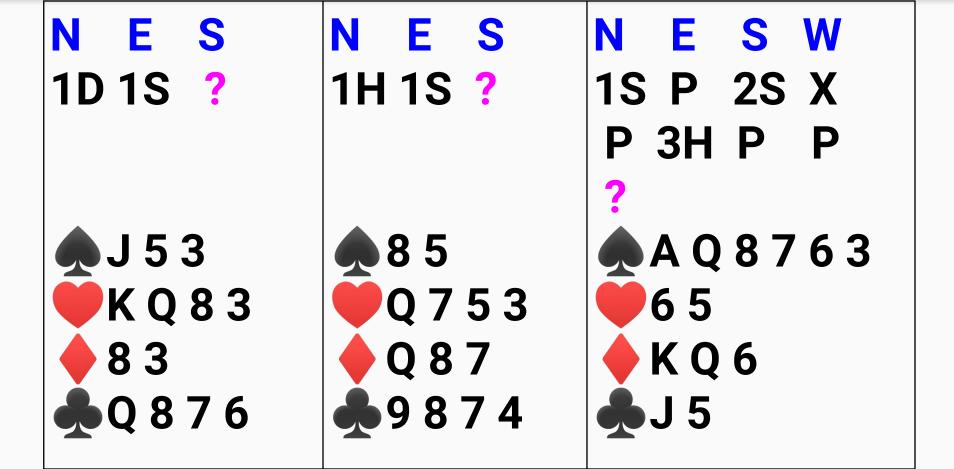


Are you a Tough Competitor? • • • • •



TOUGH COMPETITOR

- 1. Law of Total Tricks (LOTT) simple version!
- 2. Hand Evaluation
- 3. Cue Raises
- 4. Negative Doubles

When opponents overcall we now get 2 new bids (Cue Raises & Negative Doubles)

Law of Total Tricks (but really a Guideline)

 In competition you can bid relatively safely to the level of trumps your partnership holds eg 5+3 => 2 level, 5+4 => 3 level

- Initial bidding is by point count so raise 1H to 2H if 6-9/10pts & 3+ ♥s
- If then bidding in competition be guided by the number of trumps (so if partnership have 5 + 4 trumps => bid to 3 level)
- Typically play at 2lvl, <u>defend</u> at 3lvl when have a <u>8 trump fit</u>
- However, we look to get best score for the board, not what you can make, even if means going down provided it scores <u>better</u> than opponents making their contract =>
 - Going 1 down @ 3 lvl scores better than oppo making @ 2lvl
- When competing at the 3 level we are <u>not inviting</u> to game

	Partner	RHO	You	<u>LHO</u>
(1)	1H	1\$	2H	2 S
, ,	? 1	Р	? 2	

- ¹ bid 3H if have 6th even if minimum
- ² if partner Passed you bid 3H if have 4th

	Partne	r RHO	You	<u>LHO</u>
(2)	1C	Pass	1S	2D
	2S	3D	?1	

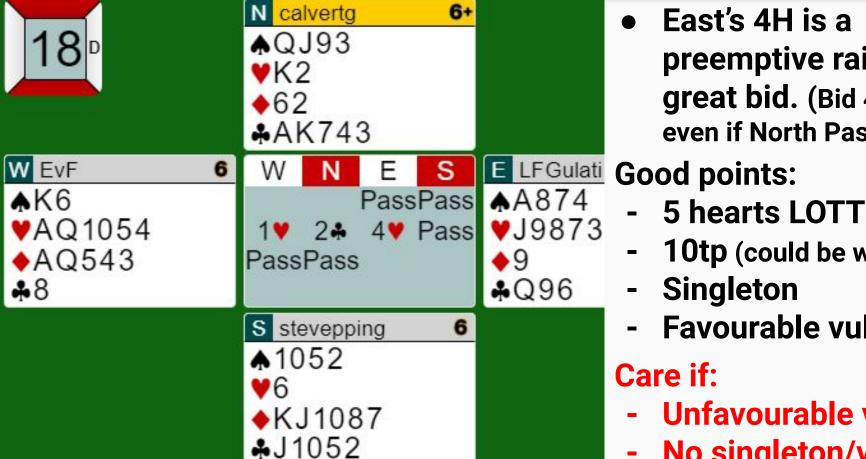
- ¹ bid 4S with high card strength
 - Pass with 4 spades & 6-10pts
 - bid 3S with 5 spades & weak. Not an invite to game

a. TYPICAL STRATEGIES

- With 8 trumps typically Play 2 level, Defend 3 level
- No five after five. If opponents bid to 5 level we typically Pass or Double

b. OTHER OCCURRENCES:

- Preemptive Raise eg 1S 4S shows 5 trumps & weak
- Raise a Weak Two to 3 level with 3 trumps & 4 level with 4 trumps even when weak
- Cue Raise a jump to 3 level is weak (4 trumps & 4-7pts)
- Bergen bids though these are less popular these days especially if playing 2/1



preemptive raise great bid. (Bid 4H even if North Passed)

Good points:

- **10tp** (could be weaker)
- Singleton
- Favourable vul.
- **Unfavourable vul** No singleton/void

Compete to number of trumps in fit. (West would compete with 6)



Pass

Pass

East competes to 3 • because he knows his side holds nine trumps.

E/W have "boss" suit. Play at 2 level, defend at 3 level with 8 trump fit





Bidding: West North East South 1S 2C 2S 3C ?

? - Pass. You don't have the points for game & expect our side to have 8 trumps & good chance neither side can make 9 tricks

Look to get best score for the board. N/S have "boss" suit.
 (Care vulnerability)

```
●8 7 5

Bidding: West North East South
1H 1S 2H 2S
?

▼KQ965
```

A K 5 4

- ? Bid 3H. Expect N/S to make 2S. True, we might go down in 3H but will score better than them making 2S
 - COMPETING to 3 in your suit is a competitive move, NOT A GAME TRY (invite). For a game try bid a new suit.

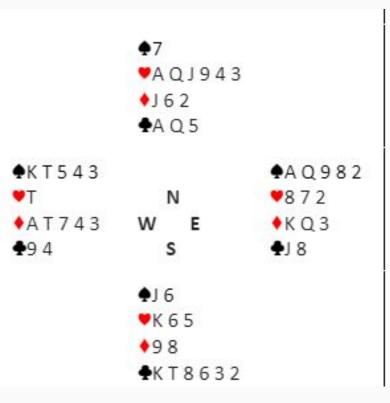
Look to get best score for the board. E/W have "boss" suit



West and East each have balanced hands and minimal trump length

3H by N/S is likely to fail so E/W Pass

Use the Law when hold 10 trumps



```
Bidding: West North East South
1H 1S 2H
?
```

- ? Bid 4S. With 10 trumps at least one side can make game. Here both sides can
 - When opponents push to the 5 level it's best to defend





J 9

43

2 🏚

♠ A 9 8 2 432 ♣ KJ 10 6 2







Pass Pass Once the sacrifice is taken in 4 ., the best chance for a good score is to Pass & hope you can defeat 5 💜 (no matter what the vulnerability).

1 TOUGH COMPETITOR - LOTT Warnings

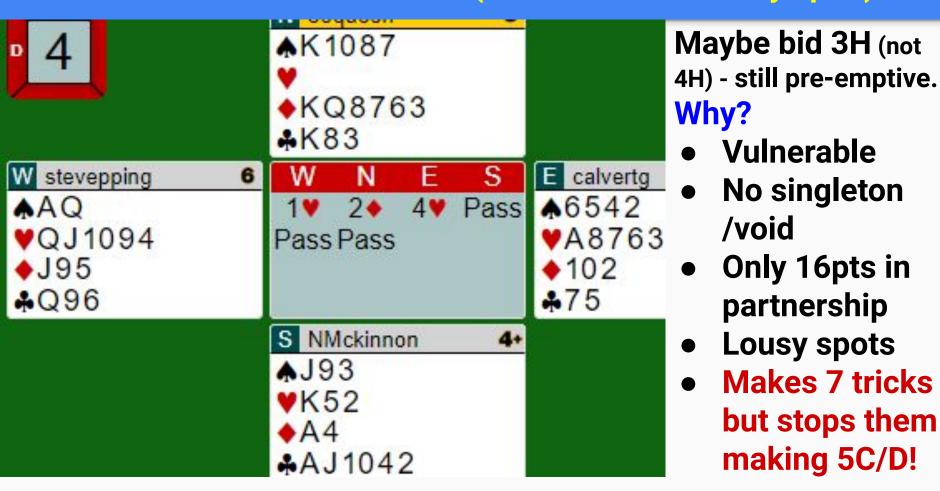
BE CAUTIOUS WITH:

- The point-count difference should preferably no greater than 17-23 between the two sides
- Unfavourable vulnerability
- Flat hands (4333 no ruffing opportunities)
- Weak holdings in your key suit(s) eg 643
- Have non Ace honours in your opponents' suits wastage

With 10 trumps:

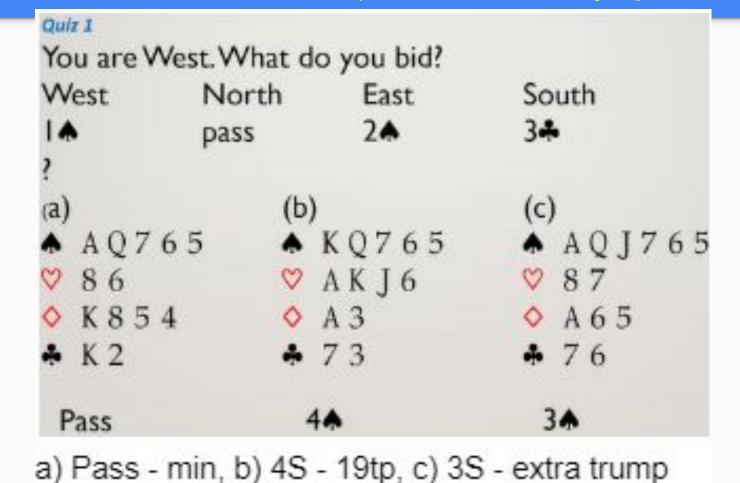
- => care with 1 major 4 major bids if Unfavourable Vul (UV) & flat
- => even more care with 1D 1H 2D 4H if UV maybe go 3H (still weak)

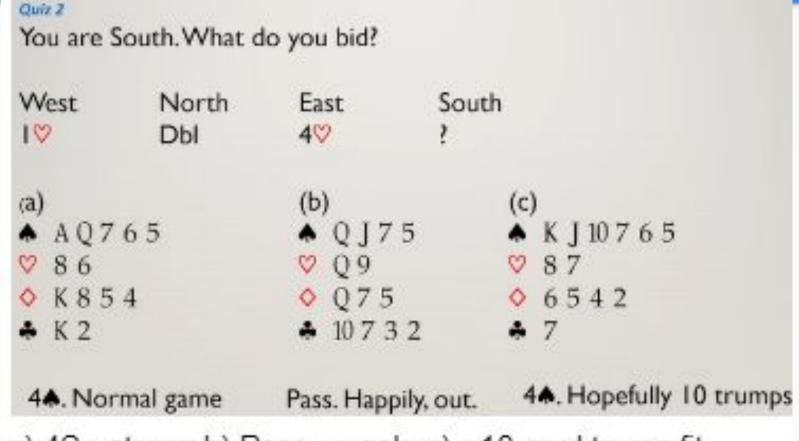
1 TOUGH COMPETITOR - LOTT (Points are not evenly split!)



1 TOUGH COMPETITOR - LOTT Common bidding scenarios

- bid to the level of trumps your partnership holds
 - Responder raises 1 major to 4 major if hold 5 trumps
 - Responder raises Weak Two to 3IvI with 3 trumps
 - Over 1H 1S, 2H 2S we will bid 3H if:
 - We have 9 trumps (opener 6 or responder 4)
 - We have 8 trumps & willing to sacrifice (care Vul.)
 - Typically play at the 2 level, defend at the 3 level
 - Care if unfavourable vulnerability, 4333 &/or pts unevenly split





a) 4S - strong b) Pass - weak, c) - 10 card trump fit

2 TOUGH COMPETITOR - HAND EVALUATION - SUMMARY

- Shape Long suits & 2 suited hands are great. => Rule of 20
- Length Better than 4333's, add length pts from the outset. HATE 4333
- Shortage in dummy with a fit is gold (even better with more trumps)
- Where your HCPs are want in long suits not short suits
- Like honours working together (KQ3); HATE separate honours Q53 K43
 Want our honours in the long suits
 - 10's 9 0's motter having them in long quite is best
- 10's & 9's matter having them, in long suits is best
- Like Aces & Kings; HATE Js (lesser extent Qs). (Aces worth 4+pts, Js<1pt)
- Unguarded honours may be worthless K, Qx, Jx, QJ
- Fits bid more if have extra trumps for ptner, regardless of pts (LOTT)
- The Bidding upgrade if hold honours in RHO's suit; downgrade if LHO's suit
 - Misfits Bid less if have no fit, or if hold length in opponent's suit

2 TOUGH COMPETITOR - HAND EVALUATION NT

Look to open NT (preemptive, stayman/tfr, strong hand plays hand)
 With 14HCP, balanced & 5 card minor open 1NT.

