

Lesson 21

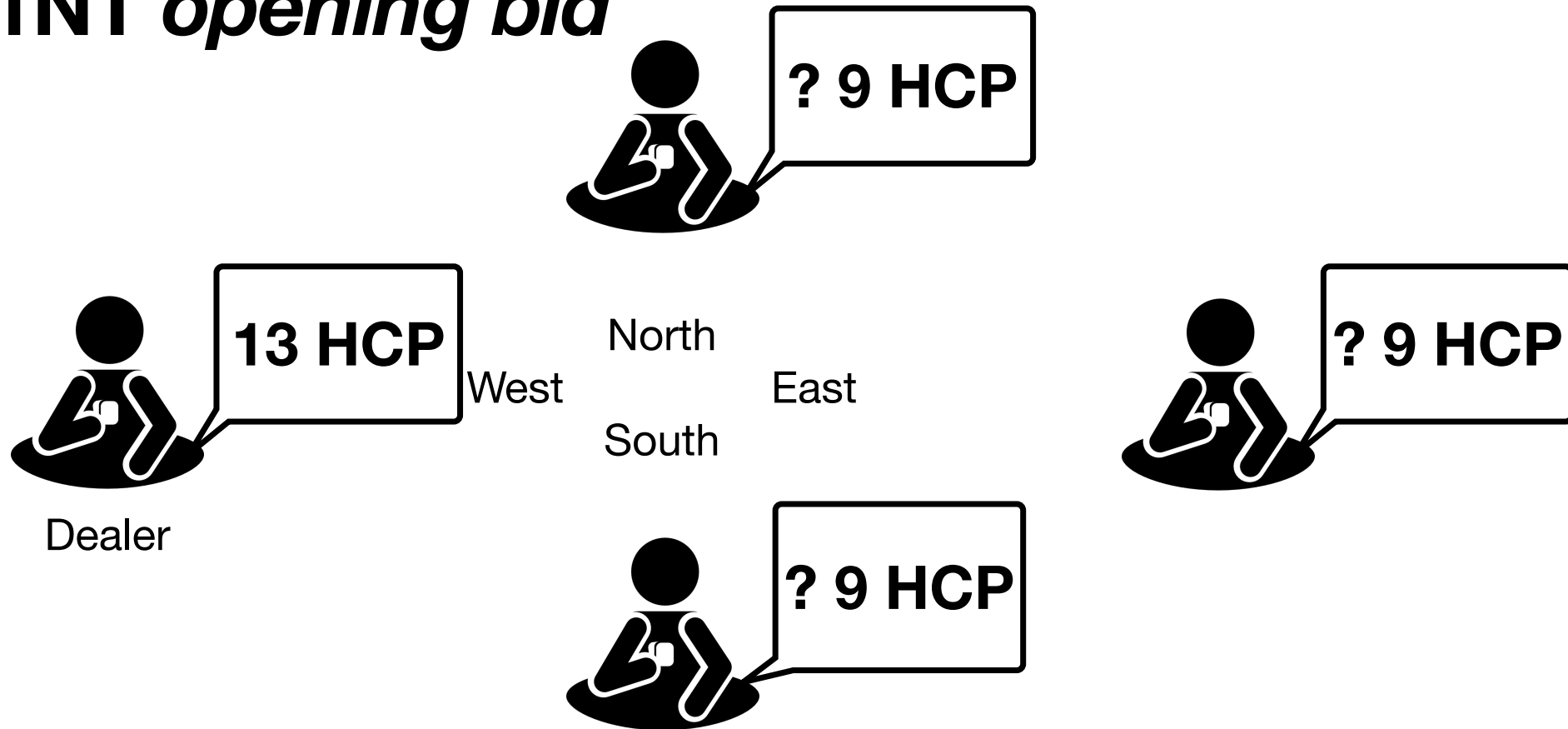
The *competitive auction*
Introduction to the 1NT Overcall

Book Pages 100-101 section 6.2

Objectives for Lesson 21

- Recap: the 1NT *opening bid*
- Requirements for a 1NT *overcall*
- *Responding* to a 1NT *overcall*
- Action by *opener's partner*
- Some borderline hands

