LESSON 13 - STUDENT NOTES



COMPETITIVE OR INTERFERENCE **B**IDDING

BIDDING 1NT AS AN OVERCALL

If opponents open the bidding and you bid - you are an **Overcaller**. This term refers only to the first such bid.

As an **Overcaller**, your aims (and requirements) are different from that of an Opener. You are aiming to:

- Obstruct the opponents
- Win the contract (generally a part-score contract)

Bidding 1NT as an Overcall is dangerous!

- The Opponents have opened the bidding.
- You have no idea how strong Responder, Opener's Partner, is.

You could find yourself trapped between 2 strong hands and have a very tough time as Advancer, your partner, in these circumstances may have virtually nothing!

Because of this, you need a **much stronger hand to bid 1NT as an Overcall** (i.e. 16-18 points) than to Open 1NT (12-14 points).

So, if your plan was to open 1NT (12-14), but your RHO opens a bid ahead of you, then sadly, you **MUST** Pass!

TO BID 1NT AS AN OVERCALL - THE RULES

You need **better points** than an Opening 1NT. That is, you **MUST** have:

- 16 -18 HCP and a balanced hand PLUS
- You **MUST** have at least one **stopper** in the opponent's bid suit a stopper shows a certain trick (e.g. Axx, KQx, QJ10)

Overcall or Not?



East opens 1 🔶

(9



South

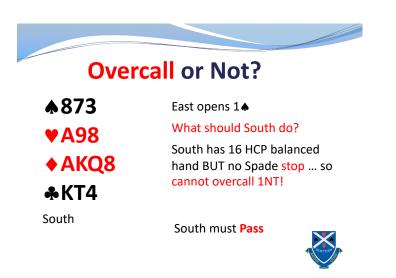
What should South do? South has 18 HCP balanced

hand with diamond stops – ideal to bid a 1NT Overcall!

South must bid a 1NT Overcall

N.B. South is too strong to bid a suit overcall of 2C





NB Do not overcall 1NT with 12 - 14 HCP

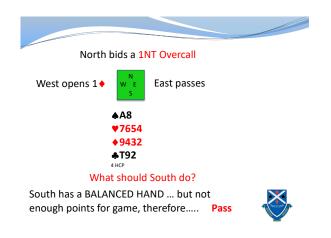
ADVANCER'S OPTIONS AFTER PARTNER BIDS A 1NT OVERCALL

1. BALANCED HANDS:

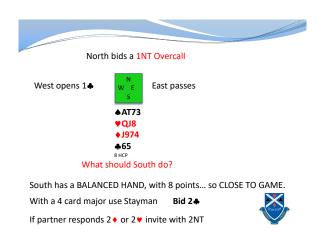
Your responses as **Advancer** are the same as if partner had opened 1NT (but **adjust the point** count since bidding a **1NT Overcall** promises 16-18 points) so you may use Stayman and Transfers.

For example, to bid a 1NT Overcall partner MUST have 16-18 points. As Advancer, you need 9+ points for your partnership to bid game. **Bidding a 1NT overcall is a limit bid**. Overcaller has described his hand therefore it's up to **Advancer** to bid on or Pass. Advancer is the Boss!

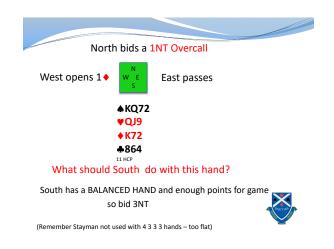
• **0** – **6** HCP - Bid 2 ◆ or 2 ♥ as a Transfer (with a 5+ card major) as an 'escape' from 1NT otherwise Pass. No game possible.



• **7-8 HCP** - Bid 2♣ (Stayman) or 2♦ or 2♥ as Transfers followed by a game invitational bid of 2NT or 3 of major suit.



 9+ HCP - Bid to game (Remember Stayman not good on a 4333 shaped hand – no ruffing potential!)



UNBALANCED HANDS:

Your responses as **Advancer** are the same as if partner had opened 1NT (but adjust the points count, since bidding a 1NT Overcall promises 16-18 points) so you may use Stayman and Transfers.

