

Q1. What can North bid with this hand?

W	N	E	S
1♠	?		

♠ AQ5
♥ AJ94
♦ K987
♣ K3

Q2. What is the point range for an Overcall of 1NT?

Q3. What can South bid with this hand?

W	N	E	S
1♦	1NT	P	?

♠ 643
♥ J7654
♦ 32
♣ 432

Q4. If partner makes a 1NT Overcall bid what are your bid options?

Q5. What do you know about South's hand?

Length? Type of Bid? Points?

W	N	E	S
1♠	1NT	P	2♦

Q6. Partner has overcalled 1NT you hold the 4333 balanced hand below. What is your bid as Advancer?

♠ QJ9
♥ KQ72
♦ K72
♣ 864

Q7. W N E S
1♠ 1NT P 2♣
P ?

♠ A75
♥ K92
♦ AJ4
♣ KQ92

What does North bid now?

Q8. What is the minimum number of points you need as Responder, to 'X' the opponents' 1NT overcall?

Q9. What is the relationship between Vulnerability and the 3,2,1 rule?

Q10. Your partner overcalls 1NT, your RH opponent doubles (X).

What does the double (X) normally mean?
and what are your options as Advancer?

A2. 16-18 because Advancer your partner could hold zero HCP and you are trapped between 2 strong hands!

NB ALWAYS PASS with 12-14 balanced hand AFTER an opening bid.

A1. 1NT (16-18 and stop in opener's suit)

NB ALWAYS PASS with a 12-14 balanced hand AFTER an opening bid.

A4. Exactly the same as Responder to an Opening 1NT (12-14) bid but adjust the points required given 16-18 by Overcaller. These are :
0-6 - Pass or Transfer as an escape with a 5-card suit.
Stayman and Transfers en route to game

A3. 2♦ a transfer to 2♥ to play.

South has such a weak hand which will play better in hearts than in NT!
Using trumps are likely to be the only access to South's hand.

A6. 3NT. Your partnership has enough HCP for game.

NB Do NOT use Stayman with a flat hand as you are likely to make the same number of tricks in NT as in a Major, giving a better score.

A5. 5+ cards in hearts, transfer bid, 0+ points

Points not known until South's next bid of:

Pass = 0-6 HCP

2NT = 7-8 HCP

3NT = 9+ HCP

A8. 10 HCP

A7. South's 2♣ is Stayman showing at least one 4 card major.
Bid 2♦ denying a four card major of your own

A10. A double (X) of a 1NT bid is normally for penalties. So, as Advancer:-

i) you are very weak, but have a 5 card suit bid it to play. Will lose fewer than in 1NTX.

ii) If your partnership has the majority of points consider – Is it more profitable to bid game ourselves? Or will we score more points playing in 1NTX.

A9. The 3,2,1 rule shows the acceptable number of 'undertricks' and means your side gets a 'better' score than the opponents if left to make their game

Here is the reasoning behind that rule.

Under tricks 3,2,1

3 Non Vulnerable (420) Vulnerable (800)

2 Both Same Both Same

1 Vulnerable (620) Non Vulnerable (100)