</p> <p>♣ 10 9 6 4 2</p> </div>	<table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <tr> <th style="padding: 5px;">WEST</th> <th style="padding: 5px;">NORTH</th> <th style="padding: 5px;">EAST</th> <th style="padding: 5px;">SOUTH</th> </tr> <tr> <td style="padding: 5px;">1♥</td> <td style="padding: 5px;">1♠</td> <td style="padding: 5px;">2♥</td> <td style="padding: 5px;">Pass</td> </tr> <tr> <td style="padding: 5px;">Pass(?)</td> <td style="padding: 5px;">Pass</td> <td style="padding: 5px;">Pass</td> <td style="padding: 5px;">4♠</td> </tr> </table> <table style="width: 100%;"> <tr> <td style="width: 50%; vertical-align: top;"> <p style="text-align: center;">EAST</p> <p>♠ 4 2</p> <p>♥ Q 10 ④</p> <p>♦ 9 7 6 4 3</p> <p>♣ K Q 7</p> </td> <td style="width: 50%; vertical-align: top;"> <div style="border: 1px solid black; padding: 5px; margin-top: 20px;"> <p>DECLARER: North</p> <p>OPENING LEAD: ♥4 by East</p> </div> </td> </tr> </table>	WEST	NORTH	EAST	SOUTH	1♥	1♠	2♥	Pass	Pass(?)	Pass	Pass	4♠	<p style="text-align: center;">EAST</p> <p>♠ 4 2</p> <p>♥ Q 10 ④</p> <p>♦ 9 7 6 4 3</p> <p>♣ K Q 7</p>	<div style="border: 1px solid black; padding: 5px; margin-top: 20px;"> <p>DECLARER: North</p> <p>OPENING LEAD: ♥4 by East</p> </div>
WEST	NORTH	EAST	SOUTH												
1♥	1♠	2♥	Pass												
Pass(?)	Pass	Pass	4♠												
<p style="text-align: center;">EAST</p> <p>♠ 4 2</p> <p>♥ Q 10 ④</p> <p>♦ 9 7 6 4 3</p> <p>♣ K Q 7</p>	<div style="border: 1px solid black; padding: 5px; margin-top: 20px;"> <p>DECLARER: North</p> <p>OPENING LEAD: ♥4 by East</p> </div>														

Bid and play Deal #7.

*After 7½ minutes have the students turn all 52 cards face up following the instructions given for Deal #1 at the top of page 11.*



## The Bidding

**Focus on the South hand – South is the dealer.**

**Q. As the dealer, what call would South make?**

A. Pass.

- South has only 4 high-card points plus 1 length point for each five-card suit.

**Focus on the West hand.**

**Q. What call does West make after South passes?**

A. 1♥.

- West has 17 high-card points plus 2 length points for the six-card suit.

**Focus on the North hand.**

**Q. What call can North make after West opens 1♥?**

A. 1♠.

- With a good five-card spade suit and 12 high-card points, North can make a simple overcall at the one level, 1♠.

**Focus on the East hand.**

**Q. What call would East make after West opens 1♥ and North overcalls 1♠?**

A. 2♥.

- East is the responder.
- East has 7 high-card points and can add 1 dummy point for the doubleton spade.
- With three-card support for hearts, East can raise to the two level, showing about 6-10 points.

**Focus on the South hand.**

**Q. What is South called when the auction has gone this way?**

A. Advancer.

- South is the partner of the overcaller.

**Q. What call could South make?**

A. 4♠.

- With a weak distributional hand and five-card support for North's spade suit, South can make a preemptive jump raise to 4♠ - competing to the level of the number of combined trumps ( $5 + 5 = 10 \rightarrow$  four level).

**Focus on the West hand.**

**Q. What call was West planning to make if South had passed?**

A. 4♥.

- West has 19 points and East's raise to 2♥ shows about 6-10, so the partnership should have enough combined strength for a game contract.
- West knows **HOW HIGH** and **WHERE**.

**Q. What call does West make when South jumps to 4♠?**

A. Pass/5♥/Double.

- South's preemptive jump raise has created a difficult challenge for West.
- West could pass, not being willing to go any higher to try and win the auction.
- West could bid 5♥, hoping the partnership can make eleven tricks with hearts as trumps.
- West could make a penalty double. We'll be discussing penalty doubles in more detail a little later in the lessons.
  
- Let's assume for now that West passes. We'll discuss shortly what would happen if West were to take some other action.

**Focus on the North hand.**

**Q. What call would North make?**

A. Pass.

**Focus on the East hand.**

**Q. What call would East make?**

A. Pass.

- East has already described the hand with the raise to 2♥.

## The Play

- Let's consider the play with North as declarer in a 4♠ contract.

East and West, turn your cards face down.

East, lead the ♥4.

Only 27 cards are face up ... the North and South hands and East's lead.

<b>NORTH (Declarer)</b>	
♠ A Q 10 9 7	
♥ 8 6 3	
♦ K Q J	
♣ 8 5	
WEST	EAST
	♥4
<b>SOUTH (Dummy)</b>	
♠ K J 8 6 3	
♥ 9	
♦ 8 2	
♣ 10 9 6 4 2	

- Let's go through the ABC's of Declarer's Plan, starting with Assessing the Situation.