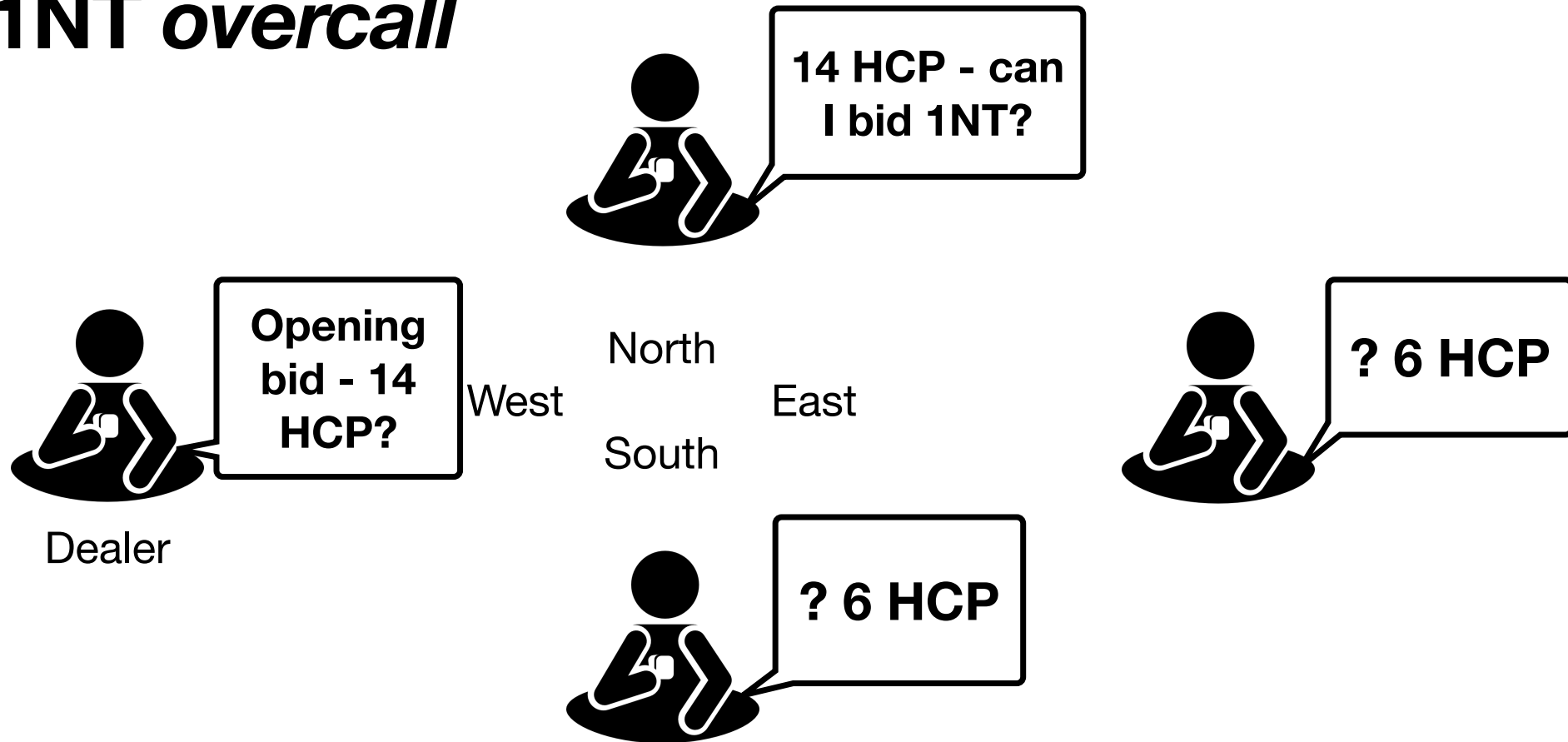
The 1NT opening bid



Why do you need 12 to 14 HCP to open the bidding with 1NT?

If you have 13 *HCP* and the rest of the *points* are evenly distributed among the other three players, then on average, *partner* will have 9 *points* and your side has the majority of the *points*, enough to *make* 1NT

The 1NT overcall



What about *overcalling* 1NT?

Opener has opened with one of a *suit* - minimum of 12 *HCP*. It will either be 15-19 *balanced* or 12+ *unbalanced*. Assume an average of *opening hand* of 14 *HCP*. If you also have 14, that only leaves 12 *HCP* for the other two *hands*. If *partner* has 6, then you don't have enough to *make* 1NT.

What do I need to *overcall* 1NT?

- The *opposition* open the *bidding* with one of a *suit*
- 1NT *overcall* shows:
 - 15-17 points
 - *Balanced*
 - *Semi-balanced* (two *doubletons* or *6-card minor*)
 - Good *stop(s)* in the *suit opened*
- It is a *limit bid*
- To *overcall* with 1NT, you need to be stronger than a 1NT *opening bid*

RHO opens 1♠ - can you *bid* 1NT?

