



Please! Stay Out of the Auction

Competitive Bidding At Bridge

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Last Revised March 16th, 2014

Excerpts from the Latest Revision may be found at:
<http://watsongallery.ca/bridge/Workshops/StayOut-CL-notes.pdf>

Christina Lake Workshop Oct 4, 2015



1.0 Introduction

How often have you said to yourself:

"The bidding would have been so much better

had the opponents been quiet!"

Yes, competition does muddy the waters a little, but it is a fact of bridge. The best way is not to hope it does not happen but to prepare yourself for when it does happen.

Competition serves several purposes:

- to take away bidding room.
- to steal a part score auction
- to investigate whether a sacrifice is wise.
- to push you where you can be set.
- to help their defense with lead direction

Competition takes away bidding room and the availability of certain bids but it adds three new possibilities:

- Pass
- Double
- Cuebid

The following pamphlet gives a basic system that makes the best of competition.



4.0 Doubles

4.1 Takeout Doubles

4.1.1 Requirements

To make an opening double, one must have the following:

- an opening hand (12 HCP's)
- shortness in the suit doubled
- three or four cards in the unbid suits
- suggests an absence of a five card major

Rule of 2: When one doubles, one does not have a difference in length of two between two unbid suits.

Balancing (more in section 7.3):

If partner is willing to bid or double if the auction is going to pass-out at a low level (balance), a player can pass instead of making a poor opening double or poor overcall.

4.1.2 Responding

When partner makes an opening double, one must not pass unless one has ten points and good length in opponent's suit. (Another Rule of 22)

One cannot make a simple bid for a weak hand and a good hand.

W	N	E	South	South has:
1♣	Dbl	Pass	1♦, 1♥, 1♠	0-7 points, 4-card suit
			1NT	8-10 HCP's and a stopper
			2♦, 2♥, 2♠	8-12, 4-card suit
			2♣	13+ or
			2NT	8+ "you choose the major p"
			3NT	11-12 and a stopper
				13-15 and two stoppers



East has 0-5 points or 0-7 points with a flat hand and 4 ♣'s.

4.1.3 Competing

W	N	E	South
1♣	Dbl	1♦	Pass
			1♥, 1♠
			1NT
			2♥, 2♠
			2♣, 2♦
			2NT
			3NT

South has:
 0-4 HCP's
 8+ points, 4-card suit or
 5+, 5-card suit and good side-
 fits with partner
 8-10 HCP's stoppers
 8-12, 4-card suit
 shortest suit, 13+ or
 8+ "you choose the major p"
 11-12 and a stopper
 13-15 and two stoppers

W	N	E	S
1♣	Dbl	1♥	Pass
1♣	Dbl	1NT	

East has:
 5 ♥'s or a good 4 ♥'s
 8-10 points,
 poor 4 card majors

4.1.4 New Suit at the Two-level

W	N	E	S
1♠	Dbl	2♦	P

East would redouble with 10+ HCP's so 2♦ is just a good six card points and less than 10 points.



4.2 Negative Double

4.2.1 What is it?

Partner opens and opponent makes an overcall or a jump overcall.

W	N	E	S
1♣	1♠		Dbl

W	N	E	S
1♣	4♥		Dbl

4.2.2 Requirements

- One is weaker than making a free-bid
- One holds the unbid suits
- If partner will be forced to the two-level, the doubler only needs 6-9 points.
- If partner will be forced to the three-level, the doubler needs 10+ points.
- One can be slightly weaker after a jump overcall to be competitive.

4.3 Penalty Conversion

When partner makes a takeout double, one must take it out unless one has length and strength sufficient enough to convert the double to penalty by passing. One does not pass a takeout double because one is weak or one does not have a suit to bid. Sometimes a three-card suit must be bid.



4.4 Penalty Doubles

Penalty doubles are:

- usually at the three-level or higher
- not done over a low level in the pass-out seat
- doubles when you and your partner have found a fit
- done when opponents take you out of game with a sacrifice.
- When partner had a chance to make a negative double but either passed or bid No Trump.

Penalty doubles are not:


- Usually done at a person's first chance to bid.
- a repeated takeout double. When opponents bid so partner can pass, a second double just asks him to bid.
- The opponents should never be doubled for penalty at the one or two level in their eight-card or better fit.



