



Bridge Workshop

Competitive Bidding Series 2

<http://watsongallery.ca/bridge/Workshops/CompetitiveBiddingWorkshop-Series2.pdf>

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Guiding Principles For this Workshop

Interfere with 1NT as much as possible

The Rule of Two

Direct Seat: Length of two long suits - losers is two or more

Balancing Seat: Two points in distribution

Bid to the limit of your hand right away and forever hold your peace.

Kit Woolsey: Bid the limit of your hand right away and give the last guess to the opponents.

If you pre-empt 3♥ but are willing to compete to 4♥, then open 4♥. A preemptor is silent after he pre-empts unless responding to a forcing bid.

W	N	E	S		W	N	E	S	
2♥	2♠			14+	2♥	P	P	2♠	10+
	3♠			17+				3♠	13+
	4♠			20+				4♠	16+

A jump to 4♠ is very strong-Good chances for game, Self sufficient suit

Doubling then bidding own suit is 17+ if partner can sign off at the three-level, but the suit is not self sufficient

W	N	E	S		W	N	E	S	
3♥	3♠			17+	3♥	P	P	3♠	13+
	4♠			20+				4♠	16+

20+ is odd to quantify. A jump to 4♠ really shows a self-sufficient suit and a very good chance at ten tricks.

When partner pre-empts, he is put in game with the Rule of 17 for weak twos and with counting cover cards for higher pre-empts.

Rule of 17: If HCP + support length is 17 or more, raise partner's weak two to the four-level. The rule may fail if the points are quacky.

For partner's preempt (Three level or higher) to make, the following is needed.

- Three cover cards (4 Aces, 4 Kings and the Queen of trump) if not vulnerable.
- Two cover cards if vulnerable.
- One less cover card at teams.

If partner opens 3♥ not vulnerable, he needs three cover cards to make his contract and a total of four cover cards to make 4♥. If vulnerable, this total is three.

If game is out of reach, the law of total tricks guides competition. Whatever, the competition, it is done right away or not at all. Delaying a bid because it is a marginal bid just makes it a horrific bid.

The Law (of Total Tricks)

Compete to the same trick level as the total number of cards in the fit and it will either make or be a good sacrifice. Four-card support for a weak two is the ten trick level-the four-level.

DONT

(Disturb Opponents No Trump)

in All Seats

5-4 if not vulnerable

5-5 if vulnerable

1N Dbl single-suited, asks partner to bid 2♣ if his RHO passes.
 2♣ ♣'s + a higher suit
 2♦ ♦'s + a higher suit
 2♥ the Majors
 2♠ ♠'s but weaker than going through the double.
 3level You can stand being one trick higher.

Examples

W	N	E	S	
1N	2♣	P	2♦	2♦ shows two ♣'s or fewer and wants to hear the 2 nd suit
P	2♠			North has ♣'s and ♠'s

W	N	E	S	
1N	2♣	P	2♥	South has a quality ♥ suit of his own (6 bagger)

If East bids, South will only enter the auction with a good fit. South will not introduce a suit of his own especially at the three level. North's DONT bid says "I want to interfere but not if there is no fit. Hopefully if I introduce two suits we can find a fit."

W	N	E	S
1N	2♣	Dbl	2♦

The Dbl does not take South off of the hook. South only passes when he chooses ♣'s. 2♦ asks for partner's second suit.


W	N	E	S
1NT	2♦	P	2NT

2NT shows an interest in game and asks for the second suit. The relay 2♥ can be passed, but 2NT is forcing. What is needed for game? Cover cards for partner's short suits and any honour for his suits.

Board 1 Using DONT

North Dealer


Neither vul.

