

BRIDGE

Unit 7

IMPROVE YOUR COMPETITIVE BIDDING

Unit 7 deals with the competitive auction and shows how the meaning of responding bids may alter after overcalls by your opponents. We will look at the principle of the transferred king when bidding in protective position, and some of the recent uses of 'double' and how to respond to partners overcalls. Responses to simple and jump overcalls will be examined, as well as forcing, limit and invitational bids.

It is hoped that at this stage of your game you will realise that the fairly rigid guidance you have been offered so far is simply a framework, and that decisions about bidding (or not bidding) are almost entirely yours to make. There are usually choices to be made. Have the confidence to make these decisions and to win the post mortem.

Remember though that post mortems are not about fixing blame. They are about deciding what to do in similar situations in the future. Enjoy!

Please use the North Eastern Bridge Association's web site at www.neba.co.uk where you will find lots of useful information on bidding and play techniques, events, links, news and results from our area.



CONTENTS

1. INTRODUCTION
2. ALERTING PROCEDURES
3. ETHICS
4. GETTING INTO THE AUCTION
5. OVERCALLS
6. JUMP OVERCALLS
7. RESPONSES TO OVERCALLS
8. TAKE OUT DOUBLE
9. MORE DOUBLES 1.
10. MORE DOUBLES 2.
11. RESPONSES TO DOUBLES 1.
12. ACTION OVER INTERVENTION
13. NEGATIVE DOUBLES
14. LIMIT BIDS
15. LIMIT BIDS - SUIT PREFERENCE
16. FORCING BIDS
17. PRE-EMPTIVE BIDS
18. PROTECTIVE BIDS 1.
19. PROTECTIVE BIDS 2.
20. UNASSUMING CUE BID
21. COMPETITIVE AUCTION QUIZ
22. COMPETITIVE AUCTION ANSWERS
23. EBU CONVENTION CARD
24. EBU CONVENTION CARD

ALERTING & ANNOUNCING PROCEDURES

Rules on alerting were introduced on August 1st 2006. They introduced the concept of ANNOUNCING and were subsequently modified in August 2013. Here is a summary.

When partner opens 1NT, *you* must ANNOUNCE the point range by saying "12 - 14" (or whatever range you play).

Assuming you play Stayman and transfers, these conventional bids must be ANNOUNCED, not alerted.

After 1NT, you bid 2♣, partner will announce "*Stayman*" (If partner then bids 2♦, you do not have to alert this bid.)

After 1NT, you bid 2♦ partner will announce "*Hearts*"

After 1NT, you bid 2♥ partner will announce "*Spades*" (Do not alert or announce the completion of the transfer.)

Opening bids of 2♣ must still be alerted!

At this stage of your development your opening bids of 2♦, 2♥ and 2♠ may be strong forcing bids.

When you make them, partner must now ANNOUNCE them as "*Strong, forcing*" *This is because many club players use these bids with 6-10 pts. and will announce "weak"*

The other big change, is that bids higher than 3NT (*Other than opening conventional bids which you will not come across*) must NOT be alerted. That includes 'Blackwood and the responses to 'Blackwood'.

Try to alert as quickly as possible before your right hand opponent bids. If the opponent *has* bid *before* you have alerted, that opponent is entitled to withdraw his bid without penalty.

If your partner does not alert a conventional bid that you have made, you must continue *your* bidding as if partner has understood your bid, and *had* alerted. Never say to the opponents, "Partner should have alerted my bid!" Waking your partner up would be advantageous to your side, and this is not allowed.

Never be afraid to call for the directors help. That is why he is there, but do it sensitively without offending your opponents and let them know why you are asking for the directors help.

NEW RULES INTRODUCED IN AUGUST 2013

New rules on ANNOUNCING were introduced on August 1st 2013.

Opening bids of 2NT now require partner to announce the range e.g. 20-22, 19-20 etc.

Obvious responses to 2NT such as Stayman and transfers should now announced.

(This does not include Puppet Stayman which must still be alerted).

A fuller description of the 2013 changes can be found on the NEBA website at

<http://www.neba.co.uk/HOME/2013announcement.html>

Of course, having a properly filled in convention card would save a lot of misunderstandings.

Asking Questions

If your opponents alert a bid, it does not automatically give you the right to ask for an explanation!

You should only ask:

When it is your turn to bid AND if you have a *serious intention* of making a bid yourself.

If you are on lead, at the end of the auction you *really should* ask for a review of the whole auction so that you have a fuller picture of what the opponents bidding revealed.

Do not draw attention to any specific bid, particularly a conventional bid, as this may suggest to your partner that you have that suit.

If during this explanation you feel that your side has been seriously misled because of a failure to alert, you should politely request the help of the director.

Let the Director sort it out rather than brooding on the incident for the rest of the evening.

Once you have **left the table**, the hand is dead. *Forget it and move on!*

If partner is on lead, wait until she has selected a card and held it face down, before you ask any questions.

ETHICS DURING THE AUCTION

Bridge, because of its complexity has a strict code of ethics and rules.

The first visit to a Bridge club can be daunting, but don't be put off. Occasionally an inexperienced player can *unintentionally* do things which, in the Bridge world, are '*not cricket*'.

The **Director** runs the meeting and if he is called to the table because of some infringement, do not be upset. He is simply the referee trying to be fair to everyone.

If *you* call the director, do so politely, and explain to your opponents why you want the directors advice.

The director is your best friend!

We have listed some of the common errors made by inexperienced players.

After greeting your opponents simply explain that you are playing 'Acol' with a weak NT .

During the Bidding

- AVOID looking at your partner. (Especially for a reaction to your bid.)
- AVOID pausing too long before passing. This hesitation puts constraints on your partner.
- AVOID fiddling with various bids in the bidding box. Decide before you move.
- AVOID asking about any of your opponents' bids *out of turn*.
- AVOID asking about any of your opponents' bids *unless* you have a serious intention of bidding.
- ALWAYS announce the point range, when partner bids 1NT or 2NT
- ALWAYS announce, "Stayman". Transfer bids can be announced simply as "Hearts" or "Spades".
- ALWAYS 'bid 'in tempo'. Not quickly with no points, and slowly when you have points.
- ALWAYS use the 'STOP' card when skipping a level of bidding. (Replace it after a few seconds).
- ALWAYS pause for a few seconds if the opponent uses the 'STOP' card. (Wait until it is removed)
- ALWAYS give a full explanation if the opponents ask about any of your partner's bids.

At the end of the Auction

It is sensible to ask for a full explanation of ALL your opponent's alerted bids. They may *not* mean what you think. The information that you are given can affect the lead that you are about to make.

When on lead, DON'T face your opening lead *before* partner has had a chance to ask questions.

When *not* on lead, DON'T ask about the bidding *before* your partner has selected his/her lead.

If an opponent says during the auction "*I reserve my rights*" don't panic. He is simply saying that if, at the end of the play, he feels that he has been damaged by an incorrect explanation or a failure to alert etc., he would like the director to adjudicate. This usually occurs after a hesitation and pass from one player followed by a subsequent bid from the hesitator's partner. On a normal club night most of these indiscretions will pass without comment.

Don't become a barrack room lawyer or a po-faced pedant.

Although no clubs in this area insist upon them, it would be wise for you and your partner to carry identical *convention cards* which explain to your opponents all the details of your bidding system. (Pages 19/20)

You will need a convention card for NEBA and EBU competitions.

GETTING IN TO THE AUCTION

If your opponents beat you to the opening bid, you can get into the auction in a number of ways. Each of the following bids, although wide ranging, show different strengths of hand.

Overcalls

(Overcalls are very different to opening bids).

