

BFP BC L14 Preemptive Overcalls

Board 1
North Deals
None Vul

♠ K 8 3
♥ A 9 4
♦ Q 10 6
♣ K Q J 4

♠ A 9 5 4
♥ Q 2
♦ 8 4 3 2
♣ 9 3 2



♠ J 10
♥ K J 8 7 6 5 3
♦ J 5
♣ A 5

	♣	♦	♥	♠	N
N	4	3	-	3	-
S	4	3	-	3	-
E	-	-	2	-	-
W	-	-	2	-	-

♠ Q 7 6 2
♥ 10
♦ A K 9 7
♣ 10 8 7 6

15
6 10
9

West	North	East	South
	1 ♣	3 ♥	4 ♣
Pass	Pass	Pass	

East has a comfortable pre-emptive double jump in Hearts.

This gives South a problem.

The raise to 4 ♣ happens to be spot on.

If East/West continue, they should be doubled and give away 300.

If not doubled they give away 100, a good result, but best assume a double when making these decisions.

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Board 2
 East Deals
 N-S Vul

♠ Q 8
 ♥ 8 6 3
 ♦ 10 9 4 2
 ♣ A 8 4 3

♠ K
 ♥ K 9 4 2
 ♦ K 7 6 5
 ♣ 10 9 7 2



♠ 5 3 2
 ♥ Q J 10 5
 ♦ A Q J
 ♣ K Q J

	♣	♦	♥	♠	N
N	-	-	-	3	3
S	-	-	-	3	3
E	3	3	3	-	-
W	3	3	3	-	-

♠ A J 10 9 7 6 4
 ♥ A 7
 ♦ 8 3
 ♣ 6 5

6
 9 16
 9

West	North	East	South
4 ♥	All pass	1 ♥	3 ♠

South has an excellent pre-emptive double jump overcall of 3 ♠.

This makes if left, but 4 ♥ by East/West is one down, a better result for East/West.

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Board 3

South Deals

E-W Vul

♠ —
♥ K 9 7 5 4
♦ Q 7 3
♣ K J 10 4 3

♠ Q 10 9 8 7 6 4 3 2
♥ Q
♦ A 6
♣ 8



♠ K J
♥ 10 8 3 2
♦ K 9
♣ A 7 6 5 2

	♣	♦	♥	♠	N
N	3	3	3	-	-
S	3	3	3	-	-
E	-	-	-	5	-
W	-	-	-	5	-

♠ A 5
♥ A J 6
♦ J 10 8 5 4 2
♣ Q 9

9
8 11
12

West	North	East	South
4 ♠	All pass		1 ♦

It will take a bit of nerve, but the length of West's spade suit, and the A♦ make the triple jump pre-empt the right bid.

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Board 4
West Deals
Both Vul

	♠ J																																
	♥ A																																
	♦ 7 6 2																																
	♣ Q 9 7 6 5 4 3 2																																
♠ Q 7 3 2	<div style="background-color: green; color: white; padding: 5px; display: inline-block;">N W E S</div>	♠ A 9 8																															
♥ Q J 3		♥ 9 8 7 4 2																															
♦ A K Q		♦ J 10 9 3																															
♣ J 10 8		♣ A																															
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	♣	♦	♥	♠	N																												
N	1	-	-	-	-																												
S	1	-	-	-	-																												
E	-	3	3	2	3																												
W	-	3	3	2	3																												
	♥ K 10 6 5		7																														
	♦ 8 5 4		15 9																														
	♣ K		9																														

West	North	East	South
1 ♠	Pass	1 N	All pass

North's clubs are numerous, but poor.

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Board 5
North Deals
N-S Vul

♠ 7 5
♥ A
♦ Q 7 4 3 2
♣ K Q 10 8 7

♠ K	<div style="background-color: green; color: white; padding: 10px; display: inline-block;"> N W E S </div>	♠ A J 10 9 8 6 4 3 2
♥ K 9 8 7 5 2		♥ J
♦ A J 10		♦ 9 5
♣ 6 5 2		♣ J

	♣	♦	♥	♠	N
N	4	3	1	-	-
S	4	3	1	-	-
E	-	-	-	4	1
W	-	-	-	4	1

♠ Q
♥ Q 10 6 4 3
♦ K 8 6
♣ A 9 4 3

11
11 7
11

West	North	East	South
	1 ♦	4 ♠	All pass


East's nine spades headed by ♠ A and favourable vulnerability make the triple jump to 4 ♠ reasonable.

South has a difficult decision: either to pass in the hope of defeating 4 ♠, or to bid a negative double showing hearts and clubs.

The vulnerability suggests that passing may be the wiser choice, but the analysis shows that 5 ♣ is a good sacrifice.

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Board 6
 East Deals
 E-W Vul

♠ Q 7 ♥ 5 4 ♦ Q 10 6 4 ♣ A 8 6 5 4		♠ K ♥ J 10 9 7 ♦ 7 3 2 ♣ Q J 10 9 7	♠ A ♥ A Q 8 6 3 2 ♦ K J 9 8 5 ♣ K																													
<table style="width: 100%; border-collapse: collapse;"> <tr> <td></td> <td style="text-align: center;">♣</td> <td style="text-align: center;">♦</td> <td style="text-align: center;">♥</td> <td style="text-align: center;">♠</td> <td style="text-align: center;">N</td> </tr> <tr> <td style="text-align: right;">N</td> <td style="text-align: center;">-</td> <td style="text-align: center;">-</td> <td style="text-align: center;">-</td> <td style="text-align: center;">2</td> <td style="text-align: center;">-</td> </tr> <tr> <td style="text-align: right;">S</td> <td style="text-align: center;">-</td> <td style="text-align: center;">-</td> <td style="text-align: center;">-</td> <td style="text-align: center;">2</td> <td style="text-align: center;">-</td> </tr> <tr> <td style="text-align: right;">E</td> <td style="text-align: center;">2</td> <td style="text-align: center;">6</td> <td style="text-align: center;">4</td> <td style="text-align: center;">-</td> <td style="text-align: center;">4</td> </tr> <tr> <td style="text-align: right;">W</td> <td style="text-align: center;">2</td> <td style="text-align: center;">6</td> <td style="text-align: center;">4</td> <td style="text-align: center;">-</td> <td style="text-align: center;">4</td> </tr> </table>		♣	♦	♥	♠	N	N	-	-	-	2	-	S	-	-	-	2	-	E	2	6	4	-	4	W	2	6	4	-	4	♠ J 10 9 8 6 5 4 3 2 ♥ K ♦ A ♣ 3 2	7 8 17 8
	♣	♦	♥	♠	N																											
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S	-	-	-	2	-																											
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W	2	6	4	-	4																											

West	North	East	South
		1 ♥	4 ♠
Pass	Pass	5 ♦	All pass

South's nine spades, ♦ A, and favourable vulnerability all make the triple jump to 4 ♠ reasonable.

East with a strong hand has to choose whether to double for penalties or to bid 5 ♦ showing a strong two-suiter.

It's a marginal decision but the lure of a possible vulnerable game suggests that the 5 ♦ re-bid may be the better choice.

Although it is possible to make twelve tricks in a diamond contract by dropping South's singleton ♥ K, the more likely result is eleven tricks.