

# Feature

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<http://watsongallery.ca/bridge/aaBidding/Feature.pdf>

When a player pre-empts, there has to some quality to the suit because it should be able to draw trump quickly and stand bad breaks. Therefore, it should have two of the top three honours or three of the top five. It also should have good intermediates to handle a bad break. When a player pre-empts in clubs, he has made a descriptive bid. His hand is clubs without much defense on the side.


The preempt is determined by the length. Six cards for a weak two. Seven cards for a weak three and eight cards for a weak four et cetera. 3♣ can be six clubs with two cards or fewer in an unbid major.

Therefore, Ogust is not really needed.

2NT over a weak two asks for a feature which is an ace, king or queen-jack combination. A feature is only shown with a maximum. If a feature is held with a minimum then the suit is not of suitable quality. Feature certainly negates the need of Ogust and shows how points are interacting with each other.

## Example 1: Qxx is Not a Stopper

N-S vul.


				♠AQJ10	♥J2	♦AK104	♣Q32
♠ <u>9</u> 87	♥765	♦975	♣A876				
				♠K643	♥108	♦QJ6	♣KJ109
				♠52	♥AKQ943	♦832	♣54

W	N	E	S
		P	2♥
P	2NT	P	3NT
P	4♥	all pass	

Qxx is not a stopper and Q10x is the absolute minimum for a stopped suit. North asked for a feature, and South has no feature but a solid six-card suit. 3NT is down one on the lead of the ♣J. East must avoid such a weak spade suit from which to lead. 4♥ makes +620..

## Example 2: No Short-Hand Ruffs

N-S vul.

				♠5   ♥AQ10987   ♦32   ♣QJ54			
♠K643	♥43	♦KJ6	♣10976		♠9872	♥K65	♦9875   ♣A8
					♠AQJ10   ♥J2   ♦AQ104   ♣K32		

W	N	E	S
P	2♥	P	2NT
P	3♣	P	3NT
all pass			

With hearts his shortest suit, South wants to play 3NT unless it means suicide. 2NT asks for a feature, and North has a club feature so South tries 3NT. West does not lead a spade because it is a weak four-card suit. Make it a five-card suit, then it becomes a good lead. West leads the ♣10, top of a broken sequence trying to dislodge dummy's entry.

Declarer wins the ♣King and takes the losing heart finesse. East returns the ♦9 or ♠9 into dummy's dead suit. Cashing the ♣Ace is silly, but if led by West again, declarer will duck a club assuming West chose a four-card suit. Spades and diamonds are unidirectional suits only to be led by East or declarer.

Declarer loses a spade or a diamond, one heart and one club for +630. Declarer has one spade, five hearts, one diamond and three clubs.