**Q. What is North's goal as declarer?**

A. Ten tricks.

- To make 4♠, North will have to take ten tricks.
- Let's count the sure tricks in the combined North-South hands.

Spades	5
Hearts	0
Diamonds	0
Clubs	0
<b>Total</b>	<b>5</b>

- Without enough sure tricks to make the contract, the next stage of Declarer's Plan is to Browse Declarer's Checklist, looking for ways to develop extra tricks.

**Q. What technique can declarer use to develop extra winners in the diamond suit?**

A. Promotion.

- The ♦A is missing but once it is driven out, declarer will have two promoted winners in the suit.

**Q. Is there any chance for extra tricks in the heart suit?**

A. Yes.

- Since there are two more hearts in declarer's hand than in dummy, declarer can plan to develop two extra winners by trumping in dummy.
- Let's see how this works.

**Turn the diamonds and clubs in the North-South hands face down.**

**Q. What does declarer have to do before trumping a heart in dummy?**

A. Give up a heart trick.

- Declarer has to give up a heart trick to make dummy void in hearts before a heart can be trumped – ruffed – in dummy
- This is part of the third stage of Declarer’s Plan, Consider the Order.
- Sometimes declarer won’t have to do that since the defenders may take their winner in the suit early in the play.

<b>NORTH (Declarer)</b>	
♠ A Q 10 9 7	
♥ 8 6 3	
<b>WEST</b>	<b>EAST</b>
<b>SOUTH (Dummy)</b>	
♠ K J 8 6 3	
♥ 9	

**Turn North’s ♥3 and South’s ♥9 face down.**

**Q. Once dummy is void in hearts, is there anything else declarer must be careful about when considering the order?**

A. Leaving trumps in dummy; being in the right place at the right time.

- Declarer has to make sure there are enough trumps left in dummy to ruff the hearts.
- So, declarer can’t afford to take all the spade winners right away.
- On this deal, declarer can afford to draw the defenders trumps but must then leave at least two spades in dummy to ruff two hearts.
- Also, declarer must be in the right place at the right time to trump a heart. Declarer has to lead a heart from the North hand and trump it in dummy.
- Declarer will then have to get back to the North hand to lead the remaining heart and trump it in dummy.
- On this deal, that won’t be much of a challenge. North can use the spade suit as an entry, or perhaps one of the established diamond winners, or trump one of dummy’s clubs.

**Turn all the North and South cards face up.**

**Q. How many tricks does declarer have in total?**

A. Nine.

- Declarer has five spade winners and can promote two diamond winners and trump two hearts in dummy.
- Looked at another way, East-West will get a heart trick, a diamond trick, and two club tricks to defeat the 4♠ contract one trick.

**Q. Is being defeated one trick in a 4♠ contract a poor result for North-South?**

A. Not necessarily.

- If East-West can make something, the penalty for being defeated in 4♠ may be less than the value of East-West’s potential contract.
- Let’s see what East and West can make.

North and South, turn your cards face down.

North, lead the  $\spadesuit$ K.

East and West, turn your cards face up.

Only 27 cards are face up on the table ... the East-West hands and North's lead.

NORTH	
$\spadesuit$ K	
WEST (Declarer)	EAST (Dummy)
$\spadesuit$ 5	$\spadesuit$ 4 2
$\heartsuit$ A K J 7 5 2	$\heartsuit$ Q 10 4
$\diamondsuit$ A 10 5	$\diamondsuit$ 9 7 6 4 3
$\clubsuit$ A J 3	$\clubsuit$ K Q 7
SOUTH	

- Let's suppose West is allowed to be the declarer in a  $4\heartsuit$  contract.

**Q. What is West's goal as declarer in a  $4\heartsuit$  contract?**

A. Ten tricks.

- Let's count the sure tricks in the combined East-West hands.

Spades	0
Hearts	6
Diamonds	1
Clubs	3
<b>Total</b>	<b>10</b>

- So, East-West can make a game contract of  $4\heartsuit$  if allowed to play there.

### Observations

- On this deal, East-West are vulnerable, so a game contract of  $4\heartsuit$  would be worth 620 points – 120 trick score + 500 vulnerable game bonus.
- North-South are non vulnerable, so being defeated one trick in a sacrifice of  $4\spadesuit$  would cost only 50 points.
- Even if North-South were doubled, the  $4\spadesuit$  sacrifice would cost only 100 points.
- It's also possible that South's preemptive jump to  $4\spadesuit$  might cause East-West to misjudge and bid  $5\heartsuit$ .  $5\heartsuit$  can be defeated one trick and now North-South would get 100 points.
- So, the combination of North's overcall and South's preemptive raise with five-card support but a weak hand will lead to an excellent result for North-South.

### Closing Instructions

Turn all the cards face up. South, West, and East place your cards on top of the corresponding suit in the North hand. Each player then take one suit.

## Exercise Eight – Advancing an Overcall with Support and 10+ Points

### Teachers' Key Point

- Show how advancer shows support with 10 or more points.
- Introduce the cuebid.

*Student Textbook Reference: pages 59-61.*

### Opening Remarks

- We've seen what advancer does with support for partner's overcalled suit and fewer than 10 points.
- Let's look at what advancer does with support and about 10 or more points.
- We'll be introducing an exciting new concept.