You can overcall on a hand that you would not have opened. e.g. RHO opens 1♦, overcall 1♥ with

♠ 73
♥ AKJ872
♦ 1096
♣ 82

Similarly there are hands which you *would have opened*, but cannot overcall.

You would open this hand

♠ A73
♥ QJ82
♦ K974
♣ K8

but after opponents open 1♥

you have no bid available and should pass.

A simple overcall at the 1 level shows a good five card suit and is wide ranging. (8ish - 15)

A simple overcall at the 2 level needs to be a bit stronger (10ish - 15) but neither bid is forcing.

An overcall bid of 1NT

shows 16-18 pts. **AND A STOP IN THE OPPONENT'S SUIT**

A jump overcall

shows 16+ pts. and a good six card suit by agreement*

A jump to game

shows a shapely hand e.g. ♠ 3
♥ AQJ8753
♦ -
♣ K10842

*This is called a strong jump overcall.

Eventually you need to decide with your partner whether you play

weak jump overcalls (6-10), **intermediate** jump overcalls (11-15), or **strong** jump overcalls, (16+)

Takeout doubles

In bridge today most first and second round doubles of suit bids by the opponents, are for *takeout*.

This simply means that your partner will *take out* the double, by bidding their best suit.

Inexperienced players don't use "double" as often as they should.

Made directly, a double will have 12+ pts. and a shortage in the enemy suit, but if the opponents reveal a fit and weakness (by passing at the 2 level), a protective double should be made with fewer points especially if you are short in their suit.

If you take out the double, and partner subsequently bids NTs, he is showing a balanced 19+ count.

If you take out the double, and partner subsequently bids another suit, he is 17+ and single suited,

OR, if he subsequently cue bids the enemy suit, he is 17 ish and at least 5/5 in the other two suits.

Penalty doubles of 1NT

A double of 1NT shows 15-18 pts. (Usually a balanced or semi balanced hand).

Partner should usually pass with 6+ pts. and only bid if they cannot co-operate with your penalty double. (0-5)

If the opponents *wriggle*, (bid a suit or suits) all subsequent doubles are still for penalty!

Responder to the double would usually show his 6+ pts. by doubling any bid tried by the opponents.

Direct cue bids of the enemy suit

To bid the enemy suit is a rare, brash, daring thing to do, and at this stage of your learning, is only done when you have a very strong hand where you could make game even if partner had a *Yarborough* (no pts.)

If opponents have opened 1♠, bid 2♠ on ♠- ♥AKQ875 ♦AK2 ♣AQ84

The bid is forcing to game and gives you the chance to bid to a game or slam in hearts or clubs.

There are other situations when you might cue bid the enemy suit. (More later!)

NOTE:

When you play in a club, some players may use these cue bids differently. ASK before leading

SIMPLE OVERCALLS

The reasons for making an overcall are :

1. To begin a sequence which will get your side to the optimum contract.
2. To push the opponents one or more levels higher than they would wish to go.
3. To prepare the way for a possible sacrifice.
4. To indicate a good lead to partner, if the opponents win the auction.
5. To obstruct the opponents.

Remember, opening hands and overcalling hands are *DIFFERENT* animals!

Simple overcalls A simple overcall in a suit, is made at the lowest available level and shows;

- i) a **good*** five-card or longer suit.
- ii) 8ish -15 pts. at the 1 level, (*With 16+ you are too strong to make a simple suit overcall. Double*).
- iii) 10ish-15 pts. at the 2 level,

*The crucial point about overcalling is that you have a good quality suit to bid.

The Suit Quality Test suggests that you add the honours in the suit to the number of cards in the suit. The total for a 1 level overcall should be 7, and for a 2 level overcall 8.

What might you bid with the following hands if RHO opens 1♥? Both sides vulnerable.

<p>1</p> <div style="border: 1px solid #ccc; padding: 5px; background-color: #e6f2ff;"> <p>♠ AQ974 ♥ 96 ♦ AJ3 ♣ 984</p> </div> <p>SQT = 7 HCPs = 11</p> <p>.....</p>	<p>2</p> <div style="border: 1px solid #ccc; padding: 5px; background-color: #e6f2ff;"> <p>♠ KQJ832 ♥ 10 ♦ 953 ♣ Q98</p> </div> <p>SQT = 9 HCPs = 8</p> <p>.....</p>	<p>3</p> <div style="border: 1px solid #ccc; padding: 5px; background-color: #e6f2ff;"> <p>♠ K83 ♥ 87 ♦ KQJ95 ♣ A108</p> </div> <p>SQT = 8 HCPs = 13</p> <p>.....</p>	<p>4</p> <div style="border: 1px solid #ccc; padding: 5px; background-color: #e6f2ff;"> <p>♠ A83 ♥ AQ8 ♦ QJ95 ♣ K94</p> </div> <p>HCPs = 16</p> <p>.....</p>	<p>5</p> <div style="border: 1px solid #ccc; padding: 5px; background-color: #e6f2ff;"> <p>♠ 93 ♥ AK8 ♦ KJ95 ♣ Q942</p> </div> <p>HCPs = 13</p> <p>.....</p>
<p>6</p> <div style="border: 1px solid #ccc; padding: 5px; background-color: #e6f2ff;"> <p>♠ KQ974 ♥ 6 ♦ AJ3 ♣ AK84</p> </div> <p>SQT = 7 HCPs = 17</p> <p>.....</p>	<p>7</p> <div style="border: 1px solid #ccc; padding: 5px; background-color: #e6f2ff;"> <p>♠ J83 ♥ A9 ♦ 953 ♣ KQJ98</p> </div> <p>SQT = 8 HCPs = 11</p> <p>.....</p>	<p>8</p> <div style="border: 1px solid #ccc; padding: 5px; background-color: #e6f2ff;"> <p>♠ K832 ♥ J7 ♦ Q8653 ♣ A8</p> </div> <p>SQT = 5 HCPs = 10</p> <p>.....</p>	<p>9</p> <div style="border: 1px solid #ccc; padding: 5px; background-color: #e6f2ff;"> <p>♠ AKQ9 ♥ 8 ♦ KQJ965 ♣ A4</p> </div> <p>SQT = 9 HCPs = 19</p> <p>.....</p>	<p>10</p> <div style="border: 1px solid #ccc; padding: 5px; background-color: #e6f2ff;"> <p>♠ 9 ♥ 32 ♦ KQJ85 ♣ AQ754</p> </div> <p>SQT = 7 HCPs = 12</p> <p>.....</p>

ANSWERS

- | | |
|--|--|
| <p>1. 1♠</p> <p>2. 1♠ Assuming strong jump overcalls</p> <p>3. 2♦</p> <p>4. 1NT Balanced 16-18</p> <p>5. pass No bid available</p> | <p>6. X <i>Too strong to overcall</i></p> <p>7. 2♣</p> <p>8. pass Your suit is not good enough!</p> <p>9. 2♥ This cue bid shows a VERY strong hand</p> <p>10. 2♦ Just strong enough to re-bid in clubs</p> |
|--|--|

JUMP OVERCALLS

Jump overcalls

A jump overcall is made *one level higher* than necessary e.g.

N	E	or	N	E
1♣	2♥		1♠	3♥

A jump overcall shows a solid six card suit but is not forcing.

As a beginner you would expect it to show 16+ pts. but now you can agree with your partner to play either of the following strengths for your jump overcalls.

