

Protective Bidding

<p>♠ J 8 ♥ A Q J 10 6 ♦ K Q 4 ♣ K 4 2</p> <p>♠ Q 10 9 5 4 ♥ 2 ♦ A 8 6 2 ♣ 10 9 3</p> <p>♠ 7 6 ♥ K 9 ♦ J 10 9 7 5 3 ♣ 7 6 5</p>		<p>Board 1 : Dealer North : Love all</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>1♥</td><td>Pass</td><td>Pass</td></tr><tr><td>1♠</td><td>Pass/X</td><td>4♠</td><td></td></tr></table> <p>Although East has values the hand is not appropriate for a direct overcall over 1♥. Suit overcalls in that seat should have at least 5 cards so a 1♠ bid is precluded and a double would be flawed because of the heart length and the lack of diamonds. No fear, with an understanding of protective bidding, partner comes to the rescue. West uses the “transferred king principle”, whereby a bid in the protective seat can be a king lighter than one in the direct seat. He makes a 1♦ bid. Now East can blast to game.</p> <p>With the club finesse working and East West holding all the other club pips there are twelve tricks – five spades, one diamond, two diamond ruffs and four clubs. Bidding slam is not, however, realistic.</p>		West	North	East	South		1♥	Pass	Pass	1♠	Pass/X	4♠	
West	North	East	South												
	1♥	Pass	Pass												
1♠	Pass/X	4♠													
<p>♠ K J 10 9 6 3 ♥ 9 5 3 ♦ A ♣ K Q 2</p> <p>♠ 7 5 ♥ Q ♦ J 9 8 6 ♣ J 9 7 6 5 3</p> <p>♠ A 8 4 ♥ A 10 8 7 ♦ K 10 5 2 ♣ 10 4</p>		<p>Board 2 : Dealer East : NS vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td>1♥</td><td>Pass</td></tr><tr><td>Pass</td><td>2♠⁽¹⁾</td><td>Pass</td><td>4♠</td></tr></table> <p>All pass 1 c.12-15, good 6+card suit (“intermediate”)</p> <p>In the direct seat it’s good to use weak jump overcalls because they quickly take bidding space away from the opponents. In the protective seat they are less effective because the opening hand now has a good idea of the limit of his side’s ambitions (because partner is now known to have few values). It’s better to use the jump bids to show decent opening hands with at least six cards. Such bids are often described as having <i>intermediate strength</i>. That also takes some pressure off the times we make simple overcalls (i.e. bids without a jump).</p> <p>Here North’s intermediate jump to 2♠ nicely defines his hand shape and allows South to make an easy raise to game. There are eleven tricks with declarer taking six spades, one heart, two diamonds, a club and a club ruff. Put another way, declarer loses two tricks, a heart and the ace of clubs.</p>		West	North	East	South			1♥	Pass	Pass	2♠ ⁽¹⁾	Pass	4♠
West	North	East	South												
		1♥	Pass												
Pass	2♠ ⁽¹⁾	Pass	4♠												

<p>♠ 10 9 3 ♥ A Q 6 4 2 ♦ A K J ♣ J 8</p> <p>♠ A 8 7 5 ♥ 9 ♦ Q 7 5 3 ♣ K 6 5 3</p> <p>♠ 6 4 ♥ K 10 8 ♦ 9 8 6 4 ♣ 10 9 4 2</p>		<p>Board 3 : Dealer South : EW vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>1♥</td><td>Pass</td><td>Pass</td></tr><tr><td>Pass</td><td>Pass</td><td>2♠</td><td>All pass</td></tr></table> <p>West is too light to open the bidding but he’ll be aware of the shape of his hand and will think about entering the fray later. When the opponents subside in 1♥, West has a perfect opportunity to make a takeover double. The hand has support for all the other three suits and shows a shortage in the opponents’ suit. The hand does not have opening values (normally the third element of our SOS criteria for takeover doubles). That doesn’t matter because the first round pass has already limited the hand. We continue the theme of the transferred king principle and are willing to double in West’s seat with 8 hcp. That condition is met. As a corollary of the transferred king principle, East’s response should be what he would have done in the direct seat had he been a king weaker. East would jump to 2♠ to show 4+spades and roughly 8-10hcps. In the protective seat, here, we take the same approach with 11-13hcps (here a thirteen count).</p> <p>West has no extras (because of the earlier pass), so is content to pass. East should come to at least nine tricks. It’s always possible to take four spades, two heart ruffs and three clubs.</p>		West	North	East	South		1♥	Pass	Pass	Pass	Pass	2♠	All pass
West	North	East	South												
	1♥	Pass	Pass												
Pass	Pass	2♠	All pass												