4.5 Examples

Example 19

South Dealer East West Vulnerable

	♠ 654	
	♥ 10987	
	♦ J103	
	♣ Q76	
♠ AQ32		♠ J87
♥ AK54		♥ QJ63
♦ 42		♦ K765
♣ 1098		♣ A5
	♠ K109	
	♥ 2	
	♦ AQ98	
	♣ KJ432	

S	W	N	E
1♦	Dbl	P	2♥
All Pass			

Opening Lead: 2♣

Result: 2♥E+1 +140

Note:

- East denies a full opener so West settles for a part score



Example 20

West Dealer Both Vulnerable

	♠ AQ32	
	♥ AK54	
	♦ 432	
	♣ 109	
♠ K10		♠ 654
♥ 2		♥ J1098
♦ AQ98		♦ KJ10
♣ KJ5432		♣ AQ7
	♠ J987	
	♥ Q763	
	♦ 765	
	♣ 86	



W	N	E	S
1♣	Dbl	Rdbl	1♥
P	P	1NT	P
2♣	All Pass		

Opening Lead: A♥

Result: 2♣ W+2 +130

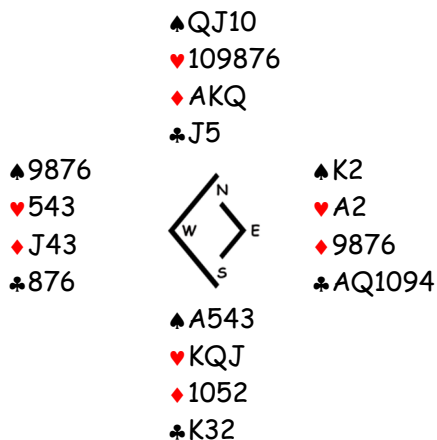
Notes:

- East redoubles showing:
 - 10+ HCP's
 - all subsequent doubles will be penalty
 - West that he must give East a chance to double
- East's 1NT does not show 6-9 because it follows a redouble.



Example 22

East Dealer East West Vulnerable



E	S	W	N	
1♣	DbI	P	2♣	
P	2♠	P	3♥	
P	3NT	P	4♥	All Pass

Opening Lead: 9♦

Result: 4♥N+1 +450

Notes:

- North has a full opener so he cuebids ♣'s.
- South chooses his longer major and North bids again showing a full opener.
- South shows a club stopper and North assures South that having three ♥'s is fine.



6.4 Competing Over Pre-empt

6.4.1 2NT Overcall

Shows 15 to 18 balanced points and two stoppers in the opponent's weak two or Axx at the very least.

6.4.2 Direct Seat

One needs a little over opening points (14+) and shape. One needs 16 points without ideal shape.

6.4.3 Balancing Seat

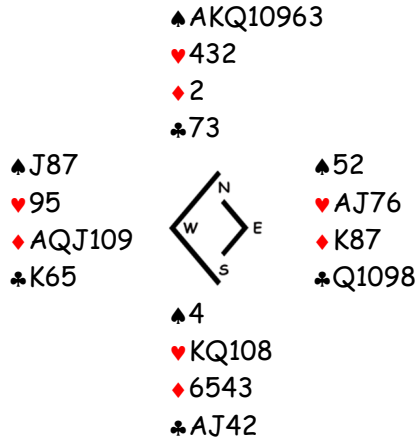
One needs a little less than opening points if one has the correct shape to balance. In the balancing seat, one can have an ace less than the hand one would take direct action, but one has to have good shape. With a stronger hand, one doubles.



6.5 Examples

*Example 37

North Dealer None Vulnerable



N	E	S	W
1♠	P	2♣	P
4♠	All Pass		

Opening Lead: 5♠

Result: 4♠N= +420

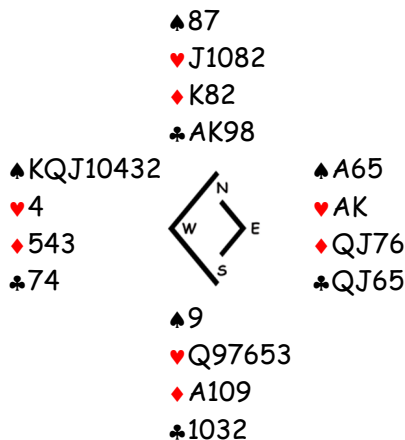
Notes:

- An opener is defined as a hand that makes game opposite what partner considers an opening.
- North makes game opposite an eleven count and a singleton trump.
- North is an opener.
- You should never pre-empt with North's hand and a pass is fairly disastrous. The auction will pass out.



