

Module 18 – Revision of Competitive Bidding

1. Overcalls and subsequent responses
2. Take-out Doubles and subsequent bidding
3. Card Play of 6 hands

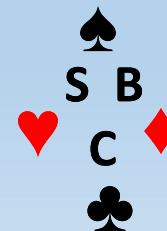
Kkeep
It
Simple
Stupid

Conserving Space

Unlike most sports, you only need 15cm of space to play bridge -- the distance between your ears."



This week's Paddy's Pearl





Competitive Bidding - Overcalls

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

1. An **OVERCALL** is where you choose to bid over an opponents opening bid.
2. 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

PLAYING TRICKS are tricks you can make in a suit *prior to the lead* without help from your partner – provided your suit is trump

♠AQJ1076

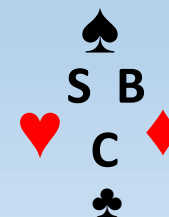
♥A76

♦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





SIMPLE Overcalls

A simple overcall at the 1 Level shows 5 Playing Tricks i.e. 2PT below the bid level

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.

Overcalls show at least 5 card suits and normally 9-15HCPs

Is my suit good enough for an overcall? The CHECK is the SUIT QUALITY TEST

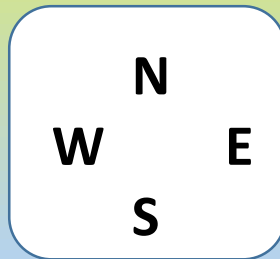
Suit Quality = Suit Length + Honour tricks (J and 10 only count if you have a higher honour)

♠43

♥AQJ64

♦KQ7

♣542



SQT

Suit Length

= 5

Honour tricks = 3 hearts and 1 Diamond = 4

Total

=9

This hand is suitable for overcalling to at least the 2 level

You can overcall at the 1 level with a Suit Quality of 7+

You can overcall at the 2 level with a Suit Quality of 8+





SUMMARY OF SIMPLE OVERCALLS

Simple Suit Overcalls

Type of Overcall	HCPs	Description of Simple Overcall	Example
Simple 1 Level	7-16	Must be 5 card suit and 5 Playing tricks, <i>non-forcing</i>	1♥ - 1♠
Simple 2 Level	10-16	Must be 5 card suit and 6 Playing Tricks, <i>non-forcing</i>	1♥ - p - 1NT - 2♠ 1♥ - 2♣

Responding to Partner's Overcall

Partner's Overcall	Responses to Partner's Overcall	Example
Simple Overcall	Without support in partner's suit 0-5HCP - Pass 6-10HCP – Bid own 5 card suit at 1 level or 1NT if stop in opponents suit 10-15HCP- Bid own 5 card suit at up to 2 level, 2NT or 3NT with stop	1♦ - p - 1♥ - 1♠
	With support in partner's suit 5-10HCP bid to the level of fit e.g. with 4 card support raise to 3 10+ HCP - Cue bid opponents suit indicating interest in game	1♥ - 1♠ - p - 3♠ 1♦ - 1♠ - p - 2♦



The JUMP Overcall

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

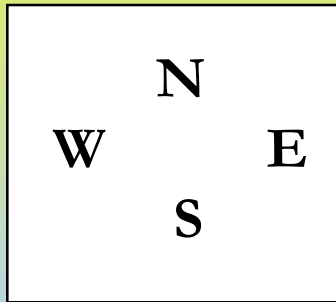
- A *major suit jump* bid strongly suggests the suit you wish to play in
- A *minor suit jump bid* is a very solid suit and suggests 3NT if partner has stops in the other suits and an entry to overcallers suit
- **JUMP BIDS** are not forcing

♠AKQJ543

♥K6

♦K32

♣6



This hand is suitable for a 2♠ over any 1 level suit opener.

