

Competitive Bidding Review

Beginning Bridge with 2 over 1

Chapters 17, 18 & 19

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Agenda:

- Questions/Discussion?
- Competitive Bidding Summary
- Practice hands

Table positions

Opener



Advancer

Take-Out Doubler

Responder

Competitive bidding

- **Why?**
 - We all want to score points
 - Either by **winning** and **making** your contract (positive points for the Declarer but negative for the defenders)
 - Or by **setting** the **Declarer** (negative points to the Declarer but positive for the Defenders)
 - Bidding disrupts the opponents “normal” process to find a contract
 - Your bid can be lead directing

Overcalls

- Requires a good 5+ card suit
 - A good 8 or 9+ HCP at the 1 level
 - 10+ HCP at the 2 level
- Overcall with 1 NT shows a normal NT hand but with **at least one** (preferably 2 stoppers in Opener's suit)
 - If your partner overcalls 1 NT, **systems are ON!** (Stayman and Jacoby Transfers are valid)

Takeout Double

- **Requirements to bid a Takeout Double:**
 - Should have opening points or very near opening points
 - Shortness in the opponent's suit
 - Adequate trump support (minimum JXX) in the other three suits
 - There is **No Upper limit** to “Doubler's” total points
- **Advancer is forced to bid if opponent passes**
 - Bid your best suit at the cheapest level possible with 8 or less HCP
 - Jump a level in your best suit with 10+ HCP

Negative Doubles

- **Requirements:**
 - Poor support of partner's opening suit
 - Tolerance for the two unbid suits (assumes Overcaller bids)
 - How many HCP do you need?
 - 6 HCP if you force partner to bid at the 1 level
 - 8 HCP if you force partner to bid at the 2 level
 - 10 HCP if you force partner to bid at the 3 level
 - Negative Double of a 1♥ Overcall, promises 4♠. If you have 5♠, bid 1♠

What do you do as Responder (3rd seat) when Partner opens and Overcaller bids?

- Bid a new suit (requires 5+ cards in the suit)
 - At the 1 level - 6+ HCP (ex. 1 ♣, 1 ♦, 1 ♥)
 - At the 2 level - 10+ HCP (ex. 1 ♥. 1 ♠, 2 ♦)
- Bid NT
 - Denies support for Opener's suit
 - Tells partner you can take tricks in the Overcaller's suit
 - 6-9 HCP at the 1 level
 - 10-11 HCP at the 2 level

Opener bids 1 NT. Overcaller bids “Double”! Now what?

- 3rd seat (Responder) and 4th seat (Advancer) have to really think!
- How many points are there combined in the 3rd & 4th seats?
- 3rd Seat....should I leave the double in? Maybe YES, if you think your partnership can make the contract or only go down 1
- Some options to think about for both seats
 - If I have 6+ in a suit, transfer
 - If I have 4 ♠, 4♥, 4♦ and 1 ♣ - bid 2 ♣ and pass whatever Opener or Overcaller bids. Sometimes called “Trash Stayman”



Practice hands!

