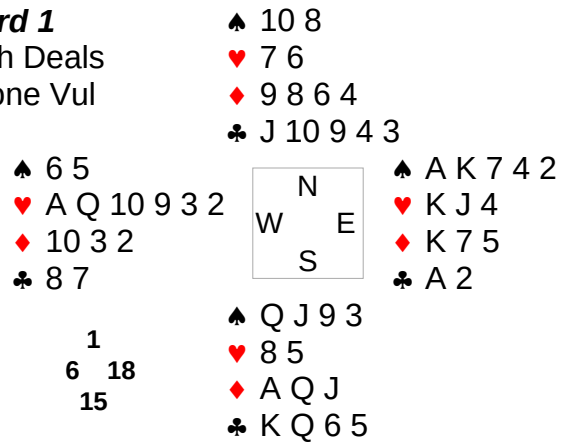
1 NT Overcalls

Board 1
North Deals
No-one Vul



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

4 ♥ by West
Lead: ♣ J

South overcalls 1 NT, which shows 15-17 points and a spade stop (ideally two). West bids 2 ♥, which shows a long suit with a weak hand (up to 10 points). East has enough points to bid the heart game.

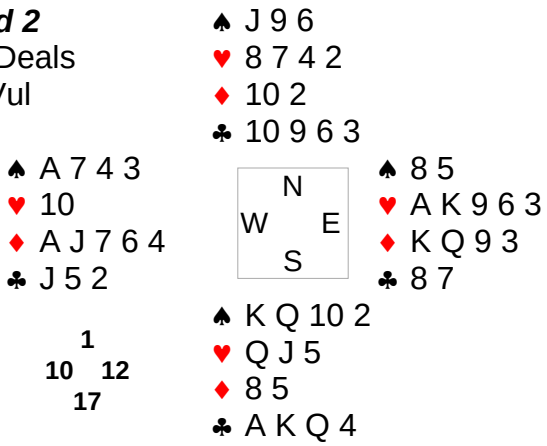
On winning the opening lead, declarer is looking at four losers. The ♦ A is almost certainly in the South hand. The only chance to make the contract is to set up the spades by ruffing a couple of spades in hand (high). This must be done before drawing trumps, as the ♥ J and ♥ K as needed as entries.

Play theme: Listening to the bidding. Knowing the location of the high cards.

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1 NT Overcalls

Board 2
East Deals
N-S Vul



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

1 NT× by South
Lead: ♦ 6

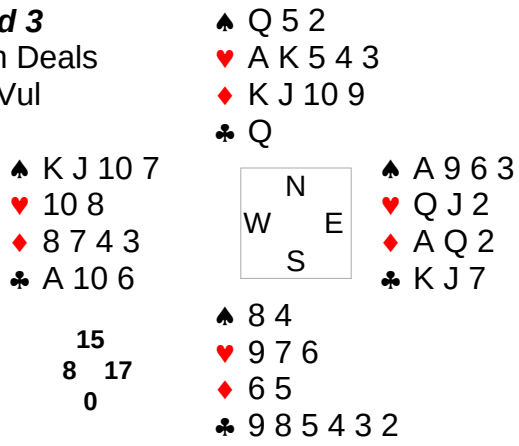
South overcalls 1 NT. West knows their side has the balance of the points and should double.

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.

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1 NT Overcalls

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

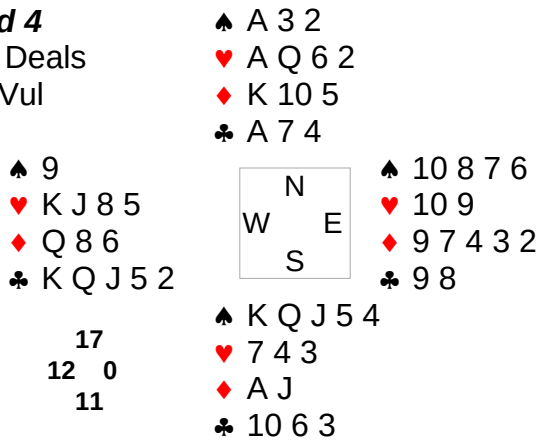
With 8 points, West has just enough to bid Stayman over a strong no trump overcall. East shows the spade suit. West invites and East accepts.

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

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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: ♣ 8

Ideally, North would have a second club stop but this is the best description of their hand (pass is not an option). South transfers into spades, and North South find themselves in 4 ♠.

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

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Board 5

North Deals
N-S Vul

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

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

2 ♦ by West
Lead: ♣ J

West can bid a weak 2 ♦ over South's 1 NT overcall. East should pass this.

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.

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1 NT Overcalls

Board 6

East Deals
E-W Vul

	♠ A J 6 5 ♥ 8 6 4 ♦ K 5 ♣ Q J 5 2	
♠ 9 8 7 ♥ 10 9 ♦ 10 3 2 ♣ 10 8 6 4 3	N W E S	♠ Q 2 ♥ K Q J 7 3 ♦ Q J 8 6 ♣ K 9
11 **0 14** **15**	♠ K 10 4 3 ♥ A 5 2 ♦ A 9 7 4 ♣ A 7	

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

4 ♠ by South
Lead: ♥ 10

Ideally, South would have a second stop in hearts for the 1 NT overcall. North, with nine points, raises to 2 NT. With a maximum, South bids 3 NT.

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

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