Reverse the spades and hearts and it is suitable for 2♥ over a minor suit opener and 3♥ over 1♠





A 1NT Overcall (15-18HCP)

You bid 1NT on points NOT Playing Tricks

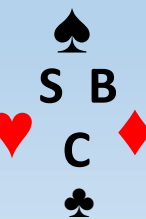
Overcall	HCPs	Guidance for Overcall and Responses	Examples
1NT	15-18	<p>You must have a balanced hand and 15-18HCPs. You must also have controls in opponents suit.</p> <p><i>Note: If you did not have controls in opponents suit you have the option of making a take-out double.</i></p> <p>Responder PASSES with <8HCPs and a balanced hand Responses depend on what suit opponents opened. If they opened a minor then you can use Stayman If they opened a major then Stayman is no longer of use</p>	<p>1♦ - 1NT 1♥ - 1NT</p> <p>1♦ - 1NT - p - 2♣ P - 2♥ All Pass</p> <p>1♥ - 1NT - p - 2♠ 5 card spade suit</p>





Coping with Opponents Overcall

Partner	HCPs	Guidance for Overcall and Responses	Examples
Opens 1 of a suit	6-9HCP	<ul style="list-style-type: none">• Support partner, if possible, at the same level as if no overcall• Bid naturally if you can without going up a level.• To bid NT you MUST have a stop in opponents overcalled suit• PASS if you cannot do any of the above	1♦ - 1♥ - 1♠ 8pts and 4 spades 1♥ - 1♠ - 1NT 7pts and spade stop
	10+HCP	<ul style="list-style-type: none">• Support partner if possible at appropriate level• Bid naturally but if you are forced to go up a level then you must have a 5 card suit.• Bid an appropriate level of NT provided you have a balanced hand and at least one stop in the overcalled suit• PASS if you haven't any of the above	1♦ - 1♠ - 2♥ 10+ and 5 hearts 1♥ - 1NT - 2♠ 10+ and 5 spades





Take-Out Double

Points. You	Bais for a Take-Out Double
11+	<p>You MUST be short in opponents suit (void, singleton at most doubleton) You are forcing partner to bid therefore you must have a minimum of 3 cards in all suits other than opener's suit such that you will always have a fit for any suit bid by partner.</p> <p>Make a take-out double provided you have one of the following:</p> <ol style="list-style-type: none">1. You have 11+HCP and support for ALL unbid suits2. If you have 17+HCP and a long suit but you don't want partner to PASS in response if you had overcalled that suit. Hence, when partner responds when you bid your suit then you are showing a 17+ HCP hand AND a good 5+ card suit.3. You have 19+HCP and a balanced hand too strong to bid 1NT. You can then bid 2NT over partner's response.





Negative Double

This is similar to the “Take-out Double” and is often used by the partner of the opening bidder or over-caller to say:

- We have the balance of the points AND
- I don't have a 5 card suit to bid BUT I have tolerance for the UNBID suits e.g. 3 or 4 cards
- If there is an unbid major it infers that the doubler has 4 cards in that suit

Typical Example

W

♠ K76
♥ QJ97
♦ 103
♣ Q1093

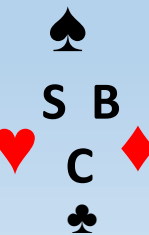
East bids 1♦ and S overcalls 2♣

As West you Double

Negative double suggesting 8-10HCP, no 5 card

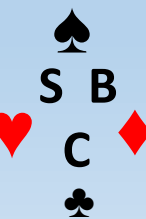
Suit, tolerance for all suits and inferring a 4 card heart suit

East can choose whether to PASS with good defensive values or the best suit, including ♦ knowing partner is short



Responses to Partner's Take-Out Double

Partner's Bid	Your HCPs	Responder's Bids
Take-Out Double	Any	<p>PASS if Right Hand Opponent (RHO) bids after the take-out double.</p> <p>If you are extremely strong in opponents bid suit, then you can <u>convert</u> your partner's take-out double into <u>a penalty double</u> BUT YOU MUST BE VERY GOOD</p>
	0-9HCP	<p>Bid your longest suit, preferably a major, at the lowest level. With 2 equal length suits bid the highest ranking first</p> <p><i>With 7-9HCPs and no 4 card major and stops in opponents suit, bid 1NT</i></p>
	10-12HCP	<p>Jump a level of bidding. Bid your longest suit, with 2 equal length suits bid the higher ranking A jump bid is not forcing.</p> <p><i>If opponent's suit is well stopped without a 4 card major bid 2NT</i></p>
	13+HCP	<p>You can bid a game in your longest suit, especially if a major suit.</p> <p><i>Without a 4 card major AND good stops in opponent's suit bid 3NT</i></p>





Module 18 - Quiz

1. How do you respond to partner's overcall with the following hands?

N	E	S	W
1♣	1♠	p	?

a)

