

BFP B2 L02 Simple Overcalls

Board 1

North Deals

None Vul

♠ A 4
♥ A Q J 9 3
♦ K J 3
♣ 9 4 2

♠ 10 9 2
♥ 5 4 2
♦ Q 2
♣ A K 8 5 3



♠ K Q J 7 5
♥ K 6
♦ A 8 5
♣ 10 7 6

	♣	♦	♥	♠	N
N	-	1	1	-	-
S	-	1	1	-	-
E	4	-	-	3	1
W	4	-	-	3	2

♠ 8 6 3
♥ 10 8 7
♦ 10 9 7 6 4
♣ Q J

15
9 **13**
3

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1 ♥	1 ♠	Pass
2 ♠	All pass		

East has a top end simple overcall, only a five-card suit, so not suitable for a jump overcall.

With a three-card spade suit and 9 HCPs, West can advance the overcall by raising to the two level.

The simple raise response doesn't suggest an opening quality hand, and therefore game contract values, so East passes 2 ♠.

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Board 2
East Deals
N-S Vul

♠ Q 7 4
♥ A 8 5
♦ J 3
♣ J 10 6 5 3

♠ J 3
♥ J 10 9 6 4 2
♦ K 10 9
♣ K 8



♠ 9 5
♥ K 3
♦ A Q 8 6 5
♣ A Q 4 2

	♣	♦	♥	♠	N
N	-	-	-	2	-
S	-	-	-	2	-
E	1	4	3	-	-
W	1	4	3	-	-

♠ A K 10 8 6 2
♥ Q 7
♦ 7 4 2
♣ 9 7

8
8 15
9

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
2 ♦	2 ♠	1 ♦ All pass	1 ♠

South has a six-card spade suit, but only 9 HCPs and so makes a simple spade overcall.

West's raise to 2 ♦ is stretching, a common tactic when opponents intervene. It should really be a four-card diamond suit. Value is given to the spade doubleton, and East/West are not vulnerable.

2 ♥ is tempting, and not wrong, but the hand perhaps isn't quite good enough for a change of suit.

North's advance to 2 ♠ is again stretching but keeps North/South in the auction.

All have bid their hands and sensibly pass now.

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Board 3
 South Deals
 E-W Vul

♠ Q 3 2
 ♥ 10 7 4 3
 ♦ 10 8 2
 ♣ J 10 7

♠ A K J 9 7 4
 ♥ A 5 2
 ♦ Q 7
 ♣ 9 6



♠ 8 6 5
 ♥ Q J 6
 ♦ A J 6 3
 ♣ Q 8 4

	♣	♦	♥	♠	N
N	1	-	-	-	-
S	1	-	-	-	-
E	-	1	1	3	1
W	-	-	-	3	-

♠ 10
 ♥ K 9 8
 ♦ K 9 5 4
 ♣ A K 5 3 2

3
 14 10
 13

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
2 ♠	Pass	3 ♠	1 ♣ All pass

West has a six-card spade suit and opening points, 14 HCP. This is shown with a jump overcall. This is known as an "intermediate" jump overcall.

With a three-card suit and 10 HCPs, but a flattish hand, East advances one level keeping opponents out of the auction.

West's first bid showed the hand and doesn't have further values. West should not be tempted into the raise to game.

The Queen of spades is missing. West should try the finesse and it will fail (this time). Two club tricks must be lost.

The Kings of Hearts and Diamonds are missing. West must try the finesse in both red suits. The Heart finesse works providing the necessary ninth winner.

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Board 4

West Deals

Both Vul

♠ 7 4 3
♥ A 10 5
♦ A 4 3
♣ A K J 9

♠ J 6 5
♥ K Q J 7 3
♦ K J 8
♣ Q 4



♠ A 9 2
♥ 8
♦ Q 9 6 2
♣ 10 7 6 3 2

	♣	♦	♥	♠	N
N	1	-	1	2	2
S	1	-	1	2	2
E	-	-	-	-	-
W	-	-	-	-	-

♠ K Q 10 8
♥ 9 6 4 2
♦ 10 7 5
♣ 8 5

16
13 6
5

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1 ♥	1 NT	All pass	

North holds a balanced hand with 16 HCP with one definite stop in the opening suit, A♥ and the ten ♥, a promising card.

So North overcalls 1 NT.

East cannot support partner's suit, and does not have enough HCP to bid a new suit at the two level.

North promises a maximum of 18 HCP. South has 5 HCP, so the partnership does not have 25 HCP for a game contract.

South has no five-card suit, and so passes the 1 NT.

