

## LESSON 8: TEACHER NOTES

# Contesting the Auction: Overcalls and Doubles

### What is in this Lesson

This final lesson of the beginners course introduces several new concepts. You need to help your students to understand that an overcall is not just/only about high card strength but is also about suit quality. Work your way through the suit quality test with several examples.

Another important issue is sensible bidding relative to vulnerability – this is a good time to examine scoring for undertricks and doubled undertricks, relative to what the opposition might score for a part-score or a game contract at differing vulnerabilities.

Takeout doubles are introduced without trying to complicate matters too much by covering their full scope of use. What is really important, however, is to have your students understand the need for support for the unbid major or majors, preferably with shortage in the suit bid by the opponents. If you succeed in getting this across, you will have achieved another breakthrough.

Responding to a takeout double does not have to be too complicated either – the straightforward examples provided in the lesson notes should arm your students with useful first principles.

### Preparation

- Prepare how going to go through Examples of whether to overcall eg slide vs prepare cards for each table
- Boards 1 to 4 are Overcalls, 5 – 9 are Takeout Doubles
- May wish to go through Bridge Scoring before or after Overcalls

### Introduction / Revision

- The requirements to open the bidding INT.
- Identify **Responder's** bidding options following a 1NT opening bid.
- If balanced Pass (0-7), 2NT 8/9 invite, 3NT 10+ game
- Describe and use the **Stayman Conventional Bid** made by Responder **ONLY** after partner's NT opening bid.
- Explain why and by whom **Conventional Bids** are **Alerted** (eg 2D deny)
- **Transfers**: Telling partner of your 5+ card major
- Responder can pass, invite or bid to game depending upon his HCPs
- Opener may **choose to convert a NT game bid to a major suit game** bid if a suit fit has been found in the partnership.

## Lesson Terminology

- Overcall
- Advancer
- Suit Quality
- Level of Fit
- Takeout Double

## 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
- INT overcall must have a stopper in opener's suit
- A Takeout Double shows a good hand – opening strength and length in unbid suits.
- The Double is a command – partner must choose their best suit.
- They can pass only if there is an intervening bid which cancels the takeout double.

## At the End of This Lesson be able to

- Recognise what a **Suit Overcall** is and when to make one
- Give reasons for Overcalling
- Cope with an Opponent's Overcall – bidding what you intended!
- React to partner's suit overcall – going to the 'level of the fit'
- Describe the reasons & requirements for making a Takeout X in a game of bridge.
- Contrast the requirements to open 1-of-a-suit, to make a Simple Suit Overcall bid, or to bid a Takeout X & why it's important for all at the table to recognise these differences.
- Describe the requirements for Advancer after partner makes a Takeout Double in terms of suit selection and level of bid.

## Explain Overalls

### Why Overall (have class make suggestions)

- Obstruct the opponents
- Win the contract (constructive)
- Suggest a lead

### What an Overall shows

- Good 5+ card suit (generally at least 2 honours, preferably ace and/or king)
- 8+ HCP if making an overall at the 1-level; 10+ HCP at 2-level
- If the number of cards in your suit added to the number of honour cards (care Js & 10s) in that suit is at least = to the number of tricks you are trying to take then reasonable to overall (ie=7 overall at 1 level, =8 overall at 2 level)
- 15-18 HCP for a 1NT overall and must have a **stopper** in opener's suit

### Examples

Hand A	Hand B	Hand C	Hand D
♠987	♠Q5	♠KQ642	♠A765
♥AK983	♥J10984	♥85	♥J5
♦J72	♦63	♦96	♦AJ
♣87	♣AK32	♣AQ83	♣Q7542
Overall 1♥ over 1♣ or 1♦ opening	Pass, hearts too weak	Overall 1♠ over any 1-level opening	Pass, ♣s too weak to bid at 2 level

### Overcaller's Partner

- Discuss - 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 very good)
- As advancer, if you have support for partner's suit, you should raise to the "level of the fit"
  - with 3-card support & limited values (say 6-9 HCP) raise to the 2-level
  - with 4-card support raise to the 3-level (still 6-9 HCP). Makes life difficult for your opponents but care vulnerability
  - if no fit & good stopper in opponent's suit consider 1NT (8-11 HCP) or 2NT (12-14 HCP)
  - bid own decent quality 5+ card suit if no fit and extra points

### 1NT Overall

- Shows a strong 15-18 hand with a **stopper** in opponent's suit.
- The responses are identical to those over a 1NT opening ie stayman/transfers

**<< Overcalls Quiz &/or Play boards 1 & 2 >>**

### If opponents Overcall

- Pass if hold opponents suit
- bid what you were going to bid if you have the points
- if no fit consider going NT if have a stopper in opponent's suit

### Explain Takeout Doubles (Board 9)

Your right-hand hand opponent (RHO) opens the bidding with 1♣. You hold:

- |       |   |
|-------|---|
| ♠K76  | • No 5 card suit                                  |
| ♥KQ54 | • Cannot overcall INT - need 15-18HCP             |
| ♦A962 | • Likely support any other suit apart from spades |
| ♣J6   |   |

Make a takeout double - partner is expected to "take out" this low-level double and offer her/his suggestion about the contract in which your side should play.

#### What sort of hand is suitable for a takeout double?

- A takeout double is typically made with 11+ HCP
- The hand should have support for the unbid suits and shortage in enemy suit
- However, the double is major suit-oriented so over a minor suit opening should have at least 4-3 in the majors, while over a major suit should have 4 cards in the other major.
- With very strong hands (16+ HCP) shape is less important.

#### What should advancer do now?

- show 4+ card major if at all possible
- Jump if 9-12 HCP, bid game if 13+ HCP and fit (assume Opener has 3+ in suit)
- Bid INT (7-11 HCP) & stopper in opponent's suit, bid 2NT (12-14 HCP)

a) **Refer back to Board 9** - West bids 2♥ (4 hearts and 9 HCP)

b) Left-hand hand opponent (LHO) opens 1♦ and partner doubles?

Hand A	Hand B	Hand C	Hand D	Hand E
♠9874	♠Q874	♠9874	♠A74	♠A765
♥AQ3	♥AQ3	♥J85	♥J103	♥95
♦87	♦K632	♦9642	♦K106	♦A10
♣J1087	♣107	♣87	♣QJ54	♣QJ542
1♠ - min	2♠ - jump to show 9-12 HCP	1♠ - min. Must bid	INT - stopper & 8-11 HCP	2♠ - bid major first, shows 9-12 HCP

<< Takeout Doubles Quiz &/or Play boards 5 & 6 >>

## Bridge Scoring

- Discuss Undertrick scoring (ie doubles, Vulnerable, Non Vulnerable)

### Undertricks

If you don't make your contract, you lose points for each undertrick

- 50 per trick not vulnerable, 100 per trick vulnerable

2H (vul) making 6 tricks only = **200** (100 x 2) to opposition

2S (non vul) making 6 tricks only = **100** (50 x 2) to opposition

**Note:** 2 down vulnerable gives opposition a better score than their part-score

### Doubled contracts - Penalty Double

A double increases the penalties if you go down.

2H (vul) **X** making 6 tricks only = **500** (200 + 300) to the opposition

2S (non vul) **X** making 6 tricks only = **300** (100 + 200) to the opposition

## Summary

- What a Suit Overcall is and when to make one (suit quality, number of honours + HCP => indicate level you can bid to.)
- Reasons for Overcalling - Obstruct the opponents, win contract, suggest a lead
- Coping with an Opponent's Overcall - bid what you intended!
- Reacting to partner's suit overcall - bid to the 'level of the fit'
- Scoring (2 down vulnerable is 200, doubled is 500)
- A Takeout Double shows a good hand - opening strength and length in unbid suits.
- The Double is a command - partner must choose their best suit & show point range by bidding at the minimum level, jump to show 9-12 HCP and bid game 13+ HCP
- They can pass only if there is an intervening bid which cancels the takeout double.

## LESSON 8: Contesting the Auction: Overcalls Quiz

1. RHO opens 1♣. Should you bid, and if so what, with these hands?

♠AJT86

♠K72

♠532

♥K62

♥Q63

♥AK983

♦75

♦AK5

♦J64

♣432

♣ J942

♣32

2. RHO opens 1♠. Should you bid, and if so what, with these hands?

a) ♠J 7 6 5 4 ♥6 2 ♦K Q 8 5 ♣A 9

b) ♠Q 5 ♥A Q 3 ♦A Q J 5 2 ♣6 4 3

c) ♠3 2 ♥A 3 2 ♦K 8 7 ♣A K T 9 6

3. Your RHO opens 1♥. You are next to bid. Bid. What do you bid with the hands below?

a) ♠K Q J 8 5 ♥5 4 ♦J 7 6 ♣Q 9 7

b) ♠6 5 2 ♥6 2 ♦A K J 7 5 4 ♣A 9

c) ♠Q 2 ♥K J 6 5 4 ♦Q J 7 5 ♣A 7

4) Another auction. 1♦ - 2♣ - 2♦- ? As Advancer, what do you bid with the hands below?

a) ♠K J 9 5 2 ♥Q 2 ♦8 5 ♣9 8 5 2

b) ♠A 5 2 ♥A Q J 2 ♦3 2 ♣J 8 5 4

c) ♠K J 2 ♥A 9 6 2 ♦A J T ♣Q 7 5

d) ♠K J 9 5 ♥K Q J 9 8 2 ♦2 ♣T 5

5) Partner opens 1♦, RHO overcalls 1♠. As Responder, what do you bid?

a) ♠T 9 4. ♥A 8 2 ♦7 3 ♣A Q J 6 5

b) ♠9 8 ♥K Q J 7 2 ♦6 5 4 ♣A 6 3

c) ♠8 7 5 ♥K J 4 2 ♦T 6 4 ♣A 9 3

d) ♠A J T 7 3 ♥A 5 4 ♦6 ♣J T 9 2

## LESSON 8: Takeout Doubles Quiz

1. What do you bid after the following auction? 1♥ - ?

(a)	(b)	(c)	(d)	(e)
♠ 82	♠ AKJ	♠ K542	♠ AQ743	♠ KJ84
♥ QT842	♥ AQ97	♥ A3	♥ 3	♥ 6
♦ AKj2	♦ Q6	♦ AT7	♦ Q986K5	♦ AQ853
♣ 797	♣ T972	♣ QJ94	♣ K7	♣ K87

2. What do you bid after the following auction? 1♣ - X - (P) - ?

(a)	(b)	(c)	(d)	(e)
♠ 984	♠ K86	♠ 983	♠ AQJ52	♠ K52
♥ J842	♥ KJ98	♥ 632	♥ Q62	♥ Q98
♦ JT962	♦ K965	♦ A53	♦ KJ85	♦ K76
♣ 9	♣ 97	♣ AQ97	♣ 9	♣ AQ95

3. What do you bid after the following auction? 1♥ - X - (2♥) - ?

(a)	(b)	(c)	(d)	(e)
♠ KQ52	♠ Q76	♠ AQJ52	♠ J76	♠ 52
♥ 43	♥ 96	♥ 32	♥ 72	♥ 642
♦ K743	♦ K98764	♦ K76	♦ A43	♦ K7654
♣ 654	♣ 84	♣ QJ7	♣ KQJ98	♣ J87