

Beginners' Lesson 8 - Overcalls and Takeout Doubles ♠♥♦♣

Board 1
 North Deals
 None Vul

♠ 9 2
 ♥ Q J 10
 ♦ K J 9 6
 ♣ 9 7 6 3

♠ A Q 8 7 4
 ♥ 8 6 3
 ♦ 8 4
 ♣ K Q 5

♠ K 10 5
 ♥ 9 7 4 2
 ♦ Q 10 2
 ♣ A 8 4

♠ J 6 3
 ♥ A K 5
 ♦ A 7 5 3
 ♣ J 10 2

West	North	East	South
1 ♠	Pass	Pass	1 ♦
Lead: ♦ 6	2 ♦	2 ♠	All pass

West makes an overcall with a good ♠ suit. East supports partner's ♠s. South Passes as minimum

Theme: Overcall, Draw trumps
Lead: ♦6 (low from an honour in partner's suit)
Losers: 0♠ 3♥ 2+♦ 0♣
Winners: Likely 5♠ 0♥ 0♦ 3♣ = 8
Play: Defenders will likely take their 2♦ & 3♥ tricks up front. When N/S get the lead just draw trumps & then play ♣s. Note: N/S in 3♦ makes only 7 tricks & E/W in 3♠ only makes 8 tricks.

Board 3
 South Deals
 E-W Vul

♠ Q J 5 4
 ♥ 7 2
 ♦ 8 6
 ♣ 9 7 6 3 2

♠ 7
 ♥ K Q 10 9 6
 ♦ 7 4 2
 ♣ K Q J 10

♠ A K 8 3
 ♥ J 8 5 4
 ♦ A 9 5 3
 ♣ 5

♠ 10 9 6 2
 ♥ A 3
 ♦ K Q J 10
 ♣ A 8 4

West	North	East	South
1 ♥	Pass	4 ♥	1 ♦
Lead: ♦ 8			All pass

West overcalls with a good 5 card ♥ suit & East, with 12HCP & singleton ♣ (3 shortage pts, 7 losers) bids game

Theme: Overcall, Discard loser on a winner before drawing trumps
Lead: ♦8 (top of doubleton in partner's suit)
Losers: 0♠ 1♥ 2♦ 1♠
Winners: 2♠ 0♥ 1♦ 0♣
Play: Win with ♦A but note if we now draw trumps N/S will win with ♥A & take their 2♦ tricks & ♣ trick - down 1. So we must immediately play ♠A & ♠K discarding a ♦ from West

Board 2
 East Deals
 N-S Vul

♠ Q 5 4 3
 ♥ 10 7 5
 ♦ A 8 3
 ♣ Q 10 6

♠ 9 8 7
 ♥ Q 9 6 3
 ♦ Q 6
 ♣ 9 8 4 3

♠ A
 ♥ J 4 2
 ♦ K J 10 7 5
 ♣ A J 7 5

♠ K J 10 6 2
 ♥ A K 8
 ♦ 9 4 2
 ♣ K 2

West	North	East	South
Pass	3 ♠	1 ♦	1 ♠
Lead: ♦ Q		All pass	

South makes an overcall with a decent ♠ suit. North has 4 ♠s so bids to "the level of fit" & bids 3♠

Theme: Overcall, draw trumps
Lead: ♦Q (top of a doubleton in partner's suit)
Losers: 1♠ 1♥ 2♦ 1♣ = 4
Winners: 0♠ 2♥ 1♦ 0♣ = 3
Play: Win the lead & draw trumps. Once ♠A is forced out we have 4 ♠ tricks. Later look to promote a ♣ for the 8th trick

Board 4
 West Deals
 Both Vul

♠ A K 4
 ♥ K 8 6
 ♦ J 9 7 5
 ♣ A Q 4

♠ Q J 9 7 6
 ♥ 10 3 2
 ♦ A K 2
 ♣ K J

♠ 10 3
 ♥ J 9 7 4
 ♦ Q 10 6
 ♣ 10 9 6 2

♠ 8 5 2
 ♥ A Q 5
 ♦ 8 4 3
 ♣ 8 7 5 3

West	North	East	South
1 ♠	1 NT	All pass	
Lead: ♠ 10			

North has good stoppers in ♠s (West's suit) & 17 HCP so makes 1NT overcall. South is too weak to bid on & Passes

Theme: Overcall, Finesse
Lead: ♠T (top of doubleton in partner's suit)
Winners: 2♠ 3♥ 0♦ 1♣ = 6
Play: Win lead with ♠A & lead a ♥ to South's ♥A. North needs another trick & the ♣ finesse is the most likely. When in Dummy play ♣3 & play the ♣Q from North - it wins & now have 7 tricks

