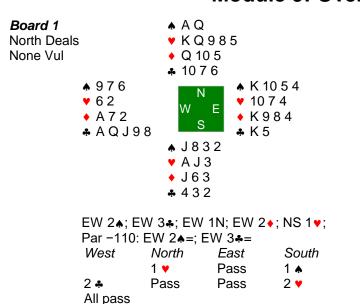
Module 9: Overcalls - Practice Hands

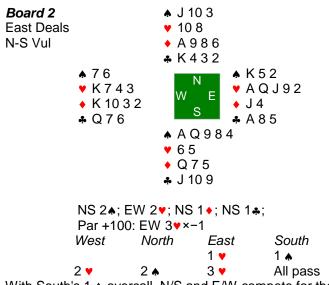


After the opening and response, West has 11 HCP and a good suit, so they overcall 2 s.

North may pass with a minimum hand but South should compete bidding 2 ♥ with their 3-card support, as they expect partner most likely has 5 ♥s.

East leads: ♣ K (high-low doubleton in partner's suit).

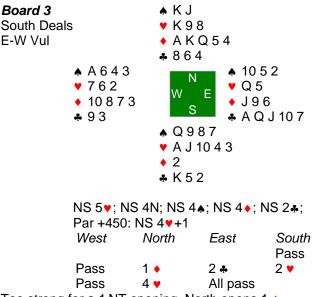
2 ▼ can go down, but it's a better score than if the opponents make 2 ♣.



With South's 1 ♠ overcall, N/S and E/W compete for the contract up to 3 ♥.

Lead: * J (South should not lead *s as this gives away a trick to the opp's, * J top of sequence is a great alternative lead).

With good defence, the 3 ♥ contract can be defeated. It makes 8 tricks, i.e. down 1, but this is still a better score for EW than defending 2 ♠.

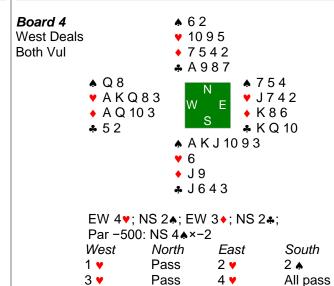


Too strong for a 1 NT opening, North opens 1 ◆. East overcalls 2 ♣.

With 10+ HCP South can respond 2 ♥, which also shows a 5+-card suit. Their partner with 3-card ♥ support raises to game, as they know their side has at least 25 points.

West leads: ♣ 9 (high-low doubleton in partner's suit).

The ♣ lead and continuation creates a ♣ loser that Declarer can pitch on the top ♦s.

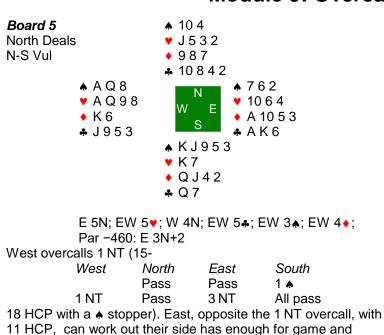


After the opponent's opening and raise, South has a good hand for a 2 • overcall.

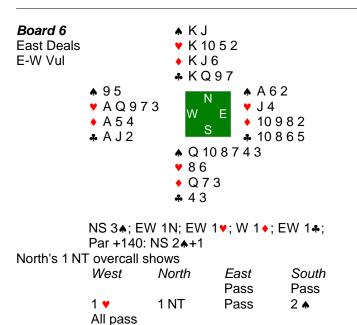
West's has more than minimum so they raise to 3 ♥s to invite game and East accepts with a maximum for their bid.

North leads: \blacktriangle 6 (top of doubleton) South takes the \blacktriangle K and \blacktriangle A, dropping the \blacktriangle Q and continues a $J\blacktriangle$. If Declarer carelessly ruffs low, their contract can go down.

Module 9: Overcalls - Practice Hands



Lead: ♠ 10 (high-low, doubleton in partner's suit).
With South's 1 NT, Declarer knows almost all the HCP are there.
They cross to dummy with ♣ K
and finesse South's ♥ K.



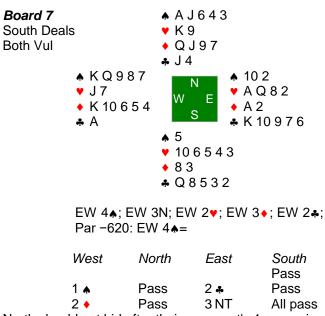
a stronger hand than a 1 NT opening - 15-18 HCP with stopper(s) in the opponent's suit.

South has a weak takeout to $2 \clubsuit$, which should play a lot better than 1 NT.

West leads: ♥ A

raises to 3 NT.

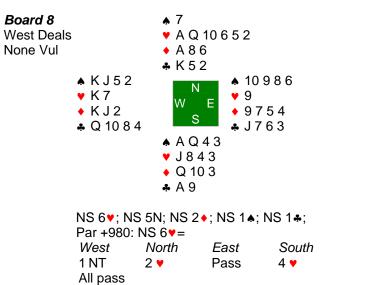
NS can make 9 tricks in As contract, but can't make even 7 tricks in NT, if defended well.



North should not bid after their opponent's 1 ♠ opening. When you have a good holding in the opponent's suit, it is normally best to pass.

Lead: ♥ 3

With the good inter-mediate cards in the suit, Declarer is best to play on that suit, where they can establish an extra three tricks to make their 3 NT contract.



North has a good hand to overcall 2 ♥ over the 1 NT opening and South has plenty to bid onto the game in 4 ♥.

East leads ▲ 10, top of a sequence.

Declarer knows West must have almost all of the outstanding high card points for their opening bid, so they win the ♠ A, and then leads the ♥ J to finesse West's ♥ K.