



## 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 <b>fit</b>
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) <b>to the opposition</b>
2♠ (non vul) making 6 tricks only	= 100	(50x2) <b>to the opposition</b>

## 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.