Look to play in NT. Opener opens 1NT

Responder should bid 3NT with a long minor suit & 8/9+pts



- Don't bid Stayman if no shortage
- With poor 8pts (eg Q &Js or 4333 shape) don't bid Stayman or 2NT- just Pass eg KJ42 Q32 93 Q875

2 TOUGH COMPETITOR - HAND EVALUATION NT

Value of 10s & 9s
J vs J
T (75% double finesse)

Value of married honours
 K Q K X (50% chance
 X X VS Q X of making 2
 X X X X X tricks)

2 TOUGH COMPETITOR - HAND EVALUATION - NT



2 TOUGH COMPETITOR - HAND EVALUATION

5) HCP in Long suits

Clearly to any real bridge player the first hand is <u>much</u> worse than the second, although the shape, high cards and spot cards are the same:

S 87532 S AK852 H Q8643 H AQ843 D AK D 73 C A C 6



Rule of 20

2) AJ1086 VKQ1074 86 A3

Rule of 20: unbalanced shape makes this a strong hand 10HCPs + 5♠ + 5♥ = 20

2 TOUGH COMPETITOR - HAND EVALUATION POSITION IN BIDDING

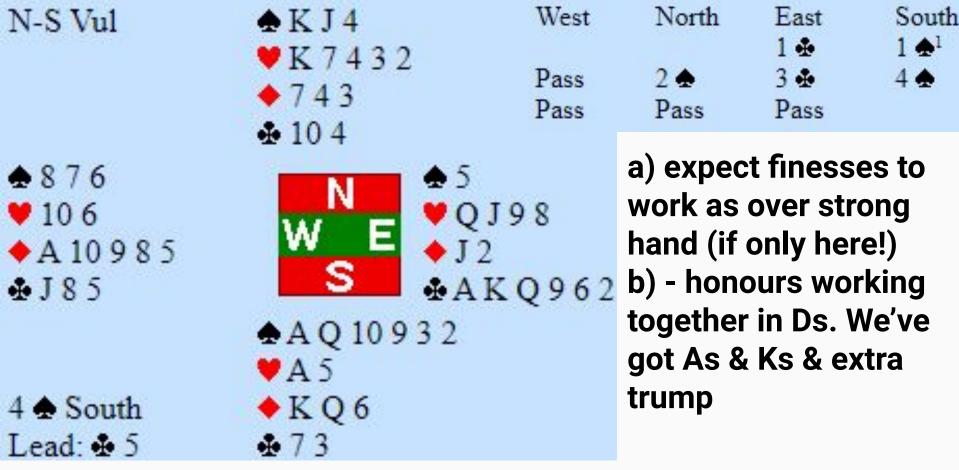
Upgrade hand if hold honours in RHO's bid suit, downgrade if hold honours in LHO's bid suit.