<p>♠ J 10 8 ♥ 4 3 2 ♦ A Q 10 ♣ Q 10 4 3</p> <p>♠ A 5 4 ♥ K Q J 8 7 ♦ K J 9 7 ♣ 5</p> <p>♠ Q 6 3 2 ♥ A 6 5 ♦ 8 5 ♣ A K J 6</p>	<p>♠ K 9 7 ♥ 10 9 ♦ 6 4 3 2 ♣ 9 8 7 2</p>	<p>Board 4 : Dealer West : All vulnerable</p> <table> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> <tr> <td>1 ♥</td> <td>Pass</td> <td>Pass</td> <td>1N⁽¹⁾</td> </tr> </table> <p>All pass</p> <p>1 (11) 12-15 in the protective seat</p> <p>In the direct seat a 1N overcall shows 15-18 points so, using our transferred king principle, we can make a 1N bid in the protective seat with 12 to 15 hcp. Here South has such a hand for that 1N overcall. North does not have enough to make a try for game (North South will not hold more than 24 hcp between them) so will be content to pass.</p> <p>West will lead ♥K. South has six tricks on top (one heart, one diamond and four clubs). If he ducks a couple of rounds of hearts he'll know that the defence can take four hearts and they'll be able to take two top spades. Declarer can play on spades for the seventh trick though if West takes ♠A and plays a diamond he'll have to put in ♦Q and hope it holds*. If the defence doesn't switch to a diamond declarer has time to build the one spade trick for the contract.</p> <p><i>*putting in ♦10 will lose to both ♥K and ♥J whereas putting in ♥Q only loses to ♥K.</i></p>	West	North	East	South	1 ♥	Pass	Pass	1N ⁽¹⁾
West	North	East	South							
1 ♥	Pass	Pass	1N ⁽¹⁾							

Board 5 : Dealer North : NS vulnerable			
♠ 9 ♥ K J 10 8 4 ♦ K Q 7 ♣ A 8 5 4	West	North	East South
♠ Q 6 ♥ A Q 7 ♦ 8 6 5 2 ♣ K Q J 7	1 ♥	Pass	Pass
♠ 10 8 7 5 4 3 2 ♥ 5 3 ♦ J 10 3 ♣ 3	2N	Pass	Pass
1 (11) 12-15 as for Board 4			
When we are in protective seat territory and a 1N bid is made, as above, we can use our responding system as if partner had opened 1N. Because we are facing a similar range our thinking as to playing a partscore, inviting game, bidding game, etc, is just the same. Here East has no interest in the majors (else a Stayman response may have been appropriate) but is interested in a no trump game. 2N is the right bid and, as West is maximum, game is reached.			
If North leads a top-of-an-interior sequence ♥J that will give declarer the contract (three spades, two hearts, one diamond and three clubs). Without such a lead declarer will have to rely on diamonds breaking 3-3 to bring the trick total to nine. He may have to be careful as he doesn't want South firing a heart through the vulnerable West holding.			

<p>♠ J 10 9 ♥ A 8 6 ♦ Q 9 3 2 ♣ K Q J</p> <p>♠ K Q 4 3 2 ♥ 10 5 ♦ K 7 ♣ 8 6 5 4 9 8 7</p> <p>♠ A 5 ♥ K 7 4 3 2 ♦ A 10 ♣ 10 6 5</p>	<p>Board 6 : Dealer East : EW vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>Pass</td><td>1N⁽¹⁾</td><td>Pass</td><td>2♦⁽²⁾</td></tr><tr><td>Pass</td><td>2♥</td><td>Pass</td><td>2N</td></tr><tr><td>Pass</td><td>4♥</td><td>All pass</td><td></td></tr></table> <p>1 (11) 12-15 2 Transfer, 5+hearts</p> <p>What we said for Board 5 also applies here. In other words when we make a protective overcall of 1N we play so-called SYSTEM ON. That makes for less memory strain. Here South follows a transfer and game invitational sequence and game will be reached.</p> <p>When we make our protective no trump bids our holdings in the opponents' suit are not necessarily as robust as when we make a direct overcall. Unless the opener has a totally solid suit there's a chance partner has something in the suit since the responder would have strained to bid had he decent trump support.</p> <p>Had North passed, instead of bidding 1N, game would clearly have been missed and North South would have had to be content with taking a few undertricks from 1♠. In 4♥ declarer will lose (at most) a spade, a trump and the ace of club (the diamond finesse being right).</p>	West	North	East	South	Pass	1N ⁽¹⁾	Pass	2♦ ⁽²⁾	Pass	2♥	Pass	2N	Pass	4♥	All pass	
West	North	East	South														
Pass	1N ⁽¹⁾	Pass	2♦ ⁽²⁾														
Pass	2♥	Pass	2N														
Pass	4♥	All pass															
<p>♠ A 2 ♥ A 10 9 4 2 ♦ A Q 6 5 ♣ 8 5</p> <p>♠ K J 7 ♥ 7 5 ♦ 10 9 7 4 ♣ A K 7 6</p> <p>♠ 9 8 5 ♥ Q J 3 ♦ K 8 3 2 ♣ Q 10 4</p> <p>♠ Q 10 6 4 3 ♥ K 8 6 ♦ J ♣ J 9 3 2</p>	<p>Board 7 : Dealer South : All vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>Pass</td><td>1♥</td><td>Pass</td><td>1N</td></tr><tr><td>Pass</td><td>2♦</td><td>Pass</td><td>2♥</td></tr><tr><td>Pass</td><td>Pass</td><td>2♠</td><td>All pass</td></tr></table> <p>East is not strong enough to make an immediate overcall of 1♥ which generally shows (8)9+hcps. The problem of bidding immediately with such hands is partner will expect more hcps opposite and may drive the bidding too high. No, East bides his time and is rewarded when the auction comes to a halt at 2♥. Now is the time to act and, importantly, partner will not play East to have a better hand (failure to act earlier).</p> <p>There are nine tricks provided declarer ruffs a heart. Declarer has one loser in each suit.</p>	West	North	East	South	Pass	1♥	Pass	1N	Pass	2♦	Pass	2♥	Pass	Pass	2♠	All pass
West	North	East	South														
Pass	1♥	Pass	1N														
Pass	2♦	Pass	2♥														
Pass	Pass	2♠	All pass														