WEAK jump overcalls (6-10 pts.) Pre-emptive, but risky. After an opening bid of 1♦ overcall :

STOP 2♠	STOP 2♥	STOP 3♣
♠ KJ10765 ♥ 82 ♦ 5 ♣ K742	♠ 82 ♥ AQJ765 ♦ 52 ♣ 874	♠ 72 ♥ J83 ♦ 8 ♣ AKJ6432

Playing Intermediate or Strong Jump Overcalls you would simply overcall 1♠, 1♥ and 2♣
(Opponents may find it harder to find their major fit after a weak jump overcall)

INTERMEDIATE jump overcalls (11-15 pts.)

Safe, constructive but not very competitive. After an opening bid of 1♦ overcall :

STOP 2♠	STOP 2♥	STOP 3♣
♠ AK10765 ♥ 82 ♦ 5 ♣ KQ42	♠ 65 ♥ AQ10976 ♦ 85 ♣ KQ4	♠ 53 ♥ A7 ♦ K52 ♣ KQJ976

Playing Weak or Strong Jump Overcalls you would simply overcall 1♠, 1♥ & 2♣

STRONG jump overcalls 16+ pts. Safe but infrequent. After an opening bid of 1♦ overcall :

STOP 2♠	STOP 2♥	STOP 3♣
♠ KQJ765 ♥ A9 ♦ 5 ♣ AQ74	♠ AK ♥ KQ10642 ♦ A53 ♣ 104	♠ KQ6 ♥ K8 ♦ 5 ♣ AQJ9732

Playing Weak or Intermediate Jump Overcalls you would begin with a double on these hands
(followed by a jump in the appropriate suit).

CAUTION

Particularly if you decide to play WEAK jump overcalls, you must keep a close eye on the vulnerability and when you ARE vulnerable be very careful!

RESPONDING TO PARTNER'S OVERCALL

Overcalls are NON-FORCING. IF you bid on after partner's simple overcall:

1. You only need three card support
2. You need a stopper in the opponent's suit to bid NTs.
3. Most importantly, you must have some reason for bidding to a higher level!

After the sequence below where partner makes a 1 level overcall :

Opener	Partner	Responder	You		
1♣	1♥	Pass	?	2♥ = 8-11 with 3+ hearts	1NT = 8 - 11 pts.
				*3♥ = 12-14 with 3+ hearts	2NT = 12 -14 pts.
				*4♥ = 15-17 with 3+ hearts	3NT = 15 -17 pts.

After the sequence below where partner makes a 2 level overcall :

Opener	Partner	Responder	You		
1♠	2♥	Pass	?	*3♥ = 10 -12 with 3+ hearts	2NT = 10 -12 pts.
				*4♥ = 13 -15 with 3+ hearts	3NT = 13 -15 pts.

Without a fit, be less inclined to bid at all. Never try to rescue partner. Partner's overcall is *non-forcing*.

Understanding vulnerability, is important when trying to push opponents into higher level contracts.

1. One down doubled vulnerable (-200) will be worse than any part score opponents can make!
2. Two down doubled vulnerable, is worse than them making a NV game. -500 against 420 or 450.

The general idea is to push the opponents to a 3 level suit contract, and then pass.

Hope that they make one *over*, or one *under* their contract.

Similarly, if they bid on to 5♥ after your sacrifice of 4♠, pass unless a double is clear cut.

Remembering that a 1 level overcall shows 8ish -15 pts. what would you bid with the following hands?

Opener	Partner	Responder	You
1♥	1♠	Pass	?

1.

♠ A62
♥ 62
♦ KJ53
♣ 10983

2.

♠ 983
♥ 98
♦ AKJ3
♣ K983

3.

♠ K8
♥ A8
♦ KQJ95
♣ 10983

4.

♠ AJ83
♥ Q98
♦ AKJ95
♣ 4

5.

♠ 83
♥ KJ8
♦ A953
♣ Q1083

6.

♠ K9843
♥ 8
♦ AJ7632
♣ 9

Opener	Partner	Responder	You
1♠	2♥	Pass	?

7.

♠ A6
♥ 862
♦ KJ53
♣ 10983

8.

♠ A983
♥ KJ8
♦ 93
♣ K983

9.

♠ K3
♥ AK7
♦ 9532
♣ K1086

ANSWERS

1. Bid 2♠
2. Bid 2♠
3. Bid 2♦
4. Bid 4♠
5. Bid 1NT
6. Bid 4♠
- HCPs less important than shape.
7. Pass
8. Bid *3♥
9. Bid *4♥

*With an interest in game many club players will use what is called an **unassuming cue bid**. (page 18)

THE 'TAKEOUT' DOUBLE

After counting your points, and realising that you can open the bidding with 1♣ or 1♦ or 1♥ it is very annoying to hear the player on your right open 1♠!

If you hold an opening hand and a shortage in RHOs suit, **X** (*double*) is often your best bid

This direct first round double of the opponents suit is NOT for penalties. It is a **Takeout Double** which asks your partner to bid his best suit *because you can support each of the other suits*.

♠ AK74
♥ KJ65
♦ 4
♣ QJ104

Here, after your RHO has opened 1♦, you have the perfect hand for a takeout double.

1. Opening points
2. Support for the other three suits.
3. Shortage in opener's suit.

Although the following hands are less perfect, after a 1♦ opening bid from your RHO you should still enter the bidding with **X**

♠ J8742
♥ KQ6
♦ 92
♣ AQ10*

♠ AK6
♥ K965
♦ 8
♣ QJ1042

♠ AK74
♥ KJ65
♦ 74
♣ QJ4

Partner will expect at least three cards to an honour in each of the other suits.

*An overcall in spades would not be wrong, but it would suggest a much better suit! (Suit quality test is only 6)

With these hands
12 -15 pts.

♠ K5
♥ KJ532
♦ 4
♣ AJ532

♠ AJ1094
♥ Q53
♦ 85
♣ KQ5

With a good five card major and 8-15 HCPs, don't double, simply **overcall** your major.

If, after doubling, you bid another suit, it would be telling partner that you have a much stronger hand. (16+)

e.g. If after your double 1♦, partner bids 1♠, and you NOW bid 2♥ partner will expect at least 16 pts.

♠ A5
♥ KQ532
♦ 4
♣ AK532

♠ A85
♥ KQ753
♦ Q5
♣ AK5

Other considerations.

If your hand is single suited, double with 16+ but otherwise bid the strength of your hand in that suit, using the criteria for overcalls and jump overcalls. Prefer an overcall of 1♠ on hands with five of a major but double on hands with four of a major even if you have five of a minor.

There is no absolute right or wrong. It is a matter of style. Whatever suits you.

In the modern game, a takeout double of a major, virtually guarantees **four of the other major**.

Without four of the other major prefer to overcall a five card minor unless 16+ or you may wish to explore some *conventional bids* that show two suited hands.

With 20 ish HCPs begin with double and then bid NTs at the cheapest level

If you have 12+pts. and four or five cards in the opponent's suit, don't double, (because **X** means that you are SHORT in their suit) **pass smoothly, without hesitation**, and hope that your partner can keep the auction alive from the protective position.

The crucial exception to 1st round doubles is that - -

a double of 1NT is always for penalties, and it should not be alerted.

It shows a balanced hand with at least 1 point higher than the opponent's NT range (usually 15-18).

Partner would only take out this penalty double (by bidding) if he had fewer than 6 H.C.Ps.

If responder to the double does bid, the doubler should normally pass.

MORE DOUBLES

As bidding became more precise using *double* at low levels for penalties served little purpose. With only fifteen words in the Bridge vocabulary players wisely give more useful meanings to low level doubles. Here are some!