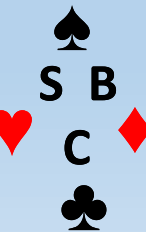
♠ QJ7
♥ 4
♦ J9876
♣ 9653

b)

♠ QJ72
♥ 4
♦ A9876
♣ 965

c)

♠ QJ762
♥ 4
♦ A9876
♣ 96





Module 18 - Quiz

1. How do you respond to partner's overcall with the following hands?

N	E	S	W
1♣	1♠	p	?

a)

♠ QJ7
♥ 4
♦ J9876
♣ 9653

2♠

3 Cards are enough to support partner.
With 3pts for the singleton heart, you can count 6HCP and 2♠ will make it difficult for opponents to find their possible heart suit

b)

♠ QJ72
♥ 4
♦ A9876
♣ 965

3♠

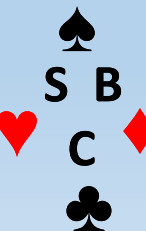
4 card support plus 7HCP and 3pts for single heart, Worth 3♠ bidding to the Level of the fit.
i.e. 5 +4 spades (9)

c)

♠ QJ762
♥ 4
♦ A9876
♣ 96

4♠

5 card support and equiv, Of 10HCP with singleton Again bid to the level of the Fit. It may not make BUT Opponents may have 4♥ Contract which you make Difficult for them to bid



Module 18 Quiz (cont.)

Q3

East opens 1♦, what would you bid as South with the following hands?

a)

♠KQ1064
♥A82
♦75
♣Q93

b)

♠A865
♥AK106
♦54
♣A102

c)

♠A9
♥86
♦AQ10652
♣1094

d)

♠AJ3
♥KQ4
♦AQ2
♣J1064

Module 18 Quiz (cont.)

Q3

East opens **1♦**, what would you bid as South with the following hands?

a)

♠KQ1064
♥A82
♦75
♣Q93

1♠

b)

♠A865
♥AK106
♦54
♣A102

Dbl

c)

♠A9
♥86
♦AQ10652
♣1094

Pass

d)

♠AJ3
♥KQ4
♦AQ2
♣J1064

1NT

Module 18 Quiz (cont.)

Q3 West opens 1♣

Your partner, North, doubles for take-out. East passes
What would you bid as South with the following hands?

a)

♠98
♥J72
♦K10642
♣1053

b)

♠Q2
♥Q73
♦KJ64
♣8542

c)

♠A5
♥KJ1092
♦10965
♣J3

d)

♠J942
♥J863
♦75
♣1073

Module 18 Quiz (cont.)

Q3 West opens 1♣

Your partner, North, doubles for take-out. East passes
What would you bid as South with the following hands?

a)

♠98
♥J72
♦K10642
♣1053

1♦

b)

♠Q2
♥Q73
♦KJ64
♣8542

1♦

c)

♠A5
♥KJ1092
♦10965
♣J3

2♥

d)

♠J942
♥J863
♦75
♣1073

1♥

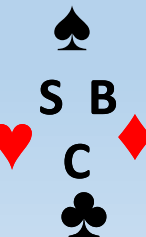
Playing Hands for Module 17

Bad Leads: The “Elvis Presley Coup”
If you lead from AQ and your RH opponent has Kx,
the King is no longer dead!! –
Aces are for killing Kings!!!



This week's Paddy's Pearl

Kkeep
It
Simple
Stupid



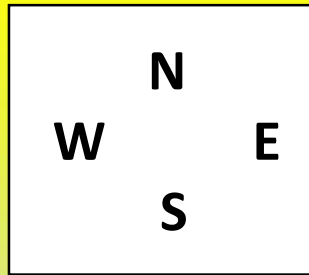


Dealer: North

Vulnerability:

♠ 83
 ♥ AK82 **12HCP**
 ♦ 102
 ♣ KQ1094

♠ 94
 ♥ 976
 ♦ AKQ7 **14HCP**
 ♣ AJ76



♠ Q105
 ♥ Q103
 ♦ J843 **5HCP**
 ♣ 852

♠ AKJ762 **9HCP**
 ♥ J54
 ♦ 965
 ♣ 3

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

Deal 18.1

With 23HCP it is likely that E/W will win the part-score auction but will W push too hard and go to game?

Bidding: East has a reasonable, though weak, overcall of 1♠ which shows a 5+-card suit, indicates a lead if defending and disrupts opponents bidding auction.