Example 39

South Dealer East West Vulnerable



S	W	N	E
P	3♠	All Pass	

Opening Lead: AK♣ then 2♦

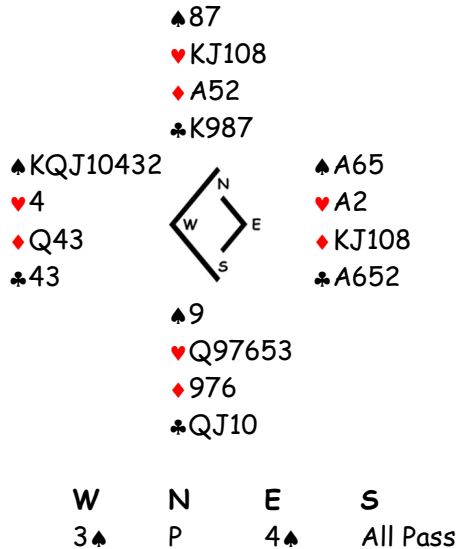
Result: 3♠ S= +140

Notes:

- East has 17 points but the Queens and Jacks are not too useful opposite a pre-empt and likely has two quick losers in both minors.
- On the opening lead, South plays the 2♣ showing an uneven number of clubs so North can cash one more club.
- On the second club, South plays the 3♣ asking for a diamond switch.



West Dealer Both Vulnerable



Opening Lead: 7♣

Result: 4♠ = +620

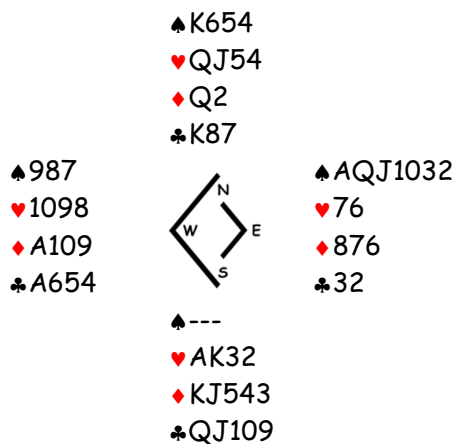
Notes:

- East has 16 points, one less than the last example, but because the points are aces and kings, East raises to 4♠.
- North wants to establish his club trick and does not cash the A♦ because he does not have the king. It may set up opponent's side suit.



Example 42

East Dealer East West Vulnerable



E	S	W	N
2♠	Dbl	P	4♥
All Pass			

Opening Lead: 7♥

Result: 4♥N+1 +450

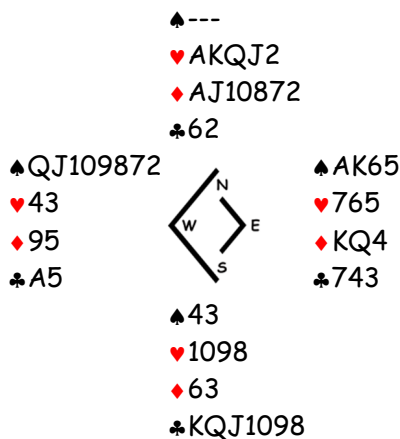
Notes:

- Declarer cashes AK♥. Declarer must kick on aces before drawing last round of trump.



Example 44

West Dealer None Vulnerable



W	N	E	S
3♠	Dbl	P	4♣
P	4♦	P	4♥
All Pass			

Opening Lead:

Q♠

Result:

4♥= +420

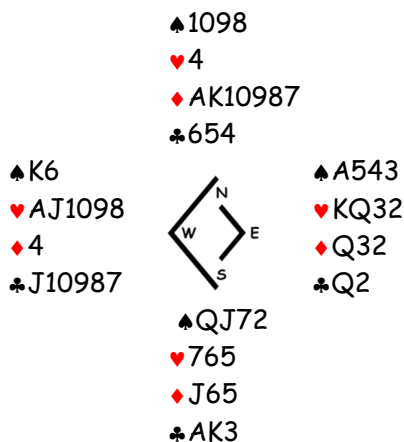
Notes:

- West is using length pre-empts. With Rule of 123, he should open 2♠.
- The bidding sequence is called equal level correction.
- 4♥ goes down if trump are 4-1



Example 45

North Dealer East West Vulnerable



N	E	S	W
2♦	P!	P	2♥
P	3♦	P	3♥
P	4♥	All Pass	

Opening Lead: A♦ then 6♣

Result: 4♥S= +420

Notes:

- North is not strong enough to take direct seat action.
- South can balance with around 10 points and good shape
- Under A♦, East will play lowest diamond to ask for a ♣ switch.