



Lesson 13 - Teacher Notes

bidding 1nt as an overcall

aims

- To introduce Competitive or Interference Bidding
- To explain the difference between an Opening 1NT and Overcalling 1NT
- To show the use of Stayman & Transfer in Advancer seat

at the end of lesson 13 students will be able to:

- Describe the reasons and requirements for bidding 1NT as an overcall
- Contrast the requirements to open 1NT and to bid 1NT as an overcall and why it's important for all at the table to recognise this difference.
- Describe the Opening Partnership's options after the opponents bid 1NT as an overcall i.e. to Pass, to bid on, to punish!
- Describe the options for Advancer after partner bids 1NT as an overcall and when to select each i.e. to Pass, to use Stayman or Transfers, or to bid to game.

the lesson is in 2 parts:

Part 1 – Examples of Bidding 1NT as an overcall and Advancer's options

Part 2 – After the opponents make an overcall of 1NT Responder & Opener's coping options

summary of lesson

Reasons: Disruption 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 ie 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 a 1NT Overcall: Support partner's suit, Pass, or bid your own suit.