West may think they have game but should be careful and bid 2♦ as East will bid strongly if a good hand. 2♠ is the weakest possible bid, so West should pass as game is unlikely to be

Lead: ♣5, partner's bid suit

Card Play: Take ♣A and then ♠9 and play ♠J if N does not play the ♠Q in the hope of the finesse working. It does not and the ♠Q is won in South who then leads ♣8 which is ruffed in E who then takes out the remaining spades in 2 rounds and leads the ♦5 to West's ♦AKQ to *make 9 tricks*, losing 3♥ and 1♠ trick

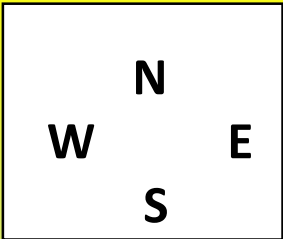




Dealer: East
Vulnerability:

7HCP
 ♠ QJ10943
 ♥ A32
 ♦ 762
 ♣ 8

8HCP
 ♠ K76
 ♥ QJ97
 ♦ 103
 ♣ Q1093



15HCP
 ♠ A85
 ♥ K105
 ♦ AQJ95
 ♣ J2

♠ 2
 ♥ 864
 ♦ K84
 ♣ AK7654
10HCP

<u>Bidding</u>			
<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
	1♦	2♣	Db1
2♠	All Pass		

Deal 18.2

With 23HCP E/W could win the part-score auction BUT in the competitive auction N/S may play in a contract with 17HCP

Bidding: South's overcall of 2♣ suggests at least 6 Playing Tricks with a 5+ card suit. West's double is similar to a take-out double and infers that he has 8-10HCP and at least 3 cards in the other suits and shortage in diamonds.

North is in awkward position but with a reasonable 6 card spade suit and a singleton club bids 2♠

A "rule of thumb" is that if you have 5 cards more in your suit than your partner's then you can change suit

Lead: ♦10 highest and doubleton in partner's bid suit

Card Play: North is trying to go the least number of tricks back. and should make the second trick with ♦K. He should discard the 3rd diamond on ♣AK and then lead ♠2 and surprisingly will make 8 tricks losing only 2♠, 2♥ and 1♦.

Compare this with hand 18.6 where a bid of 2♠ is a disaster





Dealer: South

Vulnerability:

8HCP

♠ K104

♥ QJ108

♦ Q1085

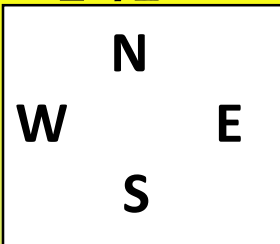
♣ 72

♠ J9532

♥ 742

♦ AK

♣ KQ4



♠ Q87

♥ 6 6HCP

♦ 7632

♣ A10965

♠ A6

♥ AK953

♦ J94

♣ J83 13HCP

Bidding

<u>S</u>	<u>W</u>	<u>N</u>	<u>E</u>
1♥	Db1	3♥	All Pass
1♥	1♠	2♥	2♠
p	p	3♥	p
p	3♠		

Deal 18.3

Bidding

This is an interesting hand for competing. *Both sides can make 9 tricks*

In their respective suits but their ability to get to their 3 level contracts depends on their bidding

In bidding sequence 1 West decides he has a poor 5 card spade suit and hence decides to make a take-out double to show his strength and tolerance for the other suits (ignoring his diamond shortage).

North bids 3♥ to compete and make life difficult for E/W and they can make 9 tricks losing only 2♦ and 2♣ tricks. East cannot bid 3♠ because the take-out double implied a maximum of 4 spades.

In bidding sequence 2. West ignores the SQT and the fact that his 1♠ overall will not be a good lead. He feels his hand strength is probably as good as South's opener. East now knows his partner has a 5 card suit and can support with a 3 card suit and whichever way this is bid they have now an opportunity to bid and make 3♠ as they only lose 3♠ and 1♥.

West's 1♠ is as weak an overcall as possible but it is a very Strong hand outside so it has some virtue. He is fortunate That it allows his partner to find the fit and equally when N/S Support hearts he knows E probably only has 1 heart





Dealer: West

Vulnerability:

17HCP

♠ 5

♥ K1086

♦ AK75

♣ AK72

♠ AK986

♥ AJ72

14HCP ♦ 2

♣ Q104

	N	
W		E
	S	

♠ QJ3

♥ Q53

♦ 8643 6HCP

♣ J63

♠ 10742

♥ 94 3HCP

♦ QJ109

♣ 985

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

Deal 18.4

While both partnerships have 20HCP it will be interesting to see who wins this part-score auction. I suspect it will be N/S playing a diamond contract.

Bidding: After partner's 1♠ opening having been doubled by N I expect E will pass and S being obliged to bid his longest suit after N's *take-out double* will bid 2♦. West really isn't strong enough to bid 2♥, but may do so. N with a very good hand and 4 diamonds is likely to bid 3♦ which will be passed out. If West chooses to bid 2♥ then I would not be surprised if E/W get to 3♠ as East now knows that W has a 5 card spade suit.

Lead: ♠A

Card Play: After taking the second spade with a ruff in N, declarer should play ♦A and then ♦5 to the ♦Q to find East has a singleton. Declarer should then lead ♥9 towards the K *and make 10 tricks* 1♥, 6♦, two being ruffs of spades and 2♣ tricks

Note: Should E/W play in 3♠ I would expect them to make 8 tricks and *go 1 back*





Dealer: North

Vulnerability:

14HCP

♠ K873

♥ AJ976

♦ AQ6

♣ 3

♠ QJ62

♥ 83

♦ 742

♣ Q1072

	N	
W		E
	S	

♠ A10

♥ KQ42

♦ KJ10

♣ KJ65

17pts

♠ 954

♥ 105 4HCP

♦ 9853

♣ A984

5HCP

Bidding

N

E

S

W

1♥

1NT

All Pass

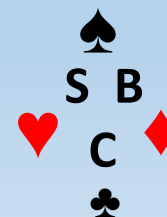
Deal 18.5

With 22HCP will E/W win the part-score bidding auction?

Bidding: N with an opening and unbalanced hand should bid his longest suit 1♥ *and E overcall 1NT*, showing 15/17HCP, a balanced hand and stops in opponents suit. With E being directly behind N's opening suit it is very likely that he has 2 stops in hearts. S and E should both pass as they know they don't have game on and S doesn't have support for partner's suit. East's hand is **NOT** suitable for a take-out double as it doesn't have length in the other suits, especially spades which partner is likely to bid and has shortage in the bid suit.

Lead: Probably ♥10, highest in partner's bid suit.

Card Play: Take heart in East. *While clubs are the best work suit*, I suggest that W plays ♠A and then ♠10 to establish 2 extra spade tricks in W while having the ♣Q10 as entries for the spades. *I would expect E/W to make 7 tricks* losing 1♠, 3♥, 1♦ and 1♣ *though if the defence get their play wrong then E/W could make 8 or even 9 tricks.*





Dealer: East
 Vulnerability: Both

7HCP

♠ QJ1043

♥ A32

♦ 762

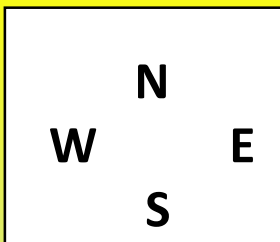
♣ 82

♠ K76

♥ QJ97

8HCP ♦ 103

♣ Q1093



♠ A985

♥ K105

♦ AQJ95

♣ J

15HCP

♠ 2

♥ 864

♦ K84

♣ AK7654

10HCP

<u>Bidding</u>			
<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
	1♦	2♣	Db1
2♠	Db1	All Pass	

Deal 18.6

With 23HCP E/W could win the part-score auction BUT in the competitive auction N/S may play in a contract with 17HCP

Bidding: These hands and bidding are very similar to hand 18.2 but with only 2 cards changed and N having only 5 spades 2♠ is a disaster. East trusts partner's "negative" double shows 3 spades and therefore knows they have 7 spades between them and bids a penalty double knowing they have the majority of points AND Trump

Lead: ♦10 highest and doubleton in partner's bid suit

Card Play: North is trying to go the least number of tricks back. and should make the second trick with ♦K. He tries ♣AK but the second is ruffed. E/W take their hearts and N/S now can only make 5 tricks 2♠, 1♥, 1♦ and 1♣ and loses 800 points because of the penalty double

Lesson: Only bid a new suit as overcaller's partner if you have 5 more cards in your suit than you have of partner's!!
18.2 has 6 spades and only 1 club WHEREAS
18.6 has only 5 spades and 2 clubs