Hand 1

♠ A Q 5

♥ K 2

♦ Q J 9 8 7

♣ K J 2

Yes - *bid* 1NT

Hand 2

♠ K 10 9 6

♥ A 2

♦ K 7 4

♣ A K 8 7

Yes - *bid* 1NT

Hand 3

♠ A J 9

♥ Q 5 4

♦ K 2

♣ A Q J 10 6

Yes - *bid* 1NT

Responding to a 1NT overcall

- *Respond in no-trumps*
- *Weakness takeout*
- *Jump to game in a major*
- *Forcing bid of three of a major*
- *Stayman* - coming up in a future lesson
- *Jump to 3NT with a long minor*

Q1

West	North	East	South
1 	1NT	Pass	2NT

 J 6 2

 K 10

 J 10 3

 K 7 6 5 4

Invite to game in no trumps with 8-9 HCP

*Pass with 0-7 and a **balanced hand***

Bid game in no trumps with 10+

Q2

West	North	East	South
1 	1NT	Pass	2 

 Q 10 9 7 6 2

 9 7 5

 3

 K 6 5

*Weakness takeout into two of
your longest suit with 0-7 HCP*

Q3

West	North	East	South
1 	1NT	Pass	4 

 K Q 9 8 3 2

 A 5

 J 8 6

 8 7

With 10+ points and a six card major, jump to game in the major

Q4

West	North	East	South
1 	1NT	Pass	3 

 Q J 8 4 3

 6 4

 J 9 2

 A Q 4

With 10+ points and a five card major, make a forcing bid of three of the major, partner must choose game in the major or in no trumps

Q5

West	North	East	South
1 	1NT	Pass	2 

 K 10 6 3

 Q J 9 6

 3 2

 K 7 5

Stayman with a 4-card major and 8+ HCP

Q6

West	North	East	South
1 	1NT	Pass	3NT

 J 5

 Q 3

 5 4 3

 K Q J 9 5 4

*Jump to 3NT with a good long
minor and about 9+ points*

Quiz

Action by opener's partner

- *Pass*
- *Raise opener's suit with 4+ cards*
- *Bid a new suit (not forcing)*
- *Double for penalties with enough points*

Q1

West	North	East	South
1 	1NT	Pass	

 A 8 7

 J 7 6 4 3

 8 6

 J 10 5

You would have *responded* 1  but
you are too *weak* to *bid* at the 2-level

Q2

West	North	East	South
1 	1NT	2 	

 8 7

 K Q 7 4

 J 10 4 2

 7 5 4

Again a *response* of 1  would be right without the *overcall*; now it is very unlikely this is a *game hand* for your side. It's better to settle for a known *fit*.

Q3

West	North	East	South
1♦	1NT	2♠	

♠ K Q 9 8 5 2

♥ 4 3

♦ Q 5

♣ 9 6 3

It looks better for you to *play* in 2♠ than leave North in 1NT, and that's all the *bid* means. 2♠ is not *forcing*, *partner* should only *bid* on with a *strong hand* or a *fit* in spades.

Q4

West	North	East	South
1 	1NT	X	

 A Q 9 8 2

 Q 4

 Q 5 3

 9 6 3

Your side has the *majority* of the *points* and 1NT should go *down*. You should *lead* a diamond, *partner's suit*, and not a spade.

The 1NT overcall

*Knowing when to make a overcall or a double with 1NT
takes practice*

Let's consider some borderline hands

RHO opens 1♥ - your *bid*...

Hand 1

♠ A Q 6 5

♥ K 8

♦ K J 8 7

♣ K J 2

Double

Hand 2

♠ Q 5

♥ A J 9

♦ K 7

♣ A Q 10 8 6 3

1NT

Hand 3

♠ A 5

♥ J 5 4

♦ A K 7 2

♣ K J 6 3

Pass

Summary

- 1NT *overcall* 15-17 HCPs
- *Balanced* or *semi-balanced*
- *Stop(s)* in the *opposition's* *suit*
- *Responses* as for a 1NT *opening bid*, *adjusting points*
- *Opener's partner* can *compete* or *double*

Quiz

Playing *hands*...

Homework

Read book pages:

- 100-101 section 6.4
- 103 section 6.6 - summary
- Complete quiz on page 109, answers page 110

Next Time

Overcalling with a long suit