### Group Activity

West, place the 1♦ bid in front of you.

North, place the 1♠ bid in front of you.

East, place a Pass in front of you.

Construct the following hand in front of South.

	NORTH	
	1♠	
WEST		EAST
1♦		PASS
	SOUTH	
	♠ A x x	
	♥ K x x	
	♦ x x x	
	♣ K J x x	

**Q.** West opens 1♦, North overcalls 1♠, and East passes. Does South have support for North?

A. Yes.

- North has promised at least a five-card spade suit and South has three-card support.
- South also has 11 high-card points.

**Q.** Why can't South raise to 2♠?

A. Too strong.

- A raise to the two level would show only about 6-9 points.

**Q.** Why can't South raise to 3♠?

A. Too strong.

- A jump raise to the three level would show four-card support and fewer than 10 points.

**Q. Why can't South raise to 4♠?**

A. Too strong.

- A jump raise to the four level would be preemptive, showing five-card support and fewer than 10 points.
- If advancer's immediate raise to any level shows fewer than 10 points, we need a way for responder to show about 10 or more points and support for partner's suit.

**Q. Which suit is North-South unlikely to want to play in as a trump suit after West opens 1♦?**

A. Diamonds.

- Since it would be unusual to want to play in the same suit that an opponent has suggested as a trump suit, a bid of the opponent's suit is called a **cuebid** and can given a special – conventional – meaning.
- After partner makes an overcall:



- A cuebid of the opponent's suit shows about 10 or more points and interest in reaching game if the overcaller is near the top of the range.

**Q. So, what call does South make with this hand after West opens 1♦, North overcalls 1♠, and East passes?**

A. 2♦.

- The 2♦ cuebid of the opponent's suit shows about 10 or more points and interest in reaching game.

South, place the 2♦ bid in front of you.  
West, place a Pass in front of you.

WEST	NORTH	EAST	SOUTH
1♦	1♠	PASS	2♦
PASS			

**Q. What call do we think would be reasonable for North to make with a minimum overcall and no interest in reaching game?**

A. 2♠.

- North simply rebids the original suit with nothing extra, 2♠.

SOUTH			
♠	A	x	x
♥	K	x	x
♦	x	x	x
♣	K	J	x

North, place the 2♠ bid in front of you.  
East, place a Pass in front of you.

WEST	NORTH	EAST	SOUTH
1♦	1♠	PASS	2♦
PASS	2♠	PASS	?

**Q. What call will South make if North simply rebids 2♠ after the cuebid?**

A. Pass.

SOUTH			
♠	A	x	x
♥	K	x	x
♦	x	x	x
♣	K	J	x

- South, with 11 points, has shown interest in game, but North has shown a minimum overcall – less than an opening bid, about 7-12 points.
- South can settle for partscore in 2♠.
- Remember, North could have as few as 7 points for a one-level overcall.
- So, the cuebid allows the partnership to stop safely at the two level.

**Change the South hand:**  
**In spades: add the ♠Q.**  
**In hearts: take away a low heart.**

WEST	NORTH	EAST	SOUTH
1♦	1♠	PASS	2♦
PASS	2♠	PASS	?

**Q. How many points is this hand worth in support of spades?**

A. 14.

- There are 13 high-card points plus 1 dummy point for the doubleton heart.

**SOUTH**  
 ♠ A Q x x  
 ♥ K x  
 ♦ x x x  
 ♣ K J x x

**Q. West opens 1♦, North overcalls 1♠, and East passes. What call does South make?**

A. 2♦.

- With 10 or more points, South starts with a cuebid to show interest in reaching game.
- If North had opened 1♠, South would have enough to take the partnership to game in spades since North would have at least 13 points.
- South can't afford to jump to game in this situation since North has only overcalled 1♠.

**Q. If West passes and North rebids 2♠, what call can South make as a further invitation to game?**

A. 3♠.

- Even though North's rebid shows a minimum overcall with about 7-12 points, the partnership might still have enough combined strength for game if North has 11 or 12 points.
- Raising to 3♠ is highly invitational, but North can still pass with a bare minimum.

**Change the South hand:**  
**In hearts: take away the ♥K.**  
**In diamonds: add the ♦A.**  
**In clubs: take away the ♣J;**  
**add the ♣Q.**

WEST	NORTH	EAST	SOUTH
1♦	1♠	PASS	2♦
PASS	2♠	PASS	?

**SOUTH**  
 ♠ A Q x x  
 ♥ x  
 ♦ A x x x  
 ♣ K Q x x

**Q. What is this hand worth opposite partner's 1♠ overcall?**

A. 18 points.

- South has 15 high-card points plus 3 dummy points for the singleton heart.



**Q. West opens 1♦, North overcalls 1♠, and East passes. What call does South start with?**

A. 2♦.

- The cuebid shows at least interest in game.

**Q. West passes, North rebids 2♠, and East passes. What call does South make?**

A. 4♠.

- Even if North has a minimum overcall with about 7 or 8 points, there should be enough combined strength for game.

**Q. Why didn't South simply jump to 4♠ right away?**

A. Too strong.

- An immediate jump to 4♠ would be preemptive, showing a weak hand.
- South wants to show a strong hand in case North has enough to consider a slam contract or to bid again if East-West compete to 5♦, for example.

