

Intermediate Lesson 7: Competitive Bidding - when we overcall **NZBridge**

Board 1

North Deals
None Vul

♠ K 9 8 3
♥ J 7 4
♦ Q 10
♣ A J 9 7

♠ Q J 10 6 5
♥ 2
♦ A J 9 6
♣ K 8 6

N
W E
S

♠ 7 2
♥ K 6 5 3
♦ K 8 4 2
♣ 10 5 4

West	North	East	South
	1 ♥	1 ♠	2 ♥
Dbl	Pass	3 ♦	Pass
4 ♠	All pass		

After East's overcall, West's double shows at least 3 spades with 10+ HCP.

East is better than minimum with their singleton heart and bids their second suit.

With 4 trumps and potentially useful diamond cards, West can bid to game which should make as long as declarer plays on diamonds and not clubs.

Board 5

North Deals
N-S Vul

♠ 10 9 7 3 2
♥ A 4 3
♦ J 9
♣ 10 9 7

♠ J 5
♥ K J 10 8 6 5
♦ Q 10 7 3
♣ 5

N
W E
S

♠ A Q 8 4
♥ Q 9 2
♦ K 8 6 2
♣ K 3

West	North	East	South
	1 ♣	2 ♥	
3 ♥	4 ♣	Pass	5 ♣
All pass			

After the weak jump overcall, South's double shows 4 spades. West raises pre-emptively and North shows their good club length.

South now bids game which makes 12 tricks.

The pre-emptive heart bidding made it tough for North-South to bid their slam.

Board 2

East Deals
N-S Vul

♠ 10 2
♥ 10 9 3 2
♦ 4 3
♣ Q 10 6 5 2

♠ 9 5
♥ A 8 6
♦ A K Q 10 7 2
♣ J 4

N
W E
S

♠ K Q J 8 4 3
♥ K J 5
♦ 5
♣ K 8 3

West	North	East	South
	3 ♦	1 ♦	2 ♠
Pass		Pass	4 ♠
All pass			

South makes an Intermediate Jump Overcall (11-15 HCP).

North has enough to invite so uses a cue bid (3 ♦). South has a very useful singleton, thus, game is reached.

Board 6

East Deals
E-W Vul

♠ K Q 9 3
♥ 7 6
♦ A 9 7 4 3
♣ K 6

♠ J 10 8 4
♥ A 10 9 2
♦ Q 10 5
♣ 3 2

N
W E
S

♠ 2
♥ K Q J 8 4
♦ K J 2
♣ 9 8 7 4

West	North	East	South
	3 ♥	1 ♣	1 ♥
Dbl	Pass	Pass	Pass
Dbl	4 ♠	3 ♠	Pass
	All pass		

When West shows 4 spades with their double, North pre-empt to 3 ♥.

East is not strong enough to show their spade suit at the 3 level. West reopens with another double.

Now when East bids 3 ♠, West may bid on to the non-making game with their valuable ♣ K.

Board 3

South Deals
E-W Vul

♠ J 3
♥ A Q 9 4
♦ A 6 5
♣ A Q 8 2

♠ K Q 7 2
♥ J 10 7 6
♦ J 4 2
♣ K 4

N
W E
S

♠ A 4
♥ K 5
♦ K Q 10
♣ J 10 9 7 6 5

West	North	East	South
	Pass	2 ♣	1 ♣
1 NT	Pass	4 ♥	Pass
2 ♥			All pass

This hand is not suitable for a takeout double.

With a balanced hand and a stopper in clubs, West makes a strong 1 NT overcall (15-18 HCP).

East uses Stayman to check for majors enabling the heart fit to be found.

Board 7

South Deals
Both Vul

♠ A J 4 2
♥ A Q 5 4
♦ 2
♣ Q J 10 4

♠ Q 10 9 8 5
♥ 10 7 6
♦ 9 8 5
♣ A 2

N
W E
S

♠ K 6
♥ 3 2
♦ K Q J 10 6 3
♣ K 9 3

West	North	East	South
	1 ♠		1 ♦
Dbl	3 ♦	Dbl	2 ♦
2 ♥		3 ♥	All pass

After West's takeout double and North's 1 ♠ bid, East makes a responsive double showing four hearts.

West will compete to 2 ♥ over South's 2 ♦. If NS bid on to the making 3 ♦, East will bid 3 ♥ which should make if declarer can ruff two diamonds in the West hand.

Board 4

West Deals
Both Vul

♠ A Q 6 3
♥ K Q 10 7 2
♦ 5 2
♣ Q 10

♠ K 8 5
♥ 9 3
♦ K Q 6
♣ J 9 5 3 2

N
W E
S

♠ 9 7 2
♥ 8 4
♦ J 10 9 8 7 4
♣ 8 4

West	North	East	South
1 ♥	1 NT	Dbl	Rdbl
Pass	2 ♣	Pass	2 ♦
Pass	Pass	Dbl	All pass

North bids 1 NT after West's 1 ♥ opening.

East has enough points to make a penalty double.

South will retreat to 2 ♦ using redouble to show a single-suited hand. East has good diamonds and makes a second penalty double.

This contract should be defeated by one trick.

Board 8

West Deals
None Vul

♠ 8 2
♥ A K J 10 2
♦ Q 7 6
♣ A 6 3

♠ A 10 6 3
♥ 7 3
♦ K J 10 5
♣ K J 8

N
W E
S

♠ K Q J 4
♥ Q 5
♦ A 9 8
♣ Q 10 9 4

West	North	East	South
1 ♥	Dbl	Pass	2 ♥
Dbl	2 ♠	Pass	4 ♠
All pass			

Once North doubles for takeout, South has enough HCP for game.

Check whether you have the spade fit by cue bidding the opener's heart suit.

North confirms that they do have four spades so South is happy to bid the spade game. The ♦ Q needs to be finessed the correct way.