Board 5
North Deals
N-S Vul

♠ 10 8
♥ A 9 2
♦ A K J 7 4 2
♣ 8 2

♠ K 7 5 4
♥ K 4 3
♦ Q 8
♣ Q J 10 5

♠ Q J 9 3
♥ Q J 8 5
♦ 10 3
♣ A K 3

♠ A 6 2
♥ 10 7 6
♦ 9 6 5
♣ 9 7 6 4

West	North	East	South
	1♦	Dbl	Pass
2♠	All pass		
Lead: ♦ A			

East has a good takeout double hand - shortage in opponent's suit, 11+ HCP & support in other 3 suits. West shows 9-12 HCP & longest suit by jumping to 2♠

Theme: Takeout X, draw trumps
Lead: ♦A (from AK sequence)
Losers: 1♠ 1♥ 2♦ 0♣ = 4
Winners: 0♠ 0♥ 0♦ 4♣ = 4

Play: Defenders will take 2♦ tricks but then will just make their 2 other Aces as long as E/W draw trumps.

Board 6
East Deals
E-W Vul

♠ K Q 4 2
♥ 9 6 4
♦ A 3 2
♣ 7 5 4

♠ 6 5
♥ J 2
♦ Q J 10 9 5
♣ 9 8 6 2

♠ A 10 9 8 7
♥ K 10 7 5
♦ 8 6
♣ A Q

♠ J 3
♥ A Q 8 3
♦ K 7 4
♣ K J 10 3

West	North	East	South
Pass	1 NT	1♠	Dbl
		All pass	

After the takeout double, North needs 8-11 HCP & a good stopper (or 2) in ♠s to make a 1NT bid

Theme: Takeout X, finesse
Lead: ♠8 (4th highest)
Winners: 0♠ 1♥ 2♦ 0♣ = 3
Play: North can count 23HCP & with, East opening, that leaves typically 5 or less HCP in West. The lead gives N/S 2♠ tricks. Win the lead in North & try ♣s - the ♣K either wins or is promoted. You can win a 2nd ♣ trick & the ♥ finesse works so will make 7 or 8 tricks.

Board 7
South Deals
Both Vul

♠ A Q 8 7 2
♥ 9 3
♦ J 10 9 8
♣ A Q

♠ 10 9 6 4
♥ Q 8 5 4
♦ A K
♣ 8 4 3

♠ K 3
♥ A K 7 6
♦ 7 6 4 3
♣ K J 10

♠ J 5
♥ J 10 2
♦ Q 5 2
♣ 9 7 6 5 2

West	North	East	South
Pass	1♦	Dbl	Pass
2♥	All pass		Pass
Lead: ♦ J			

(Courtesy of D Browne)

West bids the best suit & jumps to 2♥ to show 9-12 HCP.

Theme: Takeout Double, finesse
Lead: ♦J (top of the sequence)
Losers: 2♠ 0♥ 0♦ 2♣ = 4
Winners: 0♠ likely 4♥ 2♦ 0♣ = 6

The play: We can win the lead & draw trumps ending in West. We can try the ♣ & ♠ finesses. First lead low to Dummy ♣s - with either the ♣A or Q being played you can now win 2♣ tricks. You can ruff a ♦ in West & with the friendly lie of the opposition cards, up to 10 tricks can be made.

Board 8
West Deals
None Vul

♠ A Q J 10
♥ 7 6
♦ A 10 2
♣ Q J 5 4

♠ K 7
♥ K Q J 8 4
♦ Q J 4
♣ 10 9 6

♠ 9 6 4 3
♥ 5 2
♦ 8 7 6 3
♣ 8 7 3

♠ 8 5 2
♥ A 10 9 3
♦ K 9 5
♣ A K 2

West	North	East	South
1♥	Dbl	Pass	3 NT
All pass			
Lead: ♥ K			

(Courtesy of D Browne)


The bidding: With 14 HCP, a stopper ♥s & knowing partner has opening points for the double, the correct level is 3NT.

Theme: Takeout Double, finesse
Lead: ♥K (top of the sequence)
Winners: 1♠ 1♥ 2♦ 4♣ = 8

The play: Upon winning the lead, play a ♠ from hand towards the honours you are trying to make. Assuming the second hand plays low, you should finesse the ♠Q then, when it wins, cross back to the South hand (via ♣s) & repeat the finesse. The ♠K drops & now 11 tricks can be made.

CLASS HAND – TAKEOUT DOUBLE

Board 9 ♠ A Q 9 8
 North Deals ♥ 3 2
 E-W Vul ♦ K Q 3
 ♣ Q 10 3 2

♠ J 5 4 ♥ A 10 7 6 ♦ 8 7 4 ♣ A 5 4		♠ K 7 6 ♥ K Q 5 4 ♦ A 9 6 2 ♣ J 6	♠ 10 3 2 ♥ J 9 8 ♦ J 10 5 ♣ K 9 8 7
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West North East South
 2 ♥ 1 ♣ Dbl Pass
 Lead: ♥ 3