## Observations

- With support for partner's suit and about 10 or more points, advancer cuebids the opponents' suit to show interest in reaching game.
- The cuebid allows the partnership to stop at a safe level when the overcaller has less than the values for an opening bid but to reach game if the overcaller or advancer has some extra strength.

## Closing Instructions

**Pick up all the bids and put them back in the Bidding Boxes. Pick up your suit from the South hand. Each player has one suit.**

## Exercise Nine – Advancer’s Other Options

### Teachers’ Key Point

- Discuss advancer’s bid of a new suit.
- Discuss advancer’s bid of notrump.

*Student Textbook Reference: pages 62-65.*

### Opening Remarks

- We’ve seen what advancer does with support for partner’s overcalled suit – raise with about 6-9 points and cuebid with about 10 or more.
- Let’s look at what advancer does without support for partner’s suit.

### Group Activity

West, place the 1♣ bid in front of you.

North, place the 1♥ bid in front of you.

East, place a Pass in front of you.

Construct the following hand in front of South.

		NORTH	
		1♥	
WEST			EAST
1♣			PASS
		SOUTH	
		♠ A Q J x x	
		♥ x x	
		♦ Q x x x	
		♣ x x	

**Q.** West opens 1♣, North overcalls 1♥, and East passes. Does South have support for partner’s suit?

A. No.

- With only a doubleton heart, there’s no guarantee of an eight-card fit.

**Q.** What call could South make?

A. 1♠.

- Since North has already shown a good five-card or longer suit, advancer should have a good five-card or longer suit to suggest it as an alternative for trumps.
- A new suit advance at the one level shows about 6 or more points – similar to a response in a new suit.



- However, **an advance in a new suit is not forcing** – unlike a response in a new suit – since the overcall could be made on less than the values for an opening bid.

With a strong hand, advancer would have to start with a cuebid. However, some partnerships prefer a new suit response to be forcing. So, there's no need to get into too much detail at this point. It's enough for the students to know that they can bid a new suit in response to an overcall when they don't have a fit.

**Change the South hand:**

**In spades: take away the ♠Q and ♠J.**

**In diamonds: add the ♦A and ♦J.**

<b>NORTH</b>		
1♥		
<b>WEST</b>		<b>EAST</b>
1♣		PASS
<b>SOUTH</b>		
♠ A x x		
♥ x x		
♦ A Q J x x x		
♣ x x		

**Q. West opens 1♣, North overcalls 1♥, and East passes. What call does South make?**

A. 2♦.

- A new suit advance at the two level shows about 11 or more points.
- A new suit advance at the two level is non forcing but shows at least interest in reaching a game.
- With a minimum overcall, North can pass and the partnership should be in a reasonable contract.
- Advancer has other options besides a new suit.

**Change the South hand.**

**In diamonds: take away the ♦A and ♦Q.**

**In clubs: add the ♣K and ♣J.**

<b>NORTH</b>		
1♥		
<b>WEST</b>		<b>EAST</b>
1♣		PASS
<b>SOUTH</b>		
♠ A x x		
♥ x x		
♦ J x x x		
♣ K J x x		

**Q. West opens 1♣, North overcalls 1♥, and East passes. What call does South make?**

A. 1NT.

- South has 9 high-card points but doesn't have support for North's heart suit.
- South doesn't have a good five-card or longer suit to suggest as an alternative trump suit.
- With some length and strength in the opponent's suit, clubs, South can make a descriptive advance of 1NT – the same bid South would make if North had opened 1♥.
- As a guideline:
  - An advance of 1NT shows about 6-10 points.
  - An advance of 2NT shows about 11-12 points.
  - With 13 or more points, advancer will usually start with a cuebid – advancer doesn't want to commit the partnership to game in 3NT after a simple one-level overcall.

*At this stage, there isn't much point in going into a lot more detail. It's sufficient that the students know that bidding notrump is one of advancer's options.*

**Change the South hand:**  
**In diamonds: add a low diamond.**  
**In clubs: take away the ♣K.**

NORTH		
1♥		
WEST		EAST
1♣		PASS
SOUTH		
♠ A x x		
♥ x x		
♦ J x x x x		
♣ J x x		

**Q. West opens 1♣, North overcalls 1♥, and East passes. What call does South make?**

A. Pass.

- Responder should usually bid with 6 or more points when right-hand opponent passes because opener could have as many as 20 or 21 points ... a game could be missed.
- Advancer doesn't have to bid with 6 or 7 points – or even 8 or 9 – with no good fit, no good suit to bid, and a no other reasonable alternative.
- It's unlikely that a game will be missed when the overcall is typically limited to about 17 points.

### Observations

- Without support for partner's suit, advancer can bid a good five-card or longer suit at the one level with about 6 or more points, or at the two level with about 11 or more points.
- With no fit and no good suit to bid, advancer can bid 1NT with about 6-10 points or 2NT with about 11-12 points. With a stronger hand, advancer can start with a cuebid.
- Otherwise – if advancer has no fit, no good suit, and a hand unsuitable for bidding notrump – advancer can simply pass if a game contract appears unlikely.