Takeout Doubles are made at a low level after opponents have opened the bidding

N	E	S	W	
1♦	<u>X</u>			Would mean, 12+ pts. Shortage in enemy suit. "Partner bid your suit"
N	E	S	W	
1♦	X	2♦	-	If opener's partner gives support, a 2nd double is still for take out.
-	<u>X</u>			
N	E	S	W	A double of a pre-emptive bid is always for takeout!
3♦	<u>X</u>			

Re-opening Doubles are made by opener or responder to protect partner's pass

N	E	S	W	
1♦	1♥	p	p	Still a take out double protecting south's pass. (South may have passed for penalties! More on protective bids later)
X				
N	E	S	W	
1♦	1♥	p	2♥	Now south's double, simply say, "Lets compete"
P	P	X		Few pts. but prepared to bid to 3♦

Negative Doubles are made by responder, after partner has opened the bidding.

N	E	S		
1♦	1♥	<u>X</u>	says	"I have 6+ pts. and four spades" *
1♦	1♥	<u>1♠</u>	says	"I have 6+ pts. and five spades" *

* Other players may agree that this shows that their side has the balance of points (9+ pts.)

N	E	S		
1♦	1♠	<u>2♥</u>	says	"I have 10+ pts and five hearts" (happy for north to bid 3♦)

N	E	S		
1♦	1♠	<u>X</u>	says	"I have 6+ pts and four hearts" or five but not strong enough to bid 2♥

The nice thing now, is that if the bidding goes -

N	E	S		
1♦	1♠	2♣		North knows that south doesn't have four of the other major. Holding ♠ 63 ♥AQ82 ♦KQ975 ♣K10 North needn't worry about missing an 8 card major fit. There isn't one!

Like 'Stayman' and 'transfers', 'negative doubles' allow us to distinguish between four and five card major suits when responding.

MORE DOUBLES 2.

Lead Directing Doubles

In a sequence where the opponents have used a conventional bid during the auction, a double of the conventional bid is instructing partner to lead that suit.

e.g.	N	E	S	W	
	1NT	pass	2♦*	X**	* Transfer to hearts ** Lead diamonds

After 1NT by opponent, doubles of 2♣ *Stayman* asks for a club lead.

If the opponents reach a *Blackwood* or *Gerber* sequence asking for aces, a double is lead directing!

e.g.	N	E	S	W	
	1♠	pass	4NT	pass	* Showing 1 ace ** Lead diamonds.
	5♦*	X**			

Before making such a double be sure that the opponents cannot re-double this contract to play!!!

Doubles of 2 or 3 level pre-emptive bids

Doubles of *weak twos*, and three level opens, are usually played as takeout doubles.

However you must *establish the meaning with your partner* and state it on your convention card.

e.g.	N	E	
	2♠*	X**	* Weak two ** Takeout

e.g.	N	E	
	3♠*	X**	* Pre-empt ** Takeout

Doubles of pre-empts higher than this are usually for penalty

e.g.	N	E	
	4♠*	X**	* Pre-empt ** Penalty

A bid of 4NT here would be more clearly for take out. 4NT *could not* be natural!

Lightner Doubles (Very Advanced)

The double of a slam contract asks for an *unusual lead*.

e.g.	N	E	S	W	
	1♥	p	2♠	p	When west holds - ♠ - ♥ 732 ♦ A8542 ♣ Q8642
	3♥	p	5♥	p	
	6♥	p	p	x	

RESPONSES TO A TAKEOUT DOUBLE

Remember a direct take out double from your partner is telling you that she has : A hand good enough to open the bidding, a shortage in the opener's suit and an ability to support the other suits.

Responding to Partner's Takeout Double

If partner doubles an opponent's suit bid, you must respond unless:

1. The opponent on your right makes a bid, or
2. You have a long, strong holding in the opponent's suit and want to "convert" partner's takeout double to a penalty double. Otherwise you are required to bid your best suit!
Especially if you have few points, (or even no points.)

With 0 - 8 ish pts,	bid your suit at the cheapest level.	e.g. 1♥ X pass 1♠
With 10 ish pts,	make a single jump in your suit.	e.g. 1♥ X pass 2♠ (one round force)
With 12+ pts,	make a double jump in your suit.	e.g. 1♥ X pass 3♠ (game force)

With 0-8 pts. and a major and a minor suit, bid the major suit 1st, even if you have a longer minor.

e.g. Holding ♠ KJ74
♥ 1096
♦ 4
♣ QJ1042 if partner doubles 1♦, bid 1♠, rather than 2♣.

<p>If you have a stop in the opponent's opening suit, and a fairly balanced hand, <i>without</i> a four card major, you could bid NTs rather than a suit.</p>	<p>With 0-7 H.C.P.s still bid a suit With 9 ish H.C.P.s bid 1NT With 10-12 H.C.P.s bid 2NT With 13-15 H.C.P.s bid 3NT</p>
--	--

	W	N	E	S
What should you bid as south after this sequence?	1♦	X	p	(?)

<p>1</p> <div style="border: 1px solid #008080; padding: 5px; width: fit-content; margin: 0 auto;"> ♠ K9652 ♥ KQ5 ♦ 73 ♣ J42 </div>	<p>2*</p> <div style="border: 1px solid #008080; padding: 5px; width: fit-content; margin: 0 auto;"> ♠ Q96 ♥ Q5 ♦ KJ63 ♣ J742 </div>	<p>3</p> <div style="border: 1px solid #008080; padding: 5px; width: fit-content; margin: 0 auto;"> ♠ J965 ♥ KQ5 ♦ 72 ♣ 9854 </div>	<p>4</p> <div style="border: 1px solid #008080; padding: 5px; width: fit-content; margin: 0 auto;"> ♠ 9652 ♥ 765 ♦ 732 ♣ J42 </div>
.....			
<p>5</p> <div style="border: 1px solid #ADD8E6; padding: 5px; width: fit-content; margin: 0 auto;"> ♠ AJ5 ♥ KQ10 ♦ J432 ♣ A75 </div>	<p>6</p> <div style="border: 1px solid #ADD8E6; padding: 5px; width: fit-content; margin: 0 auto;"> ♠ AQ976 ♥ K ♦ K96 ♣ J742 </div>	<p>7</p> <div style="border: 1px solid #ADD8E6; padding: 5px; width: fit-content; margin: 0 auto;"> ♠ K43 ♥ KQJ76 ♦ Q64 ♣ 76 </div>	<p>8**</p> <div style="border: 1px solid #ADD8E6; padding: 5px; width: fit-content; margin: 0 auto;"> ♠ 93 ♥ KQ5 ♦ KQJ42 ♣ 984 </div>
.....			

Answers	1. 2♠	2. 1NT*	3. 1♠	4. 1♠
	5. 3NT	6. 4♠	7. 3♥	8. Pass**

**Keep these 1NT responses for hands with 9 HCPs*
***On the rare occasion, when you have points and length in the enemy suit, you, may decide to pass partner's takeout double. Thus converting it into a penalty double. (An awareness of vulnerability is important here).*

ACTION AFTER OPPONENTS OVERCALL

There are two types of auction

1. **CONSTRUCTIVE AUCTION** Where you have the bidding to yourselves.
2. **COMPETITIVE AUCTION** Where the opponents compete.

The meaning of responding bids alters slightly if opponents compete. Here are some examples

Responding Bids of NTs in the Competitive Auction

CONSTRUCTIVE AUCTION

♠ 98
♥ AQ862
♦ KQ64
♣ 102

♠ J5
♥ Q97
♦ 8753
♣ KQ98

N S
1H 1NT

COMPETITIVE AUCTION 1.

♠ 98
♥ AQ862
♦ KQ64
♣ 102

♠ J5
♥ Q97
♦ 8753
♣ KQ98

N E S
1H 1S 2H

COMPETITIVE AUCTION 2.

