

Homework answers –overcalls

- 1) hmmm – they re taking a chance overcalling at the 2 level on this very average spade suit –and no shape to boot. Next !
- 2) worse. Rubbish suit and still only 5 cards. NEXT !!
- 3)Ah –this is the sort of partner we want. Good overcall
- 4)hmmm –well there are 6 cards in the suit which will help ...but its still a dodgy affair. In truth many do overcall with such 6 carders and maybe not vuln it would be alright.
- 5) C best – good suit –shape –honour impletion
D not bad too
B –ok and not great
A –well we /they/I all do overcall with this BUT be wary of going to high
- 6)a) Pass b) Pass.

OK ? the point being that you need a pretty striking hand to raise a weak jump overcall

7) Double –the selfish double –yes ? too strong to overcall

8) 4Sp –West works out east has 16+ pts and a 5+ card spade suit

9)establish the diamonds is best.

Win Ace sp ; play Ace diamonds; play K diamonds; play small diamond *which loses*;
Now you have 9 tricks.

Why were diamonds a better suit to establish than clubs ? because there were more of them and therefore a greater chance the suit would break.

10) The opener of course had the QJ(x)(x) of spades.

So win with the Ace spades.

Draw trumps.

Lead the 3 spades and finesse the 10 spades.

11) The contract is safe for 10 tricks if you play as follows.

- 1)Ace sp 2) 3 sp *which loses*;
- 3) win return 4)trump a spade in dummy.

And actually , having started this way , you will in fact make 11 tricks UNLESS (that is) the opponents realised at trick 3 when they won a trick , that they should lead a trump.

Got it ? To make the contract declarer creates a void in spades in dummy.

Declarer then intends to ruff spades in that dummy.

The defenders can put a spoke in that wheel by leading a trump (effectively) preventing dummy trumping spades twice.