### Closing Instructions

**Pick up all the bids and put them back in the Bidding Boxes. Pick up your suit from the South hand. Each player has one suit.**



**Change the North hand:**  
**In spades: add a low spade.**  
**In clubs: take away three low clubs;**  
**add the ♣A and ♣Q.**

WEST	NORTH	EAST	SOUTH
1♥	1♠	PASS	2♠
PASS	?		

**Q. West opens 1♥. What call does North make?**

A. 1♠.

- North has 15 high-card points plus 2 length points for the six-card spade suit.
- The hand is still in the range for a simple overcall at the one level.

NORTH					
♠	A	Q	x	x	x
♥	x	x			
♦	K	x	x		
♣	A	Q			

**Q. East passes, South raises to 2♠, and West passes. What call does North make now?**

A. 3♠.

- With a near maximum for the one-level overcall, North can move toward a game contract.
- If South, advancer, has only 6 or 7 points, the partnership should probably stop in partscore.
- If South has 8 or 9 points, the partnership should have a chance for game.

**Change the North hand:**  
**In clubs: take away the ♣A;**  
**add a low club.**

WEST	NORTH	EAST	SOUTH
1♥	1♠	PASS	2♠
PASS	?		

**Q. West opens 1♥. What call does South make?**

A. 1♠.

**Q. East passes, South raises to 2♠, and West passes. What call does North make now?**

A. Pass.

- North has 11 high-card points plus 2 length points for the six-card suit, for a total of 13.
- Even if South has 8 or 9 points, the partnership doesn't have enough combined strength for game.

NORTH					
♠	A	Q	x	x	x
♥	x	x			
♦	K	x	x		
♣	Q	x			

East, replace the Pass with 2♥.

West, replace the Pass with 3♥.

WEST	NORTH	EAST	SOUTH
1♥	1♠	2♥	2♠
3♥	?		

Q. West opens 1♥, North overcalls 1♠, East raises to 2♥, and South advances to 2♠. West now bids 3♥. What call does North make?

A. 3♠/Pass.

- Although North wasn't intending to bid 3♠ if West had passed, West's 3♥ call takes away North's option of playing a partscore in 2♠.
- North will now have to decide between passing and defending against 3♥ or competing further with 3♠.
- In competitive auctions, there are no clear-cut decisions but, with a six-card spade suit and South promising three-card support, North should probably follow the principle of competing to the level of the combined number of trumps: 9 combined trumps (6 + 3) → three level → 3♠.

NORTH	
♠	A Q x x x x
♥	x x
♦	K x x
♣	Q x

Pick up all the bids and put them back in the Bidding Boxes.

West, place the 1♦ bid in front of you.

Change the North hand:

In spades: take away the ♠A and two low cards.

In hearts: add the ♥K, ♥J, and ♥10.

In diamonds: take away the ♦K

In clubs: add a low club.

NORTH	
♠	Q x x
♥	K J 10 x x
♦	x x
♣	Q x x
WEST	
	1♦

Q. West opens 1♦. What call does North make?

A. 1♥.

- With a good five-card heart suit, North has enough to overcall at the one level.

North, place the 1♥ bid in front of you.

East, place a Pass in front of you.

South, place the 1♠ bid in front of you.

West, place a Pass in front of you.

WEST	NORTH	EAST	SOUTH
1♦	1♥	PASS	1♠
PASS	?		

NORTH	
♠	Q x x
♥	K J 10 x x
♦	x x
♣	Q x x

Q. After North overcalls 1♥, East passes. South bids 1♠ and West passes. What does North, the overcaller, do now?

A. Pass.

- A new suit advance is not forcing.
- With a minimum overcall, North can pass and settle for partscore in 1♠.

Change the North hand:

In spades: take away the ♠Q and a low card.

In hearts: add the ♥A.

In diamonds: add the ♦K

WEST	NORTH	EAST	SOUTH
1♦	1♥	PASS	1♠
PASS	?		

NORTH	
♠	x
♥	A K J 10 x x
♦	K x x
♣	Q x x

Q. West opens 1♦. What call does North make?

A. 1♥.

Q. After North overcalls 1♥, East passes. South bids 1♠ and West passes. What does North do now?

A. 2♥.

- North doesn't have to bid again but, with a good six-card heart suit and not much interest in spades, North can rebid the overcalled suit.

South, replace the 1♠ bid with 1NT.

Change the North hand:

In spades: add a low spade.

In hearts: take away the ♥K.

WEST	NORTH	EAST	SOUTH
1♦	1♥	PASS	1NT
PASS	?		

NORTH	
♠	x x
♥	A J 10 x x
♦	K x x
♣	Q x x

Q. West opens 1♦. What call does North make?

A. 1♥.



**Q. After North overcalls 1♥, East passes, and South bids 1NT. What does North do now?**

A. Pass.

- South's 1NT advance shows about 6-10 points.
- Since South didn't raise hearts, South likely has at most two hearts.
- 1NT looks to be a reasonable contract for North-South.

**Change the North hand:**

**In diamonds: take away the ♦K and a low card.**

**In clubs: add the ♣A and a low card.**

WEST	NORTH	EAST	SOUTH
1♦	1♥	PASS	1NT
PASS	?		