♠ 98
♥ AQ862
♦ KQ64
♣ 102

♠ J95
♥ Q9
♦ 8753
♣ KQ98

N E S
1H 1S X

In the **constructive auction** south will respond 1NT to show 6-9 pts. without four spades or four hearts.

AUCTION 1.

After east overcalls 1♠, south can no longer respond 1NT because south has NO STOP in spades. The best bid now for south would be a limit bid of 2♥ with only 3 card support. Not perfect but better than passing.

AUCTION 2.

With south's slightly altered hand, the options would be X to show the other two suits or pass!

Requirements for 2 Level Suit Changes in the Competitive Auction

CONSTRUCTIVE AUCTION

♠ 98
♥ AQ862
♦ KQ64
♣ 102

♠ 65
♥ 1097
♦ A75
♣ KJ1098

N S
1H 1NT

COMPETITIVE AUCTION 1.

♠ 98
♥ AQ862
♦ KQ64
♣ 102

♠ 65
♥ 1097
♦ A75
♣ KJ1098

N E S
1H 1S 2C

COMPETITIVE AUCTION 2.

♠ 98
♥ AQ862
♦ KQ64
♣ 102

♠ K65
♥ 109
♦ Q75
♣ KJ1098

N E S
1H 1S 1NT

In the **constructive auction** south will respond 1NT to show 6-9 pts. without four spades or four hearts.

AUCTION 1.

After east overcalls 1♠, south can shade the requirements for a 2 level change of suit and bid 2♣ to show a decent suit and a willingness to play in 2♥

AUCTION 2.

With south's slightly altered hand, the bid would be 1NT to show the stop & 9ish pts. (To bid 1NT would be unwise, with only 6 pts. even with the stop)

Negative Doubles

CONSTRUCTIVE AUCTION

♠ 98	♠ KJ65
♥ AQ862	♥ 1097
♦ KQ64	♦ 75
♣ 102	♣ KJ1098

W E
1H 1S

COMPETITIVE AUCTION

♠ 98	♠ KJ65
♥ AQ862	♥ 1097
♦ KQ64	♦ 75
♣ 102	♣ KJ1098

W N E
1H 2C X

In the **constructive auction** east will simply respond 1♠.

In the competitive auction east is not strong enough to bid spades even if he had 5. East will double to **show 4 of the other major.**

A NEGATIVE DOUBLE.

More on page 13.

NEGATIVE DOUBLES

Overcalls can be a nuisance to responder.

N	E	S
1♦	1♠	?

You are south with this hand.

If partner opens 1♦ and the opponents overcall 1♠, it is difficult to show this hand - because you are not strong enough to change the suit at the 2 level!

You would have bid 1♥ without the interference.

You could simply show support and bid 2♦, but what if partner has four hearts?

Use what is called a NEGATIVE DOUBLE to get around the problem.

The double shows some support for partner's suit, 6+ pts. and a *four card holding in the other major*.

♠	J7
♥	AJ96
♦	Q53
♣	9842

Having established this principle, we can take it one stage further.

On this 2nd hand the overcall has not taken our bid away.

We could still bid 1♠! If we *double* we are still saying everything that we said above, but why not just bid 1♠?

The answer is - because you have only *four* spades.

N	E	S
1♦	1♥	?

♠	KQ73
♥	96
♦	Q53
♣	9842

Therefore when you bid 1♠ you are telling partner that you have *five* or more spades
So, without taking up any bidding space you can give more precise information.

♠	KQ973
♥	96
♦	Q53
♣	984

Now let us go back to the first hand

What could you bid with an extra heart?

You still cannot bid 2♥ with only 7 HCPs

So the best available bid is still a negative double.

You cannot show the extra heart but your bid guarantees four.

If partner bids 2♥ you could raise to three.

♠	J7
♥	AJ96
♦	Q53
♣	9842

♠	7
♥	AJ963
♦	Q53
♣	9842

To sum up - After partner has opened a minor and opponents overcall of a major, responder's **X (double)** shows FOUR of the other major and 6+HCPs (a Negative Double)
A *bid* by responder shows FIVE, *but still requires 10ish pts. at the 2 level.* (Otherwise, use a Negative Double)

♠	7
♥	AK109
♦	Q43
♣	KQ1097
♠	54
♥	6542
♦	A96
♣	A864

♠	53
♥	KQ98
♦	A10986
♣	AJ
♠	7642
♥	AJ107
♦	K752
♣	4

♠	Q94
♥	KQJ
♦	J9
♣	AKQJ4
♠	K863
♥	9
♦	KQ65
♣	10876

♠	Q63
♥	KQJ
♦	J9
♣	AKQJ4
♠	AK852
♥	9
♦	765
♣	10763

♠	7
♥	AK109
♦	Q43
♣	KQ1097
♠	54
♥	Q6542
♦	96
♣	A864

N	E	S
1♣	1♠	?
X = four hearts		

North is just worth a 3♥ bid and south can bid game.

N	E	S
1♦	1♠	?
X = four hearts		

After north's 2♥
South bids 3♥
North bids 4♥

N	E	S
1♣	1♥	?
X = four spades		

North bids 3NT
There is no eight card major fit.

N	E	S
1♣	1♥	?
1♠ = five spades		

North bids 4♠
with an eight card major fit.

N	E	S
1♣	1♠	?
X = Not strong enough to bid 2♥ to show five.		

LIMIT BIDS

When partner goes into an unexpected trance during the bidding do you ever grind your teeth thinking- "You can't pass !?" or alternatively "What are you thinking about? Pass !" These unspoken thoughts bring into sharp focus the importance of recognising limit bids, and forcing bids, which are crucial to partnership understanding.

Whenever you return your partner to their suit, do so

AT THE LEVEL YOU CAN AFFORD

♠ AK109	♠ 542	W	E
♥ Q7	♥ 6542	1D	1H
♦ KQ1097	♦ A86	1S	2D*
♣ 52	♣ A86	pass	

- 1D An opening hand
- 1H shows 6+pts. and is 100% forcing for 1 round.
- 1S shows 5 diamonds, 4 spades.
- 2D tells partner "**That** is as far as I can take you. Anything further is up to you." (6-9 pts.)

♠ A6	♠ KQ542	W	E
♥ AQ1094	♥ J53	1H	1S
♦ KQ109	♦ A76	2D	3H
♣ 52	♣ 86	4H	

- 1H An opening hand
- 1S shows 6+pts. and is 100% forcing for 1 round.
- 2D shows 5 hearts, 4 diamonds.
- 3H tells partner "**That is as far as I can take you.** I have 10 ish pts., 3 hearts, probably an 8 loser".
- 4H Either 15 ish pts. or a 6 loser

♠ AJ982	♠ K543	W	E
♥ A9	♥ 8762	1S	2S
♦ KJ109	♦ Q76	pass	
♣ 52	♣ 98		

- 1S An opening hand
- 2S shows 5-8 ish and at least 3 card support. 9 loser
- Pass I would need a 5 loser to bid on.

Whenever you return to your own suit, do so

AT THE LEVEL YOU CAN AFFORD

♠ AJ982	♠ K5	W	E
♥ A9	♥ KQ762	1S	2H
♦ K1042	♦ 763	2S	
♣ 52	♣ Q84		

- 1S An opening hand
- 2H shows 10+ and at least 5 hearts.
- 2S Even with 10 pts in east I cannot reverse into 3D.
- Pass Partner's bid is not forcing. S/he hasn't 3 hearts. I haven't 3 spades. I have nothing extra in pts.

