

Homework Answers {1 Dec } Overcalls

- 1) Poor overcall - the bidder of 2D can have no real expectation of getting anywhere near 8 tricks. The shape is too balanced, the suit neither good enough nor long enough. A beginners bid.
- 2) Good overcall - 2 D might well make {{ looks like the bidder can make 6 tricks or so on their own and partner might have a couple of tricks for them }}- should the opponents take back the contract partner will know to lead a diamond so the defence will get off to a good start. If partner decides to push on you are prepared to play at a high level.
- 3) Poor overcall -- an example of "the no point in bidding overcall" there is nothing to gain and plenty to lose ; you dont expect to get very close to making 8 tricks, you dont want a diamond lead against a contract the opponents play -not much to recommend it. I suppose if you suffer from verbal diarrhoea then you will have to bid 2D won't you ?
- 4) Poor overcall - you have 3 or 4 playing tricks only - nowhere near enough for a two level overcall NB you should be close to making 8 tricks !!! The suit was not long enough -the suit quality was poor -the hand too flat { not shapely enough}..... . It is of course the sort of hand weak players overcall with every day. " I had 14 pts partner I had to bid 2 D "errr actually no you dont *have* to overcall ever. On this hand a take out double would be reasonable.
- 5) Partner {who bid 2C} will expect me to compete if I can -I should bid 3C. Actually if the opponents compete *again* and bid 3H I will take a small chance and bid 4C. That may go down but probably not more than 1 off.
- 6) Well this is tricky -the questions are -will the opponents make 4Sp ? and will partner get close to making 5C ?
One can't know for sure but my guess is that 4Sp will make and that 5C will go 1 or 2 light. I thus bid 5C as a sacrifice. Yes the opponents will probably double BUT I consider that cheaper than letting them make 4Sp. NB perhaps the opponents will be uncertain themselves and bid 5S and go off in their contract. This might be the time to make the point that it is important not only to find the right bid (5 C) but to do so quickly and with an air of confidence { even if you dont feel it !}. If you spend *ages* bidding 5C the opponents will know you are unsure, much better to bid quickly and sometimes hoodwink the opponents.
- 7) To bid or not to bid ...
{ I will give a more formal lesson on how to reply to overcalls in due course - for the time being take it as read that :-
most times you should not bid your own suit but should either raise partner's suit { or pass} or occasionally bid NTs. }
Here you dont like partner's suit of clubs and should pass. If the opponents continue to 4H you might even consider doubling that contract ie. you have a couple of likely tricks in the A + K of spades and partner { these days} is known to have goodish hands for overcalls so might provide 2 or 3 tricks themselves.
- 8) Similar to Q 6 above. Do you remember how to approach the problem?

You must try to gauge who is making what -will the opps make 4Sp ,will we get close to making 5Cl etc.

I bid 5C expecting this sacrifice bid to be cheap.

9) Well ok this was set to catch you out -

you perhaps led the 4 Diamonds because partner bid diamonds ?

ok BUT always lead the Ace of a suit when you hold A K { which you do in spades}.

Having played the Ace you can always switch to diamonds at trick 2 if you decide thats the way forward.

10) Q diamonds

11) 3 diamonds { probably the *correct* card } BUT leading the K diamonds might be as good if not better.

12) think the 5 diamonds will be the clearest card for partner to read.

NB remember when we lead partner's suit we lead according to how many cards we have in the suit ...

so with two ---- 8 5 lead the 8 { hi-lo}

with three ---- 8 5 2 lead the 2 { low from length }

and with three --- Q 5 2 lead the 2

thus with 8752 -lead the 2

The point is that a low card DOES NOT promise an Hon when you lead partner's suit.

13) K diamonds.

14) Win with Ace hrts.

Intend to throw losers away on diamonds.

Play K di's ; then Ace di's; then Q di'd throwing a Hrt.

Now draw trumps.

15) Duck the Ace Hrts.

Am playing a Bath Coup - hoping the defender will continue leading the Hrts .

NB -if they dont -I will unblock clubs and throw a Hrt on the J clbs.

16) Trumps the K Hrts with the J spades. { NOT the 6 or 3 }.

Will use the 9+ 8 spades in dummy as entries to take club finesses.

17) Win the Ace Hrts *

Play a HRt back at trick 2 to create a void with a view to trumping in dummy.

{ * acceptable to duck the K hrts lead at trick 1 and then win and trup a Hrt }.

The Q numbers went wrong here !

16) Wait when weak in Hrts -dont play the ACe Hrts until forced to.

Then play spades { a topless suit ! } -.

17) Win the ACe Hrts -why ? why dont you wait when weak ?

'Coz you are not weak !!! A102 ----- J3 is a strong holding.

You expect to make 2 tricks if you play the Ace at trick 1 on the K.

Then play spades.

18) Win the Ace hearts at trick 1 then run for home.

You had 9 tricks from the start so no need to wait when weak.

19) Again you should win Ace Hearts at trick 1.

NB A3 ----- 10954 is a STRONG holding.

When strong we " *strike when strong* " ie win straight away.

You surely hope to get another Heart trick yourself in due course.

Play diamonds.

20) play the 3 Hearts -a low card saying I don't like the lead { or more informatively I can't help make a trick in this suit }.

21) play the 2 diamonds .

Because there is a singleton diamond in the dummy we do not play Hi { i like }

and Lo { i don't like } attitude signals ; we do play Suit Preference Signals.

ie a low diamond says switch to a club { the lower of the remaining suits }

a high diamond says switch to a Heart { the higher of the remaining suits }

As writing these answers has taken two Lp sides and then some, I am stopping now and will NOT have proof read the answers for typos and other errors. Phillida please note.