**NORTH**

♠ x x  
♥ A J 10 x x  
♦ x  
♣ A Q x x x

**Q. West opens 1♦. What call does North make?**

A. 1♥.

- With a choice between two five-card suits, North overcalls the higher-ranking.

**Q. After North overcalls 1♥, East passes, and South bids 1NT. West passes. What does North do now?**

A. 2♣.

- Since South doesn't have support for hearts, North can now show the second suit.
- South might prefer clubs as trumps to hearts as trumps.

**Change the North hand:**

**In diamonds: add a low card.**

**In clubs: take away the ♣A.**

WEST	NORTH	EAST	SOUTH
1♦	1♥	PASS	1NT
PASS	?		

**NORTH**

♠ x x  
♥ A J 10 x x  
♦ x x  
♣ Q x x x

**Q. West opens 1♦. What call does North make?**

A. 1♥.

- Although North has only 7 high-card points, with a decent five-card suit, North can make a one-level overcall of 1♥.

**South, replace the 1NT bid with 2♦.**

WEST	NORTH	EAST	SOUTH
1♦	1♥	PASS	2♦
PASS	?		

**Q. After North overcalls 1♥, East passes, and South bids 2♦. What is advancer's 2♦ bid?**

A. Cuebid.

- Advancer's bid of the opponent's suit is a cuebid.
- It has nothing to do with diamonds.
- It shows about 10 or more points and interest in reaching a game contract.

**NORTH**

♠ x x  
♥ A J 10 x x  
♦ x x  
♣ Q x x x

**Q. What call does North make?**

A. 2♥.

- With a minimum overcall and no interest in reaching game, North simply rebids the original suit.
- If South only has about 10 or 11 points, the partnership will stop safely at the two level.

**Change the North hand:**  
**In diamonds: take away a low card.**  
**In clubs: add the ♣A.**

WEST	NORTH	EAST	SOUTH
1♦	1♥	PASS	2♦
PASS	?		

**Q. West opens 1♦ and North overcalls 1♥. East passes, South cuebids 2♦, and West passes. What call does North make?**

A. 3♣.

- North has 11 high-card points plus 1 length point for each five-card suit, for a total of 13.
- South is interested in reaching game and North has more than a minimum overcall.
- North can show the second suit which should help South decide if the partnership belongs in a game contract.

**NORTH**  
 ♠ x x  
 ♥ A J 10 x x  
 ♦ x  
 ♣ A Q x x x

**Change the North hand:**  
**In hearts: add the ♥K.**  
**In diamonds: add a low diamond.**  
**In clubs: take away two low clubs.**

WEST	NORTH	EAST	SOUTH
1♦	1♥	PASS	2♦
PASS	?		

**Q. West opens 1♦ and North overcalls 1♥. East passes, South cuebids 2♦, and West passes. What call does North make?**

A. 4♥.

- North has a maximum for the 1♥ overcall.
- Since South is showing interest in reaching game, North is willing to go for the game bonus after the cuebid.

**NORTH**  
 ♠ x x  
 ♥ A K J 10 x x  
 ♦ x x  
 ♣ A Q x

## Observations

- After making an overcall, we don't have to bid again unless partner makes a forcing bid – a cuebid.
- With a minimum overcall – about 7-12 points – we will usually pass if partner raises, bids a new suit, or bids notrump.
- With more than a minimum – about 13 – 17 points – we will move toward game, or bid game, if advancer shows some interest.

## Closing Instructions

**Pick up all the bids and put them back in the Bidding Boxes. Pick up your suit from the North hand. Each player has one suit.**

## Exercise Eleven – Deal #8: Advancing in a New Suit

### 👉 Teachers' Key Point

- To experience how the auction might progress after advancer bids a new suit.

Student Textbook Reference: Deal #8: pages 88-89.

### Opening Remarks

- Let's try our last deal for this lesson.

### Group Activity

Distribute the **COLOR-CODED CARDS** for Deal #8.

<p>DEAL: 8 DEALER: WEST VUL: BOTH</p>	<p><b>NORTH</b> ♠ A K 10 8 6 ♥ Q 5 3 ♦ A 10 7 ♣ 10 6</p>	<table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <tr> <th>WEST</th> <th>NORTH</th> <th>EAST</th> <th>SOUTH</th> </tr> <tr> <td>1♦</td> <td>1♠</td> <td>Pass</td> <td>2♥</td> </tr> <tr> <td>Pass</td> <td>3♥</td> <td>Pass</td> <td>4♥</td> </tr> <tr> <td>Pass</td> <td>Pass</td> <td>Pass</td> <td></td> </tr> </table>	WEST	NORTH	EAST	SOUTH	1♦	1♠	Pass	2♥	Pass	3♥	Pass	4♥	Pass	Pass	Pass	
WEST	NORTH	EAST	SOUTH															
1♦	1♠	Pass	2♥															
Pass	3♥	Pass	4♥															
Pass	Pass	Pass																
<p><b>WEST</b> ♠ 4 2 ♥ 10 8 4 ♦ <b>K</b> Q J 6 2 ♣ A K 4</p>	<p><b>SOUTH</b> ♠ Q 3 ♥ A K J 7 6 2 ♦ 8 5 4 ♣ Q 8</p>	<p><b>EAST</b> ♠ J 9 7 5 ♥ 9 ♦ 9 3 ♣ J 9 7 5 3 2</p>																
		<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td>DECLARER: South</td> </tr> <tr> <td>OPENING LEAD: ♦K by West</td> </tr> </table>	DECLARER: South	OPENING LEAD: ♦K by West														
DECLARER: South																		
OPENING LEAD: ♦K by West																		

Bid and play Deal #8.