♠ A102	♠ K543	W	E
♥ A9	♥ 8762	1D	1H
♦ AQJ1092	♦ K7	3D	3NT
♣ K10	♣ Q85		

- 1D An opening hand
- 1H shows 6+pts. and is 100% forcing for 1 round.
- 3D This jump bid shows 6 diamonds and 17 -19 pts.
- 3NT 8 HCPs and balanced must be worth a punt.

Most

NT BIDS ARE LIMIT BIDS

♠ AJ98	♠ K52	W	E
♥ AQ862	♥ 10	1H	1NT
♦ K4	♦ QJ976	pass	
♣ 102	♣ J983		

- 1H An opening hand
- 1NT shows 6-9 and not four spades. Any shape!
- Pass I am semi balanced. To rebid hearts would usually show 6 To reverse into 2S would be suicidal

SUIT PREFERENCE - LIMIT BIDS

Sometimes in bridge your hand simply does not fit with partners. After initially exploring suits during the auction, learn to recognise when there is a horrible mis-fitting pair of hands and stop the bidding as quickly as you can.

The unfortunate consequence of recognising the mis-fit is that you sometimes have to return partner to their first suit with only two cards in the suit (or sometimes with only one card as this 1st example illustrates.)

When you are weak

5-2 IS BETTER THAN 4-3

<p>♠ 98 ♠ KJ52 ♥ AQ862 ♥ J ♦ KQ64 ♦ 85 ♣ 102 ♣ J98632</p>	<table border="0"> <tr><td>W</td><td>E</td></tr> <tr><td>1H</td><td>1S</td></tr> <tr><td>2D</td><td>2H</td></tr> </table>	W	E	1H	1S	2D	2H	<p>1H An opening hand 1S shows 6+ and four spades. 2D shows 5 hearts and 4 diamonds. (12-16) 2H UGH. Any other bid by you in this sequence would be forcing. Taking you into a nightmare.</p>
W	E							
1H	1S							
2D	2H							

It may occur to you that passing 2♦ may be your better option. BUT
 The principle that should be adopted in these situations is that when you are weak a 5-2 fit is better than a 4-3 fit. That extends to the dreadful situation you find yourself in on the above hand.
 A 5-1 fit is better than a 4-2 fit.
 IF vulnerable and playing good opponents, the only argument for passing 2♦ is that you have not been doubled!

So, as opener

DO NOT ASSUME A FIT IF PARTNER BIDS YOUR SUIT AT THE 2 LEVEL

<p>♠ AK1093 ♠ 54 ♥ Q7 ♥ 6542 ♦ KQ109 ♦ A86 ♣ 52 ♣ K973</p>	<table border="0"> <tr><td>W</td><td>E</td></tr> <tr><td>1S</td><td>1NT</td></tr> <tr><td>2D</td><td>2S</td></tr> <tr><td>pass</td><td></td></tr> </table>	W	E	1S	1NT	2D	2S	pass		<p>1S An opening hand. 1NT shows 6-9pts. any shape. 2D shows 5 spades and 4 diamonds, 2S SUIT PREFERENCE. Of the t.o suits you have offered, I prefer spades. (5-2 not 4-3)</p>
W	E									
1S	1NT									
2D	2S									
pass										

In case you are wondering why 5-2 is better than 4-3, try to imagine being forced to ruff in the 'long' hand. You would be down to 3-3 and unable to draw the opponents trumps.

With 2 more cards in partner's 2nd suit

YOU CAN PASS PARTNER'S NON-FORCING REBID

<p>♠ AJ982 ♠ 4 ♥ A9 ♥ 8743 ♦ KJ109 ♦ Q76 ♣ 52 ♣ AJ982</p>	<table border="0"> <tr><td>W</td><td>E</td></tr> <tr><td>1S</td><td>1NT</td></tr> <tr><td>2D</td><td>Pass</td></tr> </table>	W	E	1S	1NT	2D	Pass	<p>1S An opening hand. 1NT shows 6-9pts. any shape. 2D shows 5 spades and 4 diamonds. Pass SUIT PREFERENCE shows at least 2 more diamonds than spades</p>
W	E							
1S	1NT							
2D	Pass							

- So - the final piece in the suit preference jigsaw is that you can pass partner's 2nd suit if
- You have TWO more cards in the 2nd suit than in partner's 1st suit. (e.g. 3-1 or 4-2 or 2-0 etc.)
 - You have NO interest in game and need to stop the auction in the best suit available.

FORCING BIDS

As well as natural and conventional bids, it is essential that pairs understand that bids can be either : *wide ranging bids, limit bids, forcing bids or invitational bids.*

Forcing bids are bids that cannot be passed, unless there is an intervening bid.

There are some which are obvious. e.g.

- | | | |
|--------------------------------------|--------------------|---------------------|
| 1. A cue bid of the opponent's suit. | 2. 'Stayman' | 3. 'Blackwood' |
| 4. Transfers over 1NT or 2NT. | 5. 4th suit force. | 6. 2♣ opening bids. |

but have you considered that the following less dramatic bids are also totally forcing?

.....

1♦ - 1♥ is showing 6-16 pts. Before you open know what your rebid will be!

.....

1♦ - 1♠ This is called a 'reverse' because it requires responder to show suit preference at the
2♥ 3 level. It shows a 17+ pts, five diamonds and four hearts

.....

1♦ - 2♣ This is a '*responders reverse*' and cannot be passed.
2♦ - 2♠ (It shouldn't be made without 13+HCPs).
If you pick up 13+ points and your partner opens the bidding *you* know that you must reach a game contract and must take the responsibility for making forcing bids until game is reached!

.....

1NT - 2♥ Transfer. Totally forcing showing five spades.
2♠ - 3♥ After completion of transfer, suit bids are natural and forcing for one round.
Here showing four hearts and 13+pts. Choose your game!

.....

*Usually any new suit at the 3 level is forcing, but there are exceptions.
1♥ - 1NT
2♦ - 3♣ e.g. You cannot make a forcing bid after you have made a limit bid!
After having limited your hand to 6-9 pts. and partner having made a limit bid, your 3♣ is a full stop, showing six or seven clubs and no interest in 3NT.

.....

1♦ - 2♣ After the 2 NT bid **both** players know that every bid is forcing until the best
2NT game is reached. (2♣ shows 10+ pts. and 2NT shows 15+pts.)

.....

1♥ - p - 2♥ - X A double in this position is for take out, and is forcing you to bid even with no pts.

.....

1♥ - X First round doubles are usually forcing bids asking partner to bid their suit.
Even if the doubler's partner has no points, a bid must be made.
Occasionally, a first round double might be passed for penalties. If there is an intervening bid, you are no longer required to bid with a very weak hand.

.....

1♠ - 2♦ Holding ♠ AQ1064 ♥ 5 ♦ A874 ♣ KQ5
3♣ - ? *The rebid of 3♣ allows responder to bid either : 3♠ to show three spades,
3NT to show a heart stop, 3♦ to show five diamonds, 4♣ or 3♥ (4th suit force).
On this 5 loser hand with partner 10+ pts. you are committed to 3NT, 4♠ or 5♦

*Under normal circumstances the bid of a new suit at the 3 level is unconditionally forcing for one round. Consequently, players looking for a 3NT contract, sometimes resort to bidding three card minor suits at the 3 level, when no other sensible bid is available. They know that it will not be passed.

PRE-EMPTIVE BIDS

Pre-emptive opening bids at the three level are best made in 1st or 2nd position during the auction and they make a pre-emptive strike against your opponents, before they can constructively bid to *their* best contract. The trouble is that these bids also pre-empt your partner.

