NZBridge

Overcalls & Scoring

Lesson Content

Overcalls – both suit overcalls and 1NT overcall Basic Scoring

Main Points to Emphasise

Suit quality is most important for an overcall Overcalls suggest a lead and can be either constructive or obstructive. Generally an overcaller's partner should not bid on without a fit 1NT overcall must have a stopper in opener's suit

Lesson Progression

Who is the opener? Who is the responder? Who is the overcaller? Overcaller is the name given to the player who bids after an opponent has opened

Why overcall? – elicit this from the class Obstruct the opponents Win the contract (constructive) Suggest a lead

What an Overcall shows

Must be a 5+ suit with a minimum of 2 honours An overcall need not have opening points (12+) – but must be close at the 2-level 1NT overcall shows 16-18 and must have a stopper in opener's suit

Overcaller's Partner

Discuss what makes a fit – partner only needs 3+ cards to support, as overcaller has 5+. The overcaller generally has only one good suit.

Therefore, if you have no fit with this suit, it is unlikely there is another fit, so don't show your own suit (unless fantastic)

Discuss responses to an overcall as shown in the notes

The 1NT Overcall

Shows a strong 16-18 hand with a stopper in opponent's suit.

Explain the meaning of a 'stopper'

The responses are identical in meaning to those over a 1NT opening, but responder needs 4 points fewer because the 1NT overcaller is stronger.

Emphasise it is not the same as the opening 1NT of 12-14 HCP - that is not good enough!

Play hands 1-4 then a long awaited coffee break

Bridge Scoring

There are 2 parts to scoring:

- Trick value for what you make
- Bonus for what you bid

Discuss Undertrick scoring as per Tip #6 - How to Score.

Don't worry about doubled and redoubled scores.

Scoring is easy if they do it often – each person should carry a personal score card to get used to recording their own scores for every hand.

Play the remaining hands