

COMPETITIVE BIDDING

THE OVERCALL Advancer's Options

Bridge Lab

with the Monroes

When both partnerships are bidding for the contract, it is referred to as a *competitive auction*. The cornerstone of competitive bidding is the **overcall**, a bid made after your opponent makes an opening bid. An opening bid and an overcall have some similarities.

THE OVERCALL OBJECTIVES

1. Suggest a lead to partner when defending.
2. Compete in the auction to win the contract.
3. Interfere with the opponents' bidding conversation.

Requirements	THE OVERCALL STRUCTURE
Distribution	A good 5-card suit or a reasonable 6-card or longer suit.
Strength	<ul style="list-style-type: none">• 7 to 17 HCP at the One-Level.• 12 to 17 HCP at the Two-Level. More the 17 HCP? Start with a takeout double then bid your suit.
Hand Valuation	Count HCP <i>plus</i> length points – the same as an opening bid.
1NT Overcall	15-18 Points balanced hand and tricks (strength) in the opponent's suit.

ADVANCING AN OVERCALL (PARTNER OF INTERVENER/OVERCALLER)

With Support? Advancer raises Overcaller's suit (3 or more card support)

0-6 POINTS LOTT	Raise to the level of the combined trumps held by the partnership. <ul style="list-style-type: none">• 4-card support raise to the 3-level (9 total trump).• 5-card support, raise to the 4-level (10 total trump).
6-10 POINTS	Raise to the 2-level.
11+ POINTS	Cuebid the opponents' suit, showing interest in reaching game.

No Support? Advancer passes or bids a new suit.

Good five-card suit or a six-card or longer suit. Consider the level and vulnerability. With no fit, it's often best to pass. Advancer's new suit is **NOT FORCING**. Proceed with caution.

NoTrump? Advancer may bid NoTrump with values in the opponents' suit.

8-11 POINTS	Bid notrump at the cheapest level.
12-14 POINTS	Bid 2NT, with or without jumping a level.
15+ POINTS	Bid 3NT (rare).

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COMPETITIVE AUCTION TOOLS

CUEBID FORCING! DON'T PASS!!	Bid the opponent's suit. This is a forcing raise of partner's suit with support and 11+ points.
LAW OF TOTAL TRICKS (LOTT) PREEMPTIVE RAISE	In a competitive auction with support for partners suit and sub-minimum values (0-6 points), compete to the level equal to the total number of trumps held in the suit. Ex. 5+4=9 total trump – compete to the three level (9 tricks).

Overcalls - The Advancer Bids

Raise With Support

Board 1

North Deals
None Vul

♠ J 9 8 ♥ 7 6 ♦ A 9 8 7 4 ♣ 9 6 2	♠ 6 5 4 2 ♥ K 3 2 ♦ K ♣ Q 7 5 4 3	<table border="1" style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 2px;">N</td></tr> <tr><td style="padding: 2px;">W E</td></tr> <tr><td style="padding: 2px;">S</td></tr> </table>	N	W E	S	♠ K Q 10 ♥ Q 9 4 ♦ 6 3 2 ♣ A K 10 8
N						
W E						
S						
8 5 14 13	♠ A 7 3 ♥ A J 10 8 5 ♦ Q J 10 5 ♣ J					

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

1. Overcaller (5+♥s, 8-17)
2. Advancer (3-♥s, 6-10)

Contract: 2 ♥ South, 8 Tricks

Lead: ♣ 2, Partner's suit

Losers: 2-♠, 1-♥, 1-♦, 1-♣ = 5.

Play: South loses a ♣ trick, leads to the ♥ K, wins the ♥ finesse, draws trump, promotes ♦s, and wins the ♠ A.

Values & Opponent's Suit

Board 2

East Deals
N-S Vul

♠ K 9 6 ♥ 10 8 7 3 ♦ K 7 5 2 ♣ A K	♠ A 5 3 ♥ A ♦ A 4 3 ♣ Q J 10 7 5 3	<table border="1" style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 2px;">N</td></tr> <tr><td style="padding: 2px;">W E</td></tr> <tr><td style="padding: 2px;">S</td></tr> </table>	N	W E	S	♠ 10 8 7 4 ♥ Q 6 5 4 2 ♦ 9 ♣ 9 4 2
N						
W E						
S						
15 13 2 10	♠ Q J 2 ♥ K J 9 ♦ Q J 10 8 6 ♣ 8 6					

West	North	East	South
1 ♦	2 ♣	Pass	Pass
Pass	3 N	Pass	2 N ¹

1. Advancer (♦ Stoppers, 11-12)

Contract: 3 NT South, 9 Tricks

Lead: ♥ 3, 4th highest

Sure Tricks: 1-♠, 2-♥, 1-♦ = 4.

Play: South wins the first trick and promotes four ♣ tricks. The ♠ and ♦ finesses win.

Values & Good 5-card Suit

Board 3

South Deals
E-W Vul

♠ 6 3 ♥ K Q J 7 6 ♦ Q J 5 4 ♣ A K	♠ A J 5 ♥ A 8 5 ♦ 8 3 ♣ Q J 10 7 2	<table border="1" style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 2px;">N</td></tr> <tr><td style="padding: 2px;">W E</td></tr> <tr><td style="padding: 2px;">S</td></tr> </table>	N	W E	S	♠ 8 7 2 ♥ 9 3 2 ♦ K 9 7 ♣ 9 8 6 5
N						
W E						
S						
12 16 3 9	♠ K Q 10 9 4 ♥ 10 4 ♦ A 10 6 2 ♣ 4 3					

West	North	East	South
1 ♥	2 ♣ ¹	Pass	2 ♠ ²
All pass			

1. Overcaller (5+♠s, 12-17)
2. Advancer (5+♠s, 10-12)

Contract: 2 ♠ South, 8 Tricks

Lead: ♥ K, Top of sequence

Losers: 1-♥, 3-♦, 2-♣ = 6.

Play: South wins the ♥ A, wins the ♦ A, loses a ♦, and eventually trumps one or two ♦s with high ♠s.

Invitational Hand - Cue Bid

Board 4

West Deals
Both Vul

♠ 9 7 4 3 ♥ 9 5 4 ♦ 8 4 3 ♣ Q J 3	♠ Q J 10 2 ♥ 7 3 2 ♦ A 10 ♣ A 10 9 2	<table border="1" style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 2px;">N</td></tr> <tr><td style="padding: 2px;">W E</td></tr> <tr><td style="padding: 2px;">S</td></tr> </table>	N	W E	S	♠ A 8 ♥ Q 6 ♦ K Q J 9 7 6 ♣ 8 7 6
N						
W E						
S						
11 3 12 14	♠ K 6 5 ♥ A K J 10 8 ♦ 5 2 ♣ K 5 4					

West	North	East	South
Pass	Pass	1 ♦	1 ♥
Pass	2 ♦ ¹	Pass	4 ♥

All pass
1. Advancer (3-4 ♥s, 10+)

Contract: 4 ♥ South, 10 Tricks

Lead: ♦ 3, Partner's suit

Losers: 1-♠, 1-♥, 1-♦, 1-♣ = 4.

Play: South wins the ♦ A, finesses the ♥ Q, draws trump, promotes three ♠s, and discards the ♣ 5 on a ♠.