♠76 ♥AQ92 ♦A76 ♣AK54
 ♠AQJ10 ♥653 ♦KJ1098 ♣7  ♠95432 ♥874 ♦Q5 ♣QJ6
 ♠K8 ♥KJ10 ♦432 ♣109832

W	N	E	S
	1NT	P	P
2♦	P	2♥	P
2♠	all pass		

Board 2 Cannot Preempt a Preempt

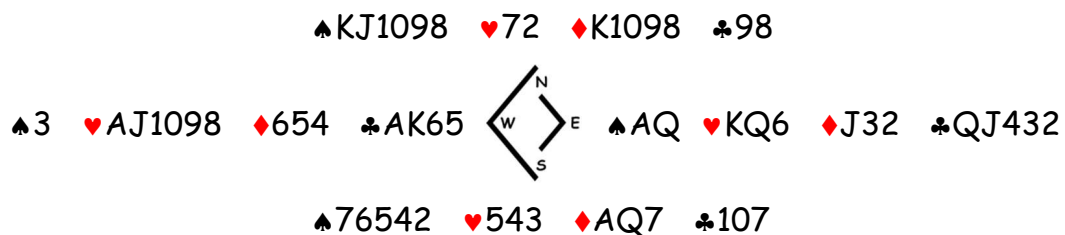
East Dealer N-S vul.

♠A32 ♥Q3 ♦QJ ♣AK10654
 ♠KQJ10987 ♥2 ♦987 ♣98  ♠54 ♥654 ♦AK102 ♣QJ72
 ♠6 ♥AKJ10987 ♦6543 ♣3

W	N	E	S
		P	3♥
P!	4♥	P	P
4♠	5♥	all pass	

Board 3 Make Excuses to Overcall Not Excuses to Pass

South Dealer E-W vul.

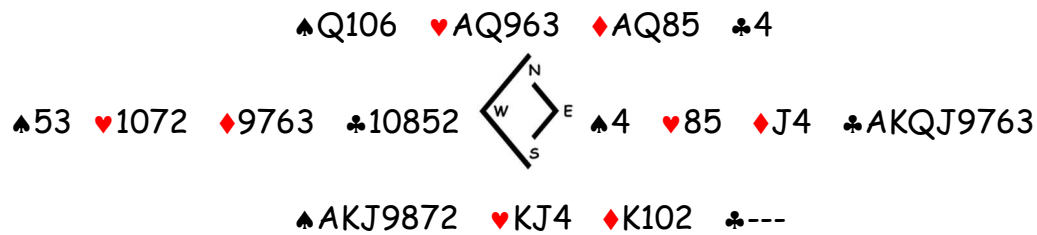


W	N	E	S
			P
1♥	1♠	2♠	4♠
dbl	all pass		

2♠ sets hearts as trump with 10+ points. 3♥ is less than 10 with 4 card support

Board 4 Can you Find a Grand?

West Dealer N-S vul.



W	N	E	S
P	1♥	5♣	6♣
P	6♦	P	6♥
P	7♥	all pass	

7♠ is a much better contract, but a search for a spade fit interferes with trying to find a slam in the known heart fit.

Board 5 Do you Open 1♥ Because You do not Know the Final Contract?

North Dealer N-S vul.

♠A8 ♥654 ♦QJ87 ♣K987
 ♠K7652 ♥A3 ♦6 ♣AQJ103 ♠QJ109 ♥2 ♦109432 ♣652
 ♠43 ♥KQJ10987 ♦AK5 ♣4

Does South give West a problem or himself a problem?

W	N	E	S
	P	P	1♥
1♠	2♠	4♠	??

or

W	N	E	S
	P	P	4♥
??	all pass		

Board 6 Intermediate Cards are Important

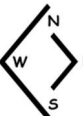
East Dealer E-W vul.

♠Q10 ♥Q104 ♦AQ1098 ♣1085
 ♠J9732 ♥J9832 ♦7 ♣K4 ♠65 ♥6 ♦KJ65432 ♣A32
 ♠AK84 ♥AK75 ♦--- ♣QJ976

W	N	E	S
		3♦	dbl
all pass			

Board 7 You are Not Stopping Game-You are Stopping Slam


South Dealer Both vul.

♠7 ♥K765 ♦QJ10987 ♣98
 ♠QJ1065 ♥32 ♦K5 ♣KQ76  ♠AK432 ♥4 ♦A632 ♣AJ10
 ♠98 ♥AQJ1098 ♦4 ♣5432

W	N	E	S
			2♥
P	4♥	4♠	all pass

Board 8 Down Two Not Vulnerable Sacrifice

West Dealer Neither vul.

♠5 ♥AK10987 ♦KJ97 ♣109
 ♠KQ876 ♥J ♦AQ1043 ♣QJ  ♠432 ♥Q43 ♦652 ♣AK52
 ♠AJ109 ♥652 ♦8 ♣87643

W	N	E	S
1♠	2♥	2♠	3♥
P	P	3♠	dbl
all pass			