

Tactical Bidding

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Bidding

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- Who are you competing with when you play Duplicate Bridge at our Club?
 - 1. The opposition at the table; or
 - 2. other pairs who have played or will play the same hands against others?
 - If you bid and play in the same contract as other pairs, your goal is to either:
 - 1. Score more positive points than other pairs who make a contract; or
 - 2. score less negative points than other pairs who do not make a contract.
- As in all bridge forms, ideally you want to bid high enough to play a contract you can win
- ...but not bid to a higher level than other pairs who make their contract while you do not make yours.
- In summary, bid realistically and make as many tricks as you can, whether you are in contract or defending.

NB If you are playing in a X-IMP or a Teams tournament, the scoring is different – more like an accumulation of points

Tactical Bidding

- Tactical bidding brings a new dimension to competing.
- The purpose of tactical bidding is to bid over an opposition's contract bid if:
 - 1. You expect the opposition to win their contract; and
 - 2. you can bid higher to play in a contract, expecting the opposition to score less points through you losing a contract than they would have scored by winning their contract.
- You would usually only do this if the opposition have bid to the level of a game contract.
- The best time to do this is when the opposition are vulnerable and you are not.
- You should expect to be doubled (for penalty) by the opposition.

Before giving examples, let's cover the most relevant scores to consider:

1. Points for opposition making a game contract

Contract	Non-vulnerable	Vulnerable
4	420	620
3 NT	400	600
5 ♦ s or 5 ♣ s	400	600

or more if they win additional tricks

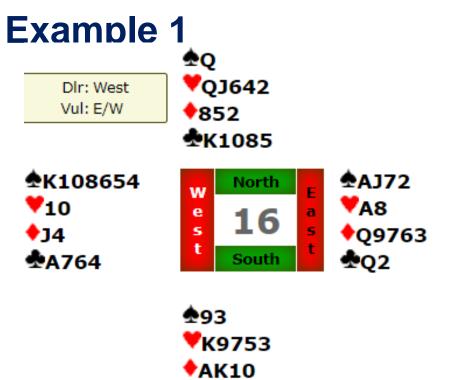
2. Points for opposition when you do not make a contract

	Not doubled		Doubled	
Tricks down	Not vulnerable	Vulnerable	Not vulnerable	Vulnerable
1	50	100	100	200
2	100	200	300	500
3	150	300	500	800
4	200	400	800	1100
5	250	500	1100	1400

Compare the scores for opposition making a game contract when they are vulnerable and you losing a contract when you are not vulnerable:

Opposition winning game contract when vulnerable	Opposition score t making your double	Advantage to you	
	No. of tricks down	Score	
600 – 620	1	100	500 - 520
600 – 620	2	300	300 - 320
600 – 620	3	500	100 - 120
600 – 620	4	800	180 - 200
600 – 620	5	1100	480 - 500

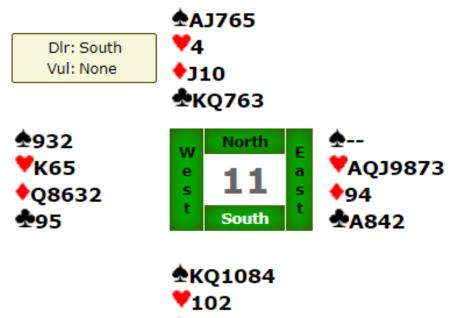
Example: You gain a better score by going 3 tricks off in a 5 & s contract, rather than letting opposition win a game contract, i.e. by winning only 8 tricks.



♣J93

Bidding:	_		
West	North	East	South
?			

Example 2



♦AK75 \$J10

Bidding:			
South	West	North	East
?			

Example 3





Bidding:			
West	North	East	South
?			