Lesson 13 – Quiz Questions

1. What is the requirement to bid 1NT as an overcall?

2. Who is Advancer?

3. Why should you consider vulnerability when thinking about making an overcall?

4. RHO opens 1C. What would you bid with these hands?

a)	b)	c)	d)	e)
♠AQ5	♠AT7	♠KT82	♠KJ9	♠A895
♥QJ2	♥QJ8	♥AT7	♥KQ54	♥A965
♦AT8	♦AKJ98	♦QT3	♦QJT	♦A7
♣AJT7	♣QJ	♣AK7	♣JT5	♣AT7

5. RHO opens 1♥ What do you Overcall with these hands?

♠KT9	♠AQ52	♠Q2	♠K2	♠KQJ
♥A93	♥QJ2	♥KJ2	♥A6432	♥87
♦KT	♦AT85	♦KJ2	♦QJ52	♦KQ62
♣AKJT7	♣A7	♣AQ932	♣K7	♣AQ42

6. As **Responde**r, what do you bid after the following auction? 1♠ – (1NT) - ? The opponents'

bids are in brackets and 1♠ is your Partner's opening bid.

♠ K96	♠98643	♠KT43	♠Q52	♠A5
♥ AT62	♥ 752	♥J632	♥ AK8652	♥QJ73
♦T86	♦2	♦ 63	♦975	♦854
♣ KJT	♣J972	♣Q95	♣J	♣JT85

7. As **Advancer**, what do you bid after the following auction? (1♦) – 1NT - (P) - ? The

opponents' bids are in brackets and 1NT is your Partner's overcall.

♠96	♠98643	♠K43	♠Q52	♠A5
♥ AK62	♥ 752	♥J632	♥ AK8652	♥QJ73
♦86	♦2	♦ 63	♦97	♦854
♣ KJT32	♣J972	♣Q954	♣J7	♣JT85

8. As **Advancer,** what do you bid after the following auction? (1♦) – 1NT - (X) - ? The

opponents' bids are in brackets and 1NT is your Partner's overcall. Responder has X for

penalties essentially saying you will not make 1NT!

♠96	♠QJT976	♠Q84	♠952	♠ J5
♥T62	♥ 954	♥J632	♥T9862	♥QJ73
♦86	♦4	♦J6	♦975	♦854
♣ JT9874	♣985	♣Q954	♣87	♣T985

9. As **Advancer**, what do you bid after the following auction? (1♦) – 1NT - (3♦) - ?

The opponents' bids are in brackets and 1NT is your Partner's overcall.

♠963	♠6	♠K43	♠QJT952	♠765
♥T652	♥KJT97	♥8632	♥8632	♥97532
♦A	♦42	♦63	♦–	♦9
♣87543	♣98765	♣985	♣875	♣T985

10. What is your score for the following results:

a) 1NT vulnerable making 8 tricks?

b) 1NT non-vulnerable making 8 tricks?

c) 1NTX vulnerable making 5 tricks

d) 1NTX non-vulnerable making 5 tricks

e) Your opponents, who are vulnerable, overcall 1NT. You believe your side, who are non-vulnerable, can make 4 Spades. How many tricks must the Overcaller go down to give your side a better score than making 4 Spades?

f) Same question as in e) but this time you decide to double the 1NT Overcall. How many tricks must the Overcaller go down to give your side a better score than making 4S?

g) You Overcall 1NT. Your side is non-vulnerable but your opponents are vulnerable and X your Overcall for penalties. You make 6 tricks going 1 down but it transpires the opposition can only make 3 of a major. Is this still a better result for your side?

h) Same question as in g) but this time you making the 1NT Overcall are vulnerable and the opponents are non-vulnerable. You make 6 tricks going 1 down but it transpires the opposition can only make 3 of a major. Is this still a better result for your side?