Guide lines for using this pre-emptive action:

- At least seven cards in the suit.
- You do not have, (outside your suit), defensive tricks *if* the opponents play the contract.
- You should not have, outside your suit, a four card major.
- The point range is 6-10
- It has little effect if the opponents have already bid, particularly a major suit.
- Assume that you will be doubled, and be particularly careful if you are vulnerable.
- You would be wise to agree not to pre-empt with a poor suit.

♠ xx
♥ xx
♦ Jx
♣ KQJxxxx

1.

♠ -
♥ xx
♦ QJ10xxxx
♣ KJxx

2.

♠ x
♥ AQJxxxx
♦ Kxxx
♣ x

3.

♠ KJxx
♥ xx
♦ -
♣ KJxxxxx

4.

- Opening bid - 3♣
- Opening bid - 3♦
- Opening bid - 4♥
- Opening bid - Pass (Four spades)
- Opening bid - 3♠
- Opening bid - Pass (Five hearts)
- Opening bid - 1♠ (Too strong)
- Opening bid - Pass (Weak suit)

♠ KQxxxxx
♥ Q
♦ Jxx
♣ xx

5.

♠ -
♥ xxxxx
♦ QJxxxxx
♣ K

6.

♠ QJxxxxx
♥ Ax
♦ -
♣ KJxx

7.

♠ xx
♥ Qxxxxxx
♦ x
♣ Axx

8.

Responding to pre-empts

Remember, that even with a strong hand after partner's pre-empt, you need an entry to the long suit. On hand 1.) bidding 3NT with will not work. 5♣ will!

♠ xx
♥ xx
♦ Jx
♣ KQJxxxx

♠ AKxx
♥ AKxx
♦ xxxx
♣ A

Pre-emptive overcalls

Over 1♦ from your right hand opponent, a bid of 4♣ on this hand may just stop the opponents from finding a major suit game. but over 1♠ from your right hand opponent, a bid of 4♣ has little effect because the opponents either have a known fit (and game), or there is no fit, and they will double you for penalties.

♠ 72
♥ 107
♦ J5
♣ KQJ8642

Defence to pre-empts

Most pairs simply play that a double of a pre-empt is for take out, exactly the same as doubling a 1 level bid. e.g.

N E W S
3♣ (X) would show hands like this

♠ AQ73
♥ KJ1083
♦ QJ9
♣ 3

♠ A
♥ A8632
♦ KQJ95
♣ K3

Partner could always convert this to a penalty double by passing, so make sure the X is up to strength!

PROTECTIVE POSITION 1.

You are dealt - ♠K63 ♥AJ987 ♦KQ5 ♣ 87

You like the hand and reject a 1NT open, deciding to open 1♥ (7 loser) and rebid 2♥, but surprisingly your right hand opponent (RHO) opens 1♥ before you. Now what?

If your left hand opponent passes, can you trust your partner, to *protect* your pass?

What is the protective position?

The player sitting in the protective position is the player whose *pass* would close the auction e.g.

N	E	S	W	West's pass, in protective position would close the auction!
1♥	-	-	?	

On each of these sequences, the player in protective position must strive to keep the bidding open.

N	E	S	W	East's pass, in protective position would close the auction!
1♥	-	2♥	-	
-	?			

In America this is known as '*balancing*'.

N	E	S	W	North's pass, in protective position would close the auction!
1♥	1♠	-	-	
?				

Here partner's pass used to be called a '*trap pass*'.

What are you protecting?

After an opening bid by your left hand opponent, you would expect your partner to:

1. Overcall with a respectable five card suit.
2. Make a take out double with an opening hand and a shortage in the opponent's suit.
3. Overcall 1NT with a 16-18 balanced hand and a good stop in the enemy suit.
4. Make a conventional bid to show distributional two suiters.

But a pass does not necessarily mean that your partner is weak!

After an opening bid of 1♥ on your left, your partner, would correctly *pass* with each of the following hands! The first three because he has hearts, and on the last two, he doesn't have a sensible overcall.

1	2	3	4	5
♠ A5 ♥ KJ83 ♦ K954 ♣ Q75	♠ 96 ♥ KJ832 ♦ AQ72 ♣ A5	♠ K84 ♥ KJ75 ♦ 42 ♣ AQ97	♠ AJ8 ♥ QJ7 ♦ 97542 ♣ KQ	♠ K53 ♥ AJ7 ♦ 942 ♣ KQ97

If the bidding goes as follows -

N	E	S	W
1♥	Pass	Pass	?

West is expected to do *something*!

Your partner has 13pts Opener has 12+

From your partner's perspective, there may be 15 pts between the other two hands.

They may be divided in one of three ways.

- a. If *opener's* partner has most of them, he would be doubled on any bid he was foolish enough to make.
- b. If *you* have them, *you* will take action, after the pass by responder.
- c. If they are evenly spread, (responder bids) your side will get a another opportunity if the bidding dies at a low level.

In 2nd position, do not feel obliged to bid, just because you have opening points. Every direct overcall should conform to one of the four points listed above.

PROTECTIVE POSITION 2.

What to bid in the protective position

The previous page outlined the possible hands that partner may have, sitting here in the east position.

N	E	S	W	West's pass, in protective position would close the auction!
1♥	p	p	?	

If west had a hand with four or more hearts then a pass would be appropriate.

With *two or fewer hearts*, west could do the following but you must make judgements at the table!

With 10+ pts. west should double.

With 6-9 pts west can overcall a minor five card suit at the two level or 1♠ with four good spades
Yes this breaks all the guidelines we have given you so far but you should compete.

Everything you might do in protective position is assumed by partner to be 3 HCPs fewer than normal bids. (Sometimes referred to as the transferred king.)

With 9/10 pts. West might bid 1NT on the assumption that east has values, and probably hearts.
Whatever west does, east must recognise that three of his points have been used!

In these auctions the points must be fairly evenly balanced between the two sides.

N	E	S	W
1♥	p	p	?

♠ AQ1062
♥ 85
♦ 74
♣ J1094

This is worth 1♠ despite its weak HCPs.
It offers a good lead to partner if you lose the auction

♠ K743
♥ 2
♦ A874
♣ K987

With 10 HCPs protect with a double.

♠ AQ106
♥ 8
♦ 7432
♣ QJ109

Overcalling on four card suits is NOT a good idea. However - - in protective position - - you have to do something, and you are just too weak to double. Cross your fingers and bid 1♠

♠ AQ10
♥ 85
♦ K1097
♣ J1094

Although the Standard English system recommends 12-14 pts. for a protective bid of 1NT our shortage in hearts suggests that partner has values.

After 1♥, wouldn't you bid 2♥ on ♠Kx ♥Qxxx ♦xxx ♣xxxx? RHO didn't, probably because he hasn't got hearts or perhaps he has only two or three points.

♠ A4
♥ KQ852
♦ J107
♣ J109

Here you have no option. Pass.

UNASSUMING CUE BID

An unassuming cue bid is a cue bid of the opponent's suit after your partner has *overcalled* in a suit. It shows at least three card support for your partner and a good raise to the next level of your partner's suit.

If the overcall was made on a very weak hand then partner can sign off at a low level.

For example - If LHO opens 1♥, and partner overcalls 1♠, a bid of 2♥ now would show at least three card support for spades and enough points for a raise to 3♠ or if partner has a good hand, 4♠.

This leaves a raise to 3♠ after partner's 1♠ overcall, *for pre-emptive purposes only*.

Partner will repeat their suit if it was a minimum overcall, or bid an outside feature with a stronger hand.

N E S W
 1♥ 1♠ Pass 2♥ = game interest in spades. How good was your overcall?