2 TOUGH COMPETITOR - HAND EVALUATION (actually 7.6)



2 TOUGH COMPETITOR - HAND EVALUATION

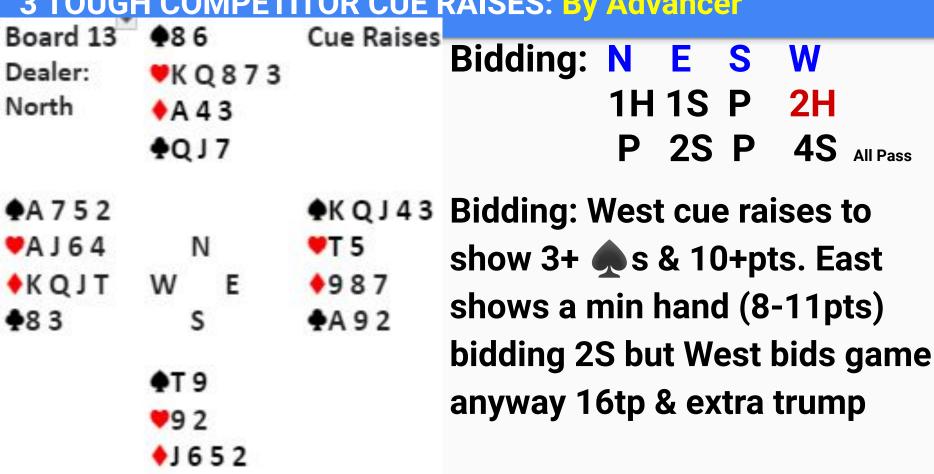


2 TOUGH COMPETITOR - HAND EVALUATION - SUMMARY

- In NT, when decision is marginal, look to bid on if:
 - Long suit has good honours & maybe with 10s & 9s
 - Responder has long minor with decent honours
- General Negatives => downgrade hand
 - 4333 shape, Q & Js, unguarded or separate honours
- General Positives => upgrade hand
 - long suits with good honours, married honours, As & Ks, 10s & 9s, double fit with honours, honours over RHO

3 TOUGH COMPETITOR CUE RAISES: By Advancer

4S All Pass



∲K T 6 5 4

3 TOUGH COMPETITOR CUE RAISES: Pre-emptive Raise (alert)

- East has been a Tough
 Competitor with a
 Pre-emptive Raise of 3S (4 spades & 4-7pts) ALERT
- Over 2S South could bid 3H but East has taken that space away with the 3S bid



3 TOUGH COMPETITOR CUE RAISES - INTRODUCTION

- a bid of opponent's suit after an overcall (either theirs or yours)
- shows 3+ major suit support & 10+ TP, 4+ support minors
- now use Cue Raises to show <u>all</u> your strong raises in support of partner including game-going hands. (Self Alerting)
- must be made on 1st round of bidding after partner's overcall or opposition's overcall of partner's opening bid
- frees up higher level raises to be weak, distributional hands (eg LOTT). Once you play Cue Raises, you need to remember that the 3-level raise is a pre-emptive bid!
- can overcall on weaker hands & not get too high

3 TOUGH COMPETITOR CUE RAISES - After Opponent's Overcall

Example 1: Bidding Options after:

West North East South

1H 2C ?

- Bid 2H 3+ hearts, 6-9(10) TP
- 2NT: natural 10-12 pts & stopper in their suit.
- Cue Raise 3C (3+ hearts, 10+pts) = Limit Raise +
- Bid 3H 4-card support & 4-7pts, pre-emptive LOTT
- Bid 4H shows a weak hand with 5-card support LOTT

3 TOUGH COMPETITOR CUE RAISES - After Opponent's Overcall

Bidding: South planned to bid 3H but, after East's 2C, bids 3C to show 3+ \$\mu\$s & 10+pts. If partner bids 3H (min 12-14pts) Pass. **Opener's Rebid Options:**

- 3H Rebid suit at lowest level (minimum 12-14pts)
- id quit et geme level, eg geme velues ennesite 10

• 4H - Rebid suit at game level, eg game values opposite 10+1P					
South			East 2C	South 3C	
QTxx KQxx Xx	Pass	3H	All	Pass	(3H is min 12-14pts)

3 TOUGH COMPETITOR CUE RAISES - After Partner's Overcall

- **Example 2: Bidding Options after:**
- West North East South
- 1H 1S Pass?
- Bid 2S single raise shows 3 card support, 6-9/10 HCP
- Cue Raise 2H (3+ spades, 10+pts)
- Bid 3S 4-card support & 4-7pts, pre-emptive LOTT,
 ALERT
- Bid 4S shows a weak hand with 5-card support LOTT

3 TOUGH COMPETITOR CUE RAISES - After Partner's Overcall

Bidding: South bids 2H to show 3+ 🌨 s & 10+pts

Overcaller's Rebid Options (after partner's Cue Raise):

- 2S Rebid suit at minimum level. Minimal hand (say 8-11pts)
- 3S Jump rebid suit (to 3-level). 12-14pts
- 4S Rebid suit at game level, eg game values opposite 10+TP

South	West	North	East	South	
Axx	1H	1S	Pass	2H	
XX	Pass	2S	All	Pass	(Minimum response)
♦ Axxx					(Note - in 2S not 3S)
♣ Kxxx					

3 TOUGH COMPETITOR CUE RAISES: EXAMPLES

South • 8 3 • K J 2	Bidding: West North I 1S 2H F	Notes: - South bids 2S - sho support for hearts &

