



## Lesson 18 Examples

### Counting Playing Tricks

♠ AKQJ42  
♥ A  
♦ 5432  
♣ 32

A hand with 14 HCP, but what is its main feature?  
What catches the eye is the powerful spade suit  
If spades are trump the player with these cards has 7 tricks  
in his own hand *with no help from his partner*.  
(♠AKQJ probably draws trump, ♠4 and ♠2 are winners  
as length tricks, and ♥A makes 7 tricks)  
We say that this hand has *7 playing tricks in spades*

♠ 962  
♥ KQJ1095  
♦ 83  
♣ 42

What about this hand?  
It has only 6 points, and it is worthless in any  
suit except hearts  
But if hearts are trump it can make 5 tricks  
with no help from partner.  
This hand has *5 playing tricks in hearts*

♠ KJ42  
♥ AQ6  
♦ K9  
♣ AQ32

A strong hand with 19 HCP, but no  
powerful long suit. It does not have  
very many playing tricks in any suit  
and no 5 card suit

♠ 962  
♥ QJ10953  
♦ AK  
♣ 42

This hand has 6 PT in hearts  
When ♥A and ♥K are knocked  
out there are 4 heart tricks,  
plus ♦AK

♠ KQ2  
♥ K4  
♦ J7  
♣ AQ10964

This is more difficult to compute  
Missing ♣K and ♣J we will make  
4/5 club tricks. ♠KQ are 1 trick,  
♥K might make another. About  
6 tricks in clubs is a fair assessment

### Examples of overcalls

♠ KQJ109  
♥ 763  
♦ A72  
♣ 85



1♥

South opens 1♥.  
West has 5 PT, 4 spades + ♦A  
He can overcall 1♠.  
To make 1♠ he needs 7 tricks,  
he hopes partner can supply 2 more

♠ 732  
♥ AJ3  
♦ AQJ1076  
♣ 6



1♠

South opens 1♠  
West can count 6 playing tricks  
He is worth a 2♦ overcall.

♠ A5  
♥ 7642  
♦ 6  
♣ KQJ1092



1NT

South opens 1NT.  
West can count 6 playing tricks  
in clubs - worth a 2♣ overcall

NB If partner has absolutely nothing West will go down, *but that may not matter* if opponents can make a contract of their own.



## Lesson 18 Examples

### The 1NT overcall

An overcall of 1NT shows a balanced hand of 15-18 points

(It must be stronger than a 1NT opening bid because one opponent has already shown strength)

Because you can expect opponents to lead the suit they have bid you need a *'stopper'* in that suit.

♠ 98  
♥ AQ3  
♦ A1064  
♣ KQJ2



1♥

South opens 1♥.

You are West with a balanced hand of 16 points

If North leads hearts you will make two heart tricks - you have two *stoppers* in the suit.

You overcall 1NT.

With the same hand, if South opened 1♠ you cannot bid 1NT because you have no *stopper* in spades.

(We will look at what you can bid in a future Lesson)

### The Jump overcall

This is an overcall made one level higher than necessary

It shows a relatively weak hand with a decent 6-card or longer suit (about 6 - 10 HCP)

♠ AQ10976  
♥ Q8  
♦ 63  
♣ 984



1♦

South opens 1♦

You have a decent 6-card spade suit but little strength

You bid 2♠ - showing a good suit but not many points.

**Note:** for a jump overcall you need a good 6-card suit and 6 – 10 HCP, the same values for opening an Acol weak two, which we will cover later.

### Examples of overcalls

N/All Vul

♠ AK  
♥ 75  
♦ 1086  
♣ QJ10972

Pass



Pass

1♠

6PT in clubs - a minimum 2♣ overcall, (for the lead)

S/None Vul

♠ 52  
♥ KQJ102  
♦ K62  
♣ 832



1♦

4PT + ♦K as a plus value  
A minimum 1♥ overcall

E/All Vul

♠ AJ95  
♥ AQ9  
♦ Q8  
♣ K864



1♥

15-18 balanced, with stoppers in hearts A 1NT overcall