



LESSON 7

Overcalls & Scoring

Overcalls

If opponents open the bidding and you bid - you are an overcaller.
Your aims are different. You are trying to:

- Win the contract (generally a part score contract)
- Obstruct the opponents
- Suggest a lead to partner

Suit Overcalls

- A **good** 5+ card suit (generally a minimum of 2 honours)
- At the 2-level you need a **good** 5+ suit and 10+ points

Responses to a Suit Overcall

Pass		denies a fit
Minimum Raise	6-11	3+ card support
Jump Raise	12-14	invitational with 3+ card support
Bid Game	15+	With 3+ card support

It is important to bid if you possibly can to make life difficult for your opponents.
It is the trump suit that matters – the better the **fit**, the higher you can bid.

1NT Overcall

- 16-18 HCP
- Must have a stopper in their suit – a stopper shows a trick (e.g. Axx, KQx, QJ10)
- **N.B.** do not overcall 1NT with 12-14

Responses to a 1NT Overcall

Balanced hands:

Pass	0-7	no Game
2NT	8	invitational to 3NT
3NT	9+	bid Game

Unbalanced hands:

2♣/2♦/2♥/2♠	0-7	5+ card suit
3♥/3♠	8+	game force with exactly a 5 card suit (opener will choose 3NT or 4♥/4♠)
4♥/4♠	8+	game with 6+ suit

Scoring

There are 2 parts to scoring a successful contract:

- trick value
- bonus

Vulnerability

Vulnerable – your bonus scores increase, as do your penalties if you fail

Non-Vulnerable – your bonus scores for game is less but so are your penalties if you fail

Trick Value

Every time you make a contract, you get a value for each trick you make over 6.

This is regardless of how high you bid.

- ♣ / ♦ tricks score 20 points each
- ♥ / ♠ tricks score 30 points each
- NT tricks score 30 points each and add an extra 10 at the end

Bonus

If you don't bid at least as high as Game, you only get a bonus score of 50, regardless of your contract. However, if you do bid Game, you get hundreds!

- partscore = 50
- non vulnerable Game = 300
- Vulnerable Game = 500

Look at the difference

2♥	non vul	making 4	=	120 + 50	=	170
4♥	vul	making 4	=	120 + 500	=	620
1NT	non vul	making 3	=	100 + 50	=	150
3NT	non vul	making 3	=	100 + 300	=	400
5♣	non vul	making 5	=	100 + 300	=	400
1♠	vul	making 5	=	150 + 50	=	200

Undertricks

If you don't make your contract, you lose points for each undertrick

- 50 per trick not vulnerable
- 100 per trick vulnerable

2♠ (vul) making 6 tricks only	= 200	(100x2) to the opposition
2♠ (non vul) making 6 tricks only	= 100	(50x2) to the opposition

Doubled contracts

These occur when the opponents believe that they can defeat your contract.

This increases the penalties if you go down, or increases the reward if you succeed.