<p>♠ Q 10 6 4 ♥ 7 ♦ A 8 6 ♣ K 6 4 3 2</p> <p>♠ A 5 2 ♦ A Q 6 5 ♥ K 9 4 ♣ Q 8 5</p> <p>♠ K J 7 3 ♥ J 10 9 4 ♦ 7 5 ♣ A 9 7</p> <p>♥ Q J 10 3 2 ♦ Q J 10 3 2 ♣ J 10</p>	<p>Board 8 : Dealer West : Love all</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>1 ♥</td> <td>Pass</td> <td>2 ♥</td> <td>Pass</td> </tr> <tr> <td>Pass</td> <td>X</td> <td>Pass</td> <td>2 ♠</td> </tr> <tr> <td>All pass</td> <td></td> <td></td> <td></td> </tr> </tbody> </table> <p>For our last example, North again waits to see how the auction develops. A first round double would have been a slight overbid. When East supports his partner that's good news for North South as North can now make the takeout double. Further, with the opponents having a fit there is a better chance of North South having a fit too. North is content to bid a quiet 2 ♠ and the contract may rest there. There should be nine tricks with South losing a trick in each suit.</p> <p>The delayed action by North South may also work in another way – East West may compete to 3 ♥. Provided North South get the spades going early that contract will be defeated (one loser in each suit apart from clubs where there are two). Of course, in such auctions, it's important not to get into a "rhythm auction" and now bid 3 ♠ over 3 ♥. Once North South have got to 2 ♠ the damage has been done and caution about further action should be the watchword.</p>	West	North	East	South	1 ♥	Pass	2 ♥	Pass	Pass	X	Pass	2 ♠	All pass			
West	North	East	South														
1 ♥	Pass	2 ♥	Pass														
Pass	X	Pass	2 ♠														
All pass																	
<p>♠ A 5 ♥ A Q 10 6 3 ♦ K 4 ♣ A 5 4 3</p> <p>♠ K J 10 8 7 6 ♥ 7 ♦ Q 5 2 ♣ J 9 8</p> <p>♠ 3 2 ♥ J 4 2 ♦ J 10 7 3 ♣ Q 10 7 6</p> <p>♥ Q 9 4 ♦ K 9 8 5 ♥ A 9 8 6 ♣ K 2</p>	<p>Board 1 (Talk) : Dealer North : Love all</p> <table border="1"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td>1 ♠⁽¹⁾</td> <td>1 ♥</td> <td>Pass</td> <td>Pass</td> </tr> <tr> <td></td> <td>2 ♠⁽²⁾</td> <td>2 ♠⁽³⁾</td> <td>All pass</td> </tr> </tbody> </table> <p>1 Weak jump overcalls are not used in the protective seat (more later) 2 With partner passing the opening bid, this shows a good hand 3 Enough opposite a protective bid</p> <p>This hand is shows a typical hand for East who is the partner of the player making the protective bid. With West having a light hand, East is marked with values. Often, as here, East will have a weak no trump hand.</p> <p>Opposite a direct overcall East would probably do more to show his hand. Opposite the protective bid it's sufficient to raise simply to 2 ♠. West will make eight/nine tricks.</p>	West	North	East	South	1 ♠ ⁽¹⁾	1 ♥	Pass	Pass		2 ♠ ⁽²⁾	2 ♠ ⁽³⁾	All pass				
West	North	East	South														
1 ♠ ⁽¹⁾	1 ♥	Pass	Pass														
	2 ♠ ⁽²⁾	2 ♠ ⁽³⁾	All pass														