Q843

A 8 7 5 **West North East South 82** 1H Pass? 1C K 9 6 3 J9872

invitational

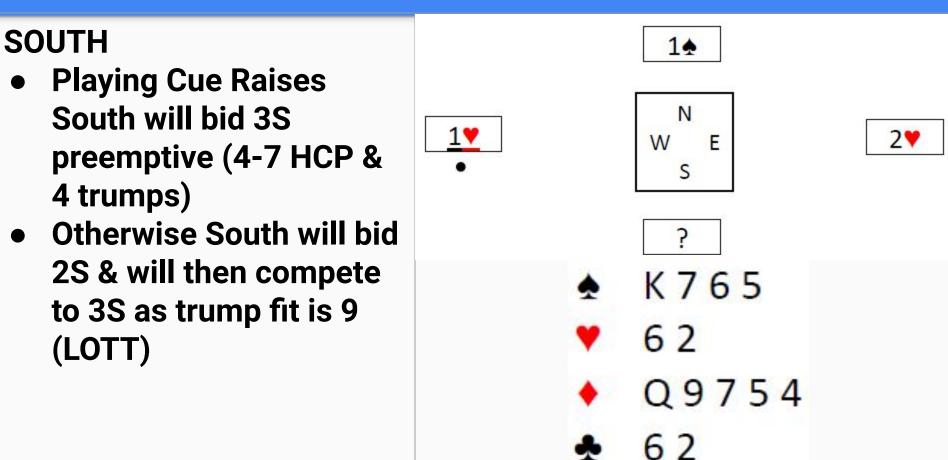
- South bids 3H - 4 hearts & weak (4-7pts) LOTT

2S - shows

3 TOUGH COMPETITOR CUE RAISES: SUMMARY

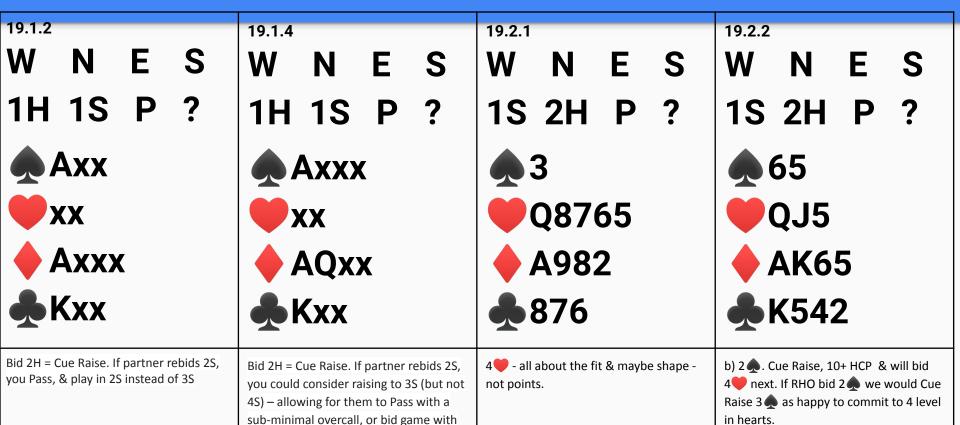
- Do not have to alert cue raise but do alert the 3 level weak bid
- When partner opens & RHO overcalls, a cuebid of the overcall shows a limit raise or better (10+ TP) – guaranteeing support
- Partner responds to cue raise as if you made a limit raise. If have Game Force hand can bid game even after partner signs-off at 3lvl
- This means that all other raises show less than a limit raise!
- With a cue raise you have agreed trumps so can then use Blackwood & control bids