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Board 5
North Deals
N-S Vul

♠ 4 2
♥ K 6
♦ A K 10 8 4 3
♣ Q 4 2

♠ A 5 3
♥ J 9 8 7
♦ J 5 2
♣ A J 6



♠ K Q J 10 8 6
♥ A 10 3
♦ 7 6
♣ K 7

	♣	♦	♥	♠	N
N	1	1	-	-	-
S	1	1	-	-	-
E	-	-	2	4	1
W	-	-	3	4	1

♠ 9 7
♥ Q 5 4 2
♦ Q 9
♣ 10 9 8 5 3

12
11 13
4

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1♦	2♠	Pass
3♠	Pass	4♠	All pass

East has an opening quality hand with a fine six-card spade suit, worth overcalling at the two-level. This is known as an "intermediate" jump overcall.

With 11HCP and a three-card spade suit, West advances to the three level. If it had a bit more shape a game raise would be right.

East decides that his hand is worth game. Although there are probably two diamond tricks to be lost, the King ♣ has hopes of winning a trick because the A♣ is more likely to be in the opening hand. As long as clubs are led from any hand other than East, the K♣ will win a trick.

Note declarer can make the tenth trick in heart by finessing twice. So declarer must plan to get the lead into dummy twice. Leaving the Ace ♠ available is one time, the A♣ is the second.

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Board 6

East Deals

E-W Vul

♠ J 8 6
♥ A K Q 8 4 3
♦ Q J 10
♣ 5

♠ 9 5 3 2
♥ J 9 6
♦ 9 8 7
♣ 10 6 2



♠ K 10 4
♥ 2
♦ A K 5 3 2
♣ Q J 7 3

	♣	♦	♥	♠	N
N	3	1	5	2	5
S	3	1	5	2	5
E	-	-	-	-	-
W	-	-	-	-	-

♠ A Q 7
♥ 10 7 5
♦ 6 4
♣ A K 9 8 4

13
1 13
13

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		1 ♦	2 ♣
Pass	3 ♥	Pass	4 ♥
All pass			

South has a good five-card club suit and 13 HCPs, worth a simple overcall at the two-level. This is not a jump overcall and doesn't show six in the suit. It does show 10 or more HCPs.

North has an opening quality hand, but singleton ♥.

The jump and switch (change of suit) promises a quality six-card suit. South can support hearts, has more than their original overcall promises, and raises to game.

Note that if North had the same distribution but a weak hand, pass would be the correct bid. When partner overcalls, don't attempt "rescues", it's usually better to leave partner's bid.

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Board 7

South Deals

Both Vul

♠ 9 5
♥ A K J 7 6 5
♦ 10 8
♣ K J 9

♠ K J
♥ 10 4
♦ A Q 5
♣ Q 10 6 4 3 2



♠ A 7 6 3
♥ 9 8 2
♦ K 9 7 2
♣ 7 5

	♣	♦	♥	♠	N
N	-	-	3	1	1
S	-	-	3	1	2
E	1	1	-	-	-
W	1	1	-	-	-

♠ Q 10 8 4 2
♥ Q 3
♦ J 6 4 3
♣ A 8

12
12 7
9

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			Pass
1 ♣	2 ♥	All pass	

North has a quality six-card heart suit and opening points so can make a jump overcall. This is known as an "intermediate" jump overcall.

East cannot raise West's opening bid and does not have enough HCPs for any other two-level bid.

South's hand has two hearts, and therefore knows of an eight-card fit. However, 9 HCPs combined with partner's opening quality hand doesn't suggest a game contract.

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Board 8

West Deals

None Vul

♠ Q 9 7
♥ Q 9 7
♦ A Q J
♣ K J 10 6

♠ A 6 4 2
♥ 5 4 3
♦ 9 5 4
♣ A Q 3



♠ 10 3
♥ A K J 10 6
♦ 10 8 7 6
♣ 5 2

	♣	♦	♥	♠	N
N	2	-	-	1	-
S	2	-	-	1	-
E	-	1	2	-	1
W	-	1	2	-	1

♠ K J 8 5
♥ 8 2
♦ K 3 2
♣ 9 8 7 4

15
10 8
7

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	1 ♣	1 ♥	2 ♣
2 ♥	All pass		

A nice competition between a club fit and a heart fit.

No one has game. It is likely that the higher-ranking suit prevails. Even if it doesn't make, just conceding 50 scoring points is often the best result for the declaring pair.

East can make five tricks in hearts by finessing the Queen. There are two tricks from the Ace ♣ and Ace ♠.

The eighth trick comes from losing three rounds of diamonds, but winning a trick with the thirteenth.