



LESSON 13 - STUDENT NOTES

COMPETITIVE OR INTERFERENCE BIDDING

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?

♠ QJT

♥ K9

♦ AJ7

♣ AK963

South

East opens 1♦

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



Overcall or Not?

♠ 873

♥ A98

♦ AKQ8

♣ KT4

South

East opens 1♠

What should South do?

South has 16 HCP balanced hand BUT no Spade stop ... so cannot overcall 1NT!

South must **Pass**



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.**

North bids a 1NT Overcall

West opens 1♦  East passes

♠A8
♥7654
♦9432
♣T92
4 HCP

What should South do?

South has a BALANCED HAND ... but not enough points for game, therefore..... **Pass**



- **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.

North bids a 1NT Overcall

West opens 1♣  East passes

♠AT73
♥QJ8
♦J974
♣65
8 HCP

What should South do?

South has a BALANCED HAND, with 8 points... so CLOSE TO GAME.
With a 4 card major use Stayman **Bid 2♣**
If partner responds 2♦ or 2♥ invite with 2NT



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

North bids a 1NT Overcall

West opens 1♦  East passes

♠KQ72
♥QJ9
♦K72
♣864
11 HCP

What should South do with this hand?

South has a BALANCED HAND and enough points for game so bid 3NT

(Remember Stayman not used with 4 3 3 3 hands – too flat)



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.

- **0-6 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♣ East passes

N	E
W	S

♠JT765
♥KJ2
♦J962
♣9
6 HCP

What should South do?

South has an UNBALANCED HAND... not enough points for Game.

Better to play in a 5 card ♠ suit.
Bid 2♥ transfer to 2♠ & then Pass.



North bids a 1NT Overcall

West opens 1♠ East passes

N	E
W	S

♠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 6-card 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

Responder's Options when Opponents bid a 1NT Overcall

What can North do?

1NT bid as an Overcall

♠ K82
♥ AJ2
♦ AJ75
♣ KJ3
17 HCP

♠ J74
♥ 73
♦ KT64
♣ AT92
8 HCP

N
W E
S

South opens 1♥

North was planning to bid 1NT with no support for opener's suit and insufficient points to bid at the 2 level. This bid is no longer available so Responder must **Pass**

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

Responder's Options when Opponents bid a 1NT Overcall

What can North do?

1NT bid as an Overcall

♠ AJ3
♥ J8
♦ AJ64
♣ KQJ2
17 HCP

♠ QT84
♥ KT93
♦ 87
♣ A53
9 HCP

N
W E
S

South opens 1♠

Responder, North, with four card support in spades and 9 HCP was planning to support Opener's suit by bidding 2♠

Responder still can!

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

Responder's Options when Opponents bid a 1NT Overcall

What can North do?

1NT bid as an Overcall

♠ QJ3
♥ Q8
♦ AJ64
♣ KQJ2
16 HCP

♠ AKT84
♥ KT93
♦ 987
♣ 5
10 HCP

	N	
W		E
	S	

South opens 1♦

Responder, North, with a five card spade suit and 10 HCP was planning to bid 1♠

Responder, bids his own good suit but now at the two level

Bid 2♠



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!