N E S W
 1♥ 1♠ Pass 2♠/3♠ = pre-emptive bids, showing support but no game interest.

N Partner You W
 E S
 1♥ 1♠ Pass 2♥ Partner's overcall could be as many as 15 pts or as few as 8pts.

Was this partner's hand for the 1♠ overcall? - - - - -

♠ KQ1053
 ♥ 76
 ♦ AQ105
 ♣ Q2

Hand A.

or this

♠ KJ1053
 ♥ 76
 ♦ Q65
 ♣ Q86

Hand B.

What would you do as west, if you held the following hands?

<i>Your hand 1</i>	<i>Your hand 2</i>	<i>Your hand 3</i>	<i>Your hand 4</i>
♠ Q964 ♥ Q43 ♦ 87 ♣ K1097 Bid 2♠	♠ AQ9 ♥ 84 ♦ KJ98 ♣ KJ109 Bid 2♥	♠ 98762 ♥ Q85 ♦ K732 ♣ 10 Bid 3♠	♠ A762 ♥ Q85 ♦ K732 ♣ A4 Bid 2♥

- Your hand 1. There is little chance of game. Show the support and leave it to partner.
- Your hand 2. Use the unassuming cue bid of 2♥.
 With *Hand A.* partner will bid 3♦. You can now bid 4♠
 With *Hand B.* partner will bid 2♠. You can now pass!
- Your hand 3. Your extra spade makes this worth a pre-emptive bid of 3♠. No game interest.
- Your hand 4. Use the unassuming cue bid of 2♥ as before.

If the situation gets competitive and the opponents jump to game, you will now have a better idea whether to double for penalties or sacrifice in 4♣. Obviously the unassuming cue bid is alertable!

COMPETITIVE AUCTION QUIZ

1. In an auction, the 1st bid other than pass is called anBid
2. If partner opens the bidding, *your* 1st bid is called a Bid
3. When the first player to bid, bids again, it is called aBid
4. If your right hand opponent opens 1♦ what are your options
 a b c d
5. What are the intentions of a simple suit overcall?

6. What are the requirements for a simple suit overcall?.....
7. Is an overcall a forcing bid?.....
8. When would you respond to partner's overcall?.....
9. After partner's overcall, is a change of suit forcing?.....
10. What are the requirements for a) an overcall, after an opening bid of 1NT
 b) overcall bid of 1NT?
11. What does **double** after an opening suit bid on your right show?
12. Is the double forcing?.....
13. How should you respond to respond to a takeout double?
14. Holding 12+points, when might you pass an opening bid on your right?
 a.....
 b.....
15. Which is the protective position?
16. What would a jump overcall show?.....
17. Have you agreed the strength of your jump overcalls?
18.

N	E	S	W	
1♦	1♥	Pass	2♦	What is the meaning of the 2♦ bid?
19.

1♦	1♥	X	What does this double mean?
----	----	---	-----------------------------------
20.

1♦	1♥	1♠	Is this a forcing bid and what is partner telling you
----	----	----	---

COMPETITIVE AUCTION ANSWERS

1. *Opening bid*
2. *Responding bid*
3. *Re-bid*
4. apass..... bovercall..... cdouble..... dcue-bid.....
5. *To compete and get your side to the optimum contract.*
To obstruct the opponents or push them too high.
To indicate a good lead.
To prepare the way for a possible sacrifice.
6. *8-16ish pts. at least a five card suit.*
7. *No.*
8. a) *Holding 3+of partners suit compete using LTC*
b) *With a fit and an interest in game (11+pts) make an unassuming cue bid .*
9. *No, but should be constructive, never rescue (unless contract is doubled and you have a void).*
10. a) *10+ pts. and good five cards suit.*
b) *16-18ish pts. and a good stop in opener's suit.*
11. *12+ pts. shortage in opponent's suit and support for the other 3 suits, or*
Strong 16ish+pts. and a single or 2 suited hand, or
A balanced hand 19ish+ pts.
12. *Not 100%forcingwith points and length in the enemy suit partner could pass.*
13. *Weak 0-8 pts bid a suit at cheapest level (major rather than minor).*
With 9ish pts jump a level, or bid NTs holding stops in enemy suit.
12+ pts. bid game in a major or NTs .
14. a) *Holding length in the opener's suit .*
b) *Holding a balanced 12-14.*
15. *The position whose pass would end the auction.*
16. *A six card suit. The strength is by agreement.*
17. *If not agree either weak 0-8. intermediate 9-15 strong 16+.*
18. *An unassuming cue bid shows support for hearts and game interest, 11+pts.*
19. *This is a negative double and shows a 4 card spade suit.*
20. *A change of suit is forcing and bidding 1♠ after the double shows 5 spades 6+ pts.*

BLANK E.B.U. CONVENTION CARD

Basic System				
OPENING BIDS	Point Range	Min. Length	CONVENTIONAL MEANING	SPECIAL RESPONSES
1♣				
1♦				
1♥				
1♠				
1NT				
2♣				
2♦				
2♥				
2♠				
2NT				
3 bids				
4 bids				

DEFENSIVE BIDS					
OVERCALLS	MEANING		OPONENTS OPEN	DEFENSIVE METHODS	
Simple			Strong 1♣		
Jump			Weak 1NT		
Cue Bid			Strong 1NT		
1NT	Direct	Protective	Weak 2 Bids		
		Weak 3 Bids		
2NT	Direct	Protective	4 Bids		
		Multi		
ACTION AFTER OPPONENTS INTERVENE WITH					
Simple Overcall	Double		Bids		
Jump Overcall	Double		Bids		
Double	Re-double	New suit	Jump in new suit	Jump raise	2NT
Other doubles					

BLANK E.B.U. CONVENTION CARD

OPENING LEADS	Against suit contracts 4th; 3rd & 5th				
<div style="border: 1px solid black; border-radius: 50%; width: 40px; height: 40px; margin: 0 auto; display: flex; align-items: center; justify-content: center;"> <div style="text-align: left; padding: 2px;"> Attach Red Spot, or hatch over if using non- standard leads. </div> </div>	A <u>K</u>	<u>A</u> K x	<u>K</u> Q 10	<u>K</u> Q x	K <u>J</u> 10
	K <u>10</u> 9	Q J 10	Q J x	<u>J</u> 10 9	10 x <u>x</u>
	<u>10</u> 9 x	9 <u>8</u> 7 x	10 x x <u>x</u>	H x x <u>x</u> x	H x x <u>x</u> x x
	H x x <u>x</u>	H x <u>x</u>	<u>x</u> x	x <u>x</u> x	x <u>x</u> x x
OPENING LEADS	Against NT contracts 4th; 3rd & 5th				
Other Leads	<u>A</u> K x (x)	A <u>J</u> 10 x	<u>K</u> Q 10	<u>K</u> Q x	K <u>J</u> 10
	K <u>10</u> 9	Q J 10	Q J x	<u>J</u> 10 x	10 x <u>x</u>
	10 x x <u>x</u>	<u>10</u> 9 x	9 <u>8</u> 7 x	H x <u>x</u>	H x x <u>x</u> x x
	H x x <u>x</u> x	H x x <u>x</u>	<u>x</u> x	x <u>x</u> x	x <u>x</u> x x

(In all the card combinations shown, circle the card normally led if different from standard. i.e. underlined card.)

CARDING METHODS	Describe Primary method. State alternatives in brackets.
On Partner's lead	
On Declarer's lead	
When discarding	
Exceptions to above	

SLAM CONVENTIONS	Meaning of responses	Action over interference
Name		

Other Conventions

Both players of a partnership must have identically completed convention cards.
Cards must be exchanged with opponents for each round.