3 TOUGH COMPETITOR CUE RAISES: Responding to a "normal" overcall

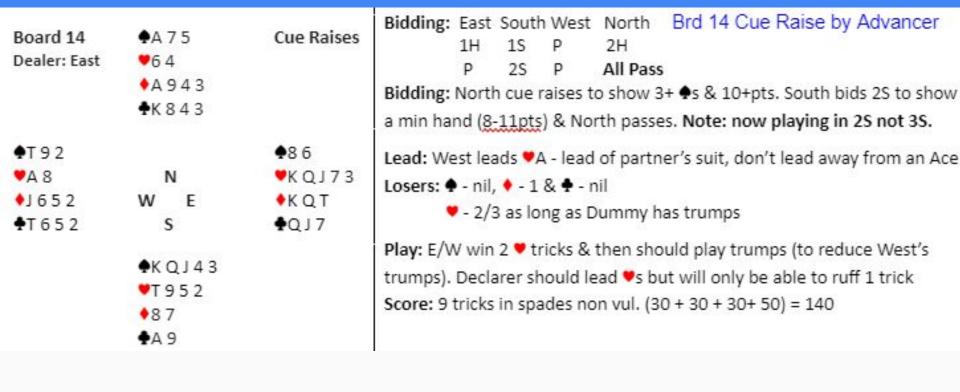


3 TOUGH COMPETITOR CUE RAISES: QUIZZES

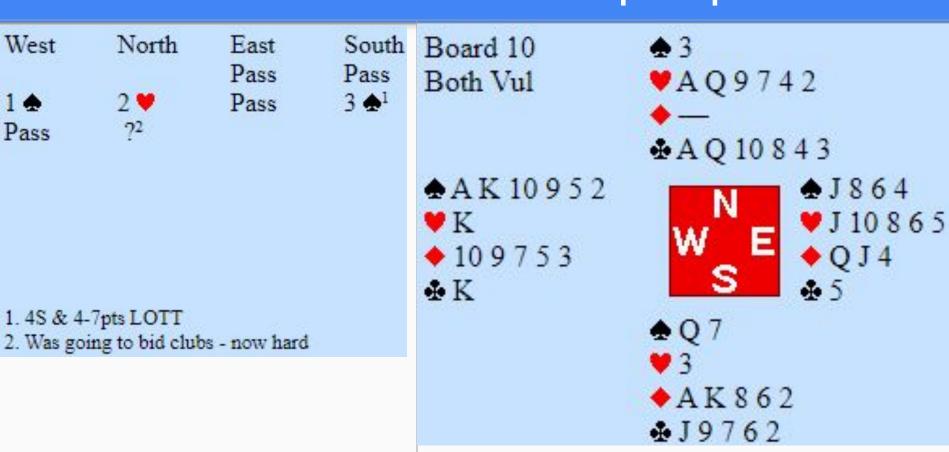
around 12HCP.



3 TOUGH COMPETITOR CUE RAISES: By Advancer



3 TOUGH COMPETITOR CUE RAISES: The preemptive 3lvl bid



4 TOUGH COMPETITOR - NEGATIVE DOUBLES

- North 1
 East 1 South ?
- South holds **♠** 932 **♥** KQ63 **♦** 75 **♣** QJ74
- 8HCP so you want to bid
- 1NT (6-9 HCP) is not appropriate with no spade stopper.
- A bid at the 2-level shows 10+ HCP.
- You can't support diamonds with only 2 cards (no fit)
- South doubles show unbid Major (ie) 6+pts (& ideally support for).

 Denies a fit for partner & denies a stepper for partner to the partner of the partne
- Denies a fit for partner & denies a stopper for no trumps
- Shows 4 cards in unbid major

4 TOUGH COMPETITOR NEGATIVE DOUBLES - Most Common Bids

	North	East	South		
1.	1 minor	1S	X - shows 4 hearts & 6+pts		
2.	1 minor	1H	X - shows exactly 4 spades & 6+pts		
3.	1 minor	1H	1S - shows 5 spades & 6+pts		
4	1C	1D	1H/S - shows 4 in suit (as always)		

4. 1C 1D 1H/S - shows 4 in suit (as always)

North East South West "the old bugger bid"

5. 1 minor 1H 1S Pass
 4S (3 in suit) All Pass - raise with 3 in suit
 Dummy goes down & South only has 4 spades (should have 5S) bugger!

4 TOUGH COMPETITOR NEGATIVE DOUBLES - Unbid Suits

- 1♣/ ♦ (they overcall 1♥) X (double) = 4 spades & 6+pts (& ideally the non bid minor)
- 1♣/♦ (they overcall 1♠) X (double) = 4 hearts & 6+pts
- 1 (they overcall 2 X = 4 S & 8+pts (& ideally 4 ♦ s)

