1 NT Overcalls

Board 1
North Deals
None Vul

♠ 10 8
♥ 7 6
♦ 9 8 6 4
♣ J 10 9 4 3

♠ 6 5
♥ A Q 10 9 3 2
♦ 10 3 2
♣ 8 7

N
W E
S

♠ A K 7 4 2
♥ K J 4
♦ K 7 5
♣ A 2

♠ Q J 9 3
♥ 8 5
♦ A Q J
♣ K Q 6 5

1
6 18
15

West	*North*	*East*	*South*
	Pass	1 ♠	1 NT
2 ♥	Pass	4 ♥	All pass

4 ♥ by West
Lead: ♣ J

South overcalls 1 NT, which shows 15-18 points and a spade stop (ideally two). West bids 2 ♥, which is a good six+ suit and up to 9 points. East has enough points and a good fit to bid the heart game.

On winning the opening lead, declarer is looking at four losers. The ♦ A is almost certainly in the South hand. The only chance to make the contract is to set up the spades by ruffing a couple of spades in hand (high). This must be done before drawing trumps, as the ♥ J and ♥ K are needed as entries.

Play theme: Listening to the auction and inferring the location of the high cards.

1 NT Overcalls

Board 2
East Deals
N-S Vul

♠ J 9 6
♥ 8 7 4 2
♦ 10 2
♣ 10 9 6 3

♠ A 7 4 3
♥ 10
♦ A J 7 6 4
♣ J 5 2

N
W E
S

♠ 8 5
♥ A K 9 6 3
♦ K Q 9 3
♣ 8 7

♠ K Q 10 2
♥ Q J 5
♦ 8 5
♣ A K Q 4

1
10 12
17

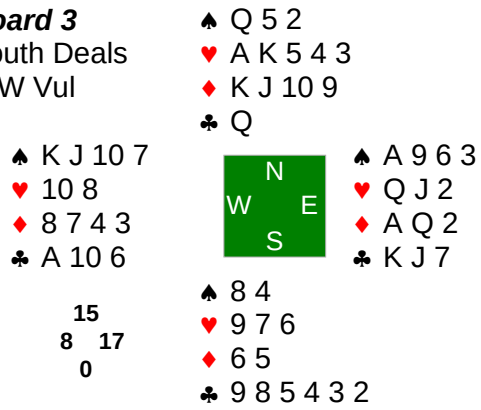
West	*North*	*East*	*South*
		1 ♥	1 NT
Dbl	All pass		

1 NT× by South
Lead: ♦ 6

South overcalls 1 NT. West knows their side has the balance of the points and should double.

West has a choice of lead between the ♦ 6 (4th best from long suit) and partner's suit. Either way, the defence can come to eight tricks, down two.

Board 3
South Deals
E-W Vul



West	*North*	*East*	*South*
			Pass
Pass	1 ♥	1 NT	Pass
2 ♣	Pass	2 ♠	Pass
3 ♠	Pass	4 ♠	All pass

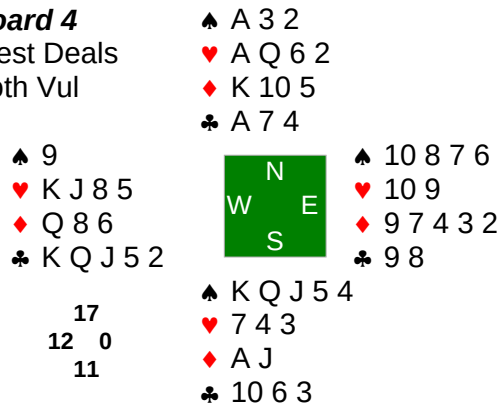
4 ♠ by East
Lead: ♥ 7

With 8 points, West has just enough to bid Stayman over partner's 1 NT overcall. East shows their spade suit. West invites and East accepts with a near-maximum.

South should lead the ♥ 7 (followed by the ♥ 9 and ♥ 2 - middle up down). Declarer should play North for the ♦ K, ♠ Q and ♣ Q.

1 NT Overcalls

Board 4
West Deals
Both Vul



West	*North*	*East*	*South*
1 ♣	1 NT	Pass	2 ♥
Pass	2 ♠	Pass	3 NT
Pass	4 ♠	All pass	

4 ♠ by North
Lead: ♣ 9

Ideally, North would have a second club stop to overcall 1 NT but this is the best description of their hand (pass is not an option). South transfers to spades, and with enough points for game, bids 3 NT.

Declarer should play West for the ♦ Q. Declarer must also take the heart finesse against West since West must have all the missing honours for their opening bid.

Board 5
North Deals
N-S Vul

	♠ 9 7 2 ♥ 10 6 4 2 ♦ 7 3 ♣ J 10 9 8	
♠ 5 4 ♥ 7 5 3 ♦ Q J 10 6 4 2 ♣ K Q	N W E S	♠ A Q 8 6 3 ♥ K J 9 ♦ 9 8 ♣ A 3 2
1 8 14 17	♠ K J 10 ♥ A Q 8 ♦ A K 5 ♣ 7 6 5 4	

West	*North*	*East*	*South*
	Pass	1 ♠	1 NT
2 ♦	All pass		

2 ♦ by West
Lead: ♣ J

West can bid a natural 2 ♦ over South's 1 NT overcall. East should pass this, knowing partner has less than 10 points.

On winning the ♣ K, declarer plays on trumps. Most of the high cards are almost certain to be in the South hand. After trumps have been drawn, declarer should play towards the ♥ 9.

1 NT Overcalls

Board 6
East Deals
E-W Vul

	♠ A J 6 5 ♥ A 6 4 ♦ K 5 ♣ Q 5 4 2	
♠ 9 8 7 ♥ 10 9 ♦ 10 3 2 ♣ J 10 8 6 3	N W E S	♠ Q 2 ♥ K Q J 7 3 ♦ Q J 8 6 ♣ K 9
14 1 14 11	♠ K 10 4 3 ♥ 8 5 2 ♦ A 9 7 4 ♣ A 7	

West	*North*	*East*	*South*
		1 ♥	Pass
Pass	1 NT	Pass	2 ♣
Pass	2 ♠	Pass	3 ♠
Pass	4 ♠	All pass	

4 ♠ by North
Lead: ♥ K

Ideally, South would have a second stop in hearts for their 1 NT overcall. South bids Stayman and with 11 points invites game. With a maximum, North bids the spade game.

The bidding makes it likely that East has the ♠ Q. After winning the lead, declarer should cash ♠ A and play a spade towards dummy. When East's ♠ Q falls on the 2nd round, declarer has eight top tricks and can ruff two diamonds in hand to make the contract.