- O-6 HCP Bid 2 ◆ or 2 ♥ as a Transfer (with a 5+ card major) as an 'escape' from 1NT
- **7-8 HCP** Bid 2♣ (Stayman) or 2♦ or 2♥ as Transfers followed by a game invitational bid of 2NT or 3 of major
- **9+ HCP** Bid to game via Stayman (4 card major), or Transfer (5+ card major) Advancer is the Boss!

North bids a 1NT Overcall		
West opens 1♣	N W E S	East passes
	▲ JT765 ♥ KJ2 ♦ J962 ♣ 9 6 HCP	What should South do?
South has an UNBALANCED HAND not enough points for Game.		
Bid 2♥ transfer to 2♠ & then Pass.		
West opens 1	N W E S	East passes
	♦ 85 ♦ AQ985 ♦ KQT ♥ T82 11 HCP	What should South do?
Firstly, bid 2♦ as Transfer to ♥		
South has enough for GAME so then jumps to 3NT		
Overcaller is Boss now – he will pass 3NT (or convert to 4♥ with a fit)		

If Advancer bids Stayman followed by 3♥ /3♠ this shows that Advancer has 7-8 HCP and is invitational.

If Advancer raises his major after making a Transfer this also shows 7-8 hcp but a 6card suit, again invitational.

If Advancer rebids 3NT this shows 9+ HCP and Overcaller can pass without a fit in Advancer's major, or convert to 4 of the major with 3+ cards in the suit. If Advancer bids directly to 4♥ /4♠ this shows 9+ HCP and a 6+ card suit. Advancer bids the major game knowing that the bidder of a 1NT Overcall must have a minimum of 2 cards in the major.

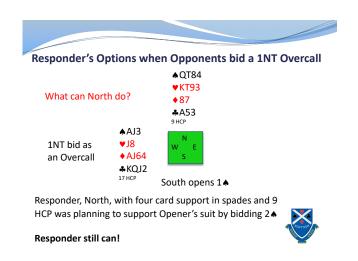
RESPONDER'S OPTIONS WHEN OPPONENTS BID A 1NT OVERCALL

With no support for opener's suit and insufficient points to bid at the 2 level

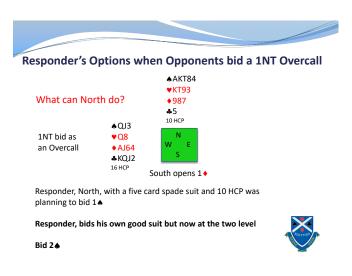
 Pass



• Support partner with 4+ cards in his suit at the appropriate level



• With 5+ cards in your own suit and 10+ HCP you can bid your own suit at the 2 level



Responder must re-assess the situation knowing that:

- Overcaller has 16-18 HCP, balanced hand, stop(s) in Opener's suit
- Opener, partner has 12+ HCP and at least 4 cards in his bid suit
- 16 + 12 = 28 plus those in your hand =?
- So how many is Advancer likely to have?

Responder can now do the right thing!

RESPONDER HOLDING A STRONG HAND WHEN OPPONENTS HAVE BID A 1NT OVERCALL

If you, as Responder, are very weak and RHO bid 1NT as an overcall Pass or with a 5- card suit, bid to take partnership into a part game in a suit.

If you, as Responder are stronger and partnership has the majority of the points, consider:

'Is it more profitable to bid Game ourselves?' OR 'Will we score more points by putting the Opponents contract down?'

SUMMARY: COMPETITIVE BIDDING: BIDDING 1NT AS AN OVERCALL

- **Reasons:** Disruption of opponents or to play
- To bid 1NT as an Overcall Requires 16-18 HCP + a stop in the Opener's bid suit.
- **Partner to 1NT Overcaller i.e. Advancer**: Bids as following a 1NT Opener with points adjustment including the use of Stayman and Transfer bids
- Responder's Options after an Opponent bids 1NT as an Overcall:
 - Pass (most often). With 4+ cards & 6+ HCP support Opener's bid at the appropriate level. Bid your own 5+ card suit with 10+ HCP.
 - No support for partner, & your side holding the majority of points, X.

X of a NT bid is always for Penalties!