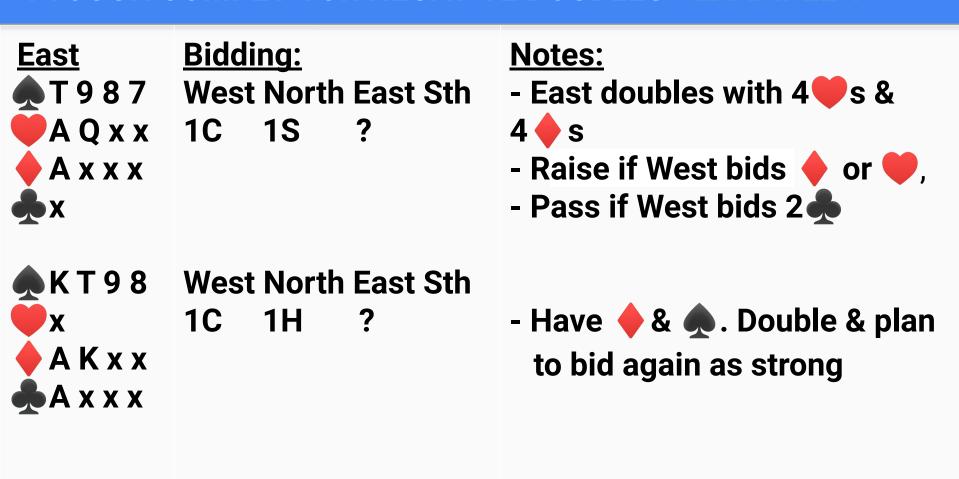
SPECIAL BIDS - Treat as similar to a Takeout Double

- 1♣ (they overcall 1♦) X (double) = 4 hearts & 4 spades
- 1 (they overcall 1) X = 4+ in both minors

More Advanced:

1D 1S X = could show 5 hearts & 6-9pts (rebids hearts)

4 TOUGH COMPETITOR NEGATIVE DOUBLES - EXAMPLE 1



4 TOUGH COMPETITOR NEGATIVE DOUBLES - NATURAL BIDS

- By inference, if responder bids a suit over an overcall, it typically shows 5+ cards in suit:
 - 1♣/♦ (they overcall 1♥) 1♠ = 5 spades & 6+pts
- 1♣/♦ (they overcall 1♠) 2♥ = 5 hearts & 10+pts, eg
 54 ♥AK542 ♦ A83 ♣652

4 TOUGH COMPETITOR NEGATIVE DOUBLES - OPENER'S REBIDS

Opener's Rebid After a Negative Double

- Minimum hand (12-15) rebid at cheapest level.
 1D 1S X P, ?; with AT QT84 AK62 73 bid 2
- Can pass if RHO competes 1 (1) X (2); Pass
- Medium hand (16-18), opener jumps a level, or bids even if opponents compete eg 1 ♥ (1♠) X (both minors) (2♠),
 3♣/◆
- Maximum hand (19-20) bid game

NEGATIVE DOUBLES - RESPONDER'S REBIDS EXAMPLE

North holds: $\triangle x \times \bigcirc Q J \times X + \bigcirc K Q \times X + \bigcirc Q J \times (11HCP)$

South West North East

1C 1S X Pass Double shows 4 ♥ & ideally 4 ♦

- Sth bids 2H: bid 3H shows 10-12pts & invites game
- Sth bids 2D: bid 3D shows 4+ ♦ s, 10-12pts & invites game
- Sth bids 2C: bid 3C 2C shows 6 clubs, raise to show strength
- Sth bids 1NT: bid 2NT South has no fit for either of your suits so raise to 2NT, inviting partner to game

NEGATIVE DOUBLES SUMMARY & ADDITIONAL NOTES

- Denies a fit for partner & denies a stopper for no trumps.
- Shows 4cards in unbid major suit (& ideally other non bid suit)
- Does not have to alerted
- -VE DOUBLES 1level 6+HCP, 2level 8+HCP, 3level 10+HCP
 - 1H <2C> X shows 4 spades & 8+pts
 - 1 minor <3H weak jump o'call> X shows 4 spades & 10+pts

NEGATIVE DOUBLES QUIZZES

15.1.4 1D 1H ? **8763** 95 842 AK62 Double - would have bid 1S if no heart bid. If no fit in spades happy if partner bids 2C

15.2.1 WNES 1H 2C? AKQxx Qxxx Bid 2S: have 5+ spades, forcing (10+ HCP)

15.3.1 NES 1C 1S X P KJxx Kxx **AQXXXX** Answer: 3, support partner's hearts. 18TP incl void

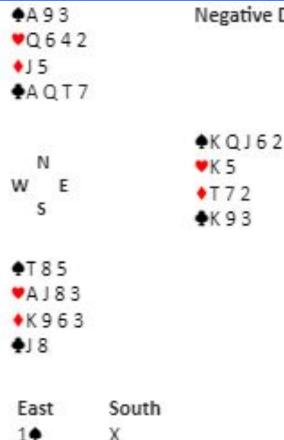
NEGATIVE DOUBLES QUIZZES