After 7½ minutes have the students turn all 52 cards face up following the instructions given for Deal #1 at the top of page 11.

## The Bidding

**Focus on the West hand – West is the dealer.**

**Q. What opening call would West make?**

A. 1♦.

- West has 13 high-card points plus 1 length point for the five-card diamond suit.
- West opens the minor suit, 1♦.

**Focus on the North hand.**

**Q. What call would North make after West opens 1♦?**

A. 1♠.

- North has 13 high-card points plus 1 length point for the five-card suit.
- With a good five-card suit, North can make a simple overcall of 1♠.

**Focus on the East hand.**

**Q. What call would East make after West opens 1♦ and North overcalls 1♠?**

A. Pass.

- East has only 2 high-card points plus 2 length points for the six-card suit, not enough to respond.

**Focus on the South hand.**

**Q. What call would South make to advance North's overcall?**

A. 2♥.

- South has 12 high-card points plus 2 length points for the six-card heart suit.
- South has enough to bid since the partnership could have enough combined strength for game if North has about 12-13 points – although North could have less.
- South doesn't have three-card or longer support for North's suit.
- South has enough to bid a new suit at the two level, 2♥, suggesting that suit as trumps.

**Focus on the West hand.**

**Q. What call would West make?**

A. Pass.

- West described the hand with the opening bid and East has shown no interest in competing.

**Focus on the North hand.**

**Q. What call would North make after South advances to 2♥?**

A. 3♥.

- South's advance in a new suit is not forcing, although South is showing about 11 or more points to bid a new suit at the two level.
- North has more than a minimum hand for the overcall – 14 points – and support for South's suit.
- North can show some interest in reaching game by raising to 3♥.

**Focus on the East hand.**

**Q. What call would East make?**

A. Pass.

**Focus on the South hand.**

**Q. What call would South make after North raises to 3♥?**

A. 4♥.

- South has 14 points and North has shown support for hearts and more than a minimum overcall – about 13 or more points.
- South knows **HOW HIGH** – game – and **WHERE** – hearts – the partnership belongs.
- West, East, and North all pass, leaving South as declarer in 4♥.

### The Play

- Let's see how South would do in a contract of 4♥. We'll go through the ABC's.

**East and West, turn your hands face down.**

**West, lead the ♦K.**

**Only 27 cards are face up on the table ... the North and South hands and West's lead. Focus on the North-South hands.**

	<b>NORTH (Dummy)</b>	
	♠ A K 10 8 6	
	♥ Q 5 3	
	♦ A 10 7	
	♣ 10 6	
<b>WEST</b>		<b>EAST</b>
♦K		
	<b>SOUTH (Declarer)</b>	
	♠ Q 3	
	♥ A K J 7 6 2	
	♦ 8 5 4	
	♣ Q 8	

- South starts by assessing the situation.

**Q. What is South's goal as declarer in a 4♥ contract?**

A. Ten tricks.

Spades	3
Hearts	6
Diamonds	1
Clubs	0
<b>Total</b>	<b>10</b>

- When there are enough tricks to make the contract, declarer can skip the next stage of the plan — Browse Declarer's Checklist — and move to the last stage of the plan — Consider the Order.

**Q. What should be declarer's priority after gaining the lead?**

A. Drawing trumps.

- With enough tricks to make the contract, declarer should draw trumps before taking the sure tricks in the other suits.

**Q. Which card should declarer play first when taking the spade winners?**

A. ♠Q.

- When taking winners in an unevenly divided suit, start with the high card from the short side.
- Declarer can then play the ♠3 over to dummy's ♠A and ♠K.
- Let's see how the play might go.

**Make sure all four hands are face up on the table, dummy style.**

*Walk the students through the play, trick by trick, as outlined below. After each trick, have the students turn all four cards face down before proceeding to the next trick.*

Trick					Notes
1	West ♦K	North ♦ <u>A</u>	East ♦3	South ♦4	West can lead the top of a the solid three-card sequence, hoping to promote winners in the suit.
2	North ♥ <u>Q</u>	East ♥9	South ♥2	West ♥4	Declarer wants to draw trumps. North-South have nine hearts, leaving four for East-West. Declarer can start with the ♥Q, high card from the short side.
3	North ♥3	East ♣2	South ♥ <u>K</u>	West ♥8	There are still two trumps outstanding.

Trick					Notes
4	South <u>♥A</u>	West ♥10	North ♥5	East ♣3	Declarer draws the remaining trump.
5	South ♠Q	West ♠2	North ♠6	East ♠5	It's now safe to take the spade winners. Declarer starts with the high card from the short side.
6	South ♠3	West ♠4	North <u>♠K</u>	East ♠7	
7	North <u>♠A</u>	East ♠9	South ♦5	West ♦2	West doesn't follow on the third round of spades. If declarer hadn't drawn trumps first, West could trump this trick and declarer would fall one trick short.
Declarer has taken the first seven tricks and still has three winning hearts left. Declarer will lose only a diamond trick and two club tricks, making 4♥.					

## Observations

- On this deal, North's overcall got the partnership into the auction.
- South's advance suggested a different trump suit and North and South were able to reach their best contract when the deal belonged to their side.

## Closing Instructions

Turn all the cards face up. South, West, and East place your cards on top of the corresponding suit in the North hand. Each player then take one suit.



## Exercise Twelve – Other Overcalls

### Teachers' Key Point

- To introduce the notrump overcall.
- To introduce the weak jump overcall.

*Student Textbook Reference: pages 70-73.*

### Opening Remarks

- So far, we've looked at the simple overcall in a suit at the one level or higher and how to advance it.
- There are other types of overcalls that can be made.
- Let's briefly look at a couple of examples.

### Group Activity

**Construct the following hand in front of North.**

**Q. If North is the dealer, what call would North make?**

A. 1NT.

- North has a balanced hand – no voids, no singletons, and only one doubleton – and 16 high-card points.
- A 1NT opening bid shows a balanced hand with 15-17 points.

NORTH	
♠	x x
♥	A K x
♦	A x x x
♣	A J x x

**West, place the 1♥ bid in front of you.**

**Q. Suppose West is the dealer and opens the bidding 1♥. What call does North make now?**

A. 1NT.

- North can show a balanced hand with about 15-17 or 18 points by overcalling 1NT.

NORTH	
♠	x x
♥	A K x
♦	A x x x
♣	A J x x
WEST	
	1♥

**Q. Which suit is East likely to lead if North does become declarer in a notrump contract?**

A. Hearts.

- West showed a five-card or longer heart suit with the 1♥ opening, so East is likely to lead partner's suit.
- One consideration when overcalling 1NT rather than opening 1NT is that we should have some strength in the opponents' suit.

- If West had opened 1♠ instead of 1♥, an overcall of 1NT would not be as attractive. We'll see later what alternative action we would have available.

*The takeout double will be introduced in the next lesson.*

- Let's see how advancer would handle an overcall of 1NT.

North, place the 1NT bid in front of you.

East, place a Pass in front of you.

WEST	NORTH	EAST	SOUTH
1♥	1NT	PASS	?

Leave the North hand face up.

Construct the following hand in front of South.

**NORTH**

♠ x x  
 ♥ A K x  
 ♦ A x x x  
 ♣ A J x x

**SOUTH**

♠ A x x  
 ♥ x x  
 ♦ J x x  
 ♣ K Q x x x

**Q. West opens 1♥, North overcalls 1NT, and East passes. What call does South make?**

A. 3NT.

- Opposite a 1NT overcall, advancer can bid as though partner opened 1NT.
- South has a balanced with 10 high-card points plus 1 length point for the five-card club suit.
- Since North has at least 15 points, the partnership has at least 26 combined points.
- South knows **HOW HIGH** the partnership belongs – game – and **WHERE** – notrump.
- South can put the partnership in its best contract.

**Q. How would North-South do in a contract of 3NT?**

A. Nine tricks.

- They have one spade trick, two heart tricks, a diamond trick, and five club tricks – enough to make 3NT.

Pick up your suit from the North and South hands.

Pick up the bids and place them back in the Bidding Boxes.

Construct the following hand in front of North.

NORTH

♠ x  
♥ A Q J 10 x x  
♦ x x x  
♣ x x x

Q. If North is the dealer and both sides are non vulnerable, what call would North make?

A. 2♥.

- North has a good six-card heart suit – with about five playing tricks – and less than the values for an opening bid at the one level.
- This is an ideal hand for a weak 2♥ opening bid.

West, place the 1♦ bid in front of you.

NORTH

♠ x  
♥ A Q J 10 x x  
♦ x x x  
♣ x x x

WEST  
1♦

Q. Suppose West is the dealer and opens 1♦. What call could North make now?

A. 1♥/2♥.

- North could make a simple overcall of 1♥.
- However, a more effective bid might be a preemptive jump overcall of 2♥, to try to make it more challenging for East-West to find their best contract.



- The modern style is that a jump overcall is similar to a preemptive opening bid. It shows a weak hand with a long suit.

Change the North hand:

In hearts: add a low heart.

In diamonds: take away a low diamond.

NORTH

♠ x  
♥ A Q J 10 x x x  
♦ x x  
♣ x x x

WEST  
1♦

Q. West opens 1♦. What call could North make?

A. 3♥.

- A jump overcall to the three level is similar to a preemptive opening bid at the three level – a good seven-card suit and a weak hand.

## Observations

- A 1NT overcall is similar to a 1NT opening bid – a balanced hand with about 15-17 or 18 points.
- A jump overcall is similar to a preemptive opening bid:
  - A jump overcall to the two level is like a weak two-bid – a good six-card suit and a weak hand.
  - A jump overcall to the three level is like a three-level preemptive opening bid – a good seven-card suit and a weak hand.

## Closing Instructions

**Pick up the bids and the cards on the table. Put all the cards back into a complete deck.**

- In this lesson we've talked about simple overcalls at the one level or higher and advancer's choices after an overcall.
- In the next lesson, we look at another dynamic way to compete when the opponents open the bidding.