Lesson 13 – Quiz Answers

1. What is the requirement to bid 1NT as an overcall?
16 — 18 HCP – balanced hand
At least 1 'stop' in the bid suit

2. Who is Advancer?
Partner to Overcaller

3. Why should you consider vulnerability when thinking about making an overcall?
Penalty scores if going down are greater when vulnerable. Part score (or even penalty score) might give a better score for your side than letting the opponent's make a game score against

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
1NT – 18 HCP and possibly 2 stops in clubs	Pass! - although 18 HCP your doubleton QJ clubs are not stops! Overcalling diamonds is possible now, or later in auction.	1NT-16 HCP and your AK are definite stops!	Pass – 13 HCP – you would have opened 1NT but now must pass!	Pass – 16 HCP but all in 4 aces – not a good hand for overcalling 1NT.

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
INT –18 HCP plus a stop in and you hope a good C suit to run	INT – 17 HCP balanced hand with a stop in H	INT – 16 HCP and balanced hand with one and possibly 2 stops in H	Pass – 13 HCP You planned to open 1NT but bid been stolen!	Pass – although 17 HCP no stop in H

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
Pass! 1NT unlikely to make! Your side has the majority of points! (12 = 11 = 23) Overcaller has 16+ (39) so - 1 HCP for Advancer !	2S–Only 1 HCP but with fit in S and shapely hand worth risking support for partner.	2S–6-9 HCP and a fit in S	2H–Opener will know you have 5+ cards in H and 10+ HCP If opener bids a new suit promising 5:4 holding you can support S with your 3-card holding	Pass– you were planning to bid 1NT but can't now. Opener will bid again if strong.

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
2C Stayman Support to 3H if H shown by overcaller otherwise bid 3NT - Game (16 + 11 = 27)	2H Transfer to spades -an escape or rescue bid!	Pass –6 HCP (16+6 = 22) not enough for game	2D transfer to H then bid 4H 10 HCP (16+10=26): Game. You must have an 8-card fit in H	2C Stayman Support to 3H if H shown by overcaller otherwise bid 2NT

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
2C – to play - trying to escape 1NTX Remember after an intervening bid by responder, Advancer's bids are natural!	2S – only 3 HCP but with and 8 card fit you want to compete! Again a natural bid!	PASS – with 6 HCP balanced (16+6=22) 1NTX should make!	2H – to play. Trying to escape 1NTX Another natural bid!	PASS – nowhere to go so - fingers crossed!

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 ♥T652 ♦A ♣87543	♠6 ♥KJT97 ♦42 ♣98765	♠K43 ♥8632 ♦63 ♣985	♠QJT952 ♥8632 ♦– ♣875	♠765 ♥97532 ♦9 ♣T985
PASS – as you planned to do before the interference	3H – natural bid: no transfers after interference bid	PASS	3S- natural bid: no transfers after interference bid	PASS – relieved you don't have to make a 2D transfer to H when you are so weak!

10. What is your score for the following results:

a) 1NT vulnerable making 8 tricks?   + 120

b) 1NT non-vulnerable making 8 tricks?   + 120

c) 1NTX vulnerable making 5 tricks   - 500

d) 1NTX non-vulnerable making 5 tricks   - 300

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?

5 tricks

If you make 4S non vulnerable you get + 420 as your score.

If Overcaller is left to play in 1NT he would have to be 5 down for a better score

Under tricks vulnerable are 100 each

Therefore need 5 X 100 = +500 to a get better score than + 420.

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?

2 tricks

4S = +420

Doubled UNDER TRICKS when vulnerable = 200, 500, 800 etc. therefore, only need 2 under tricks = +500 to a get better score than +420.

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?

YES! Opponents making 3 of major = -140 for your side

1 doubled undertrick non-vulnerable = -100 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?

NO! Opponents making 3 of major = -140 for your side

1 doubled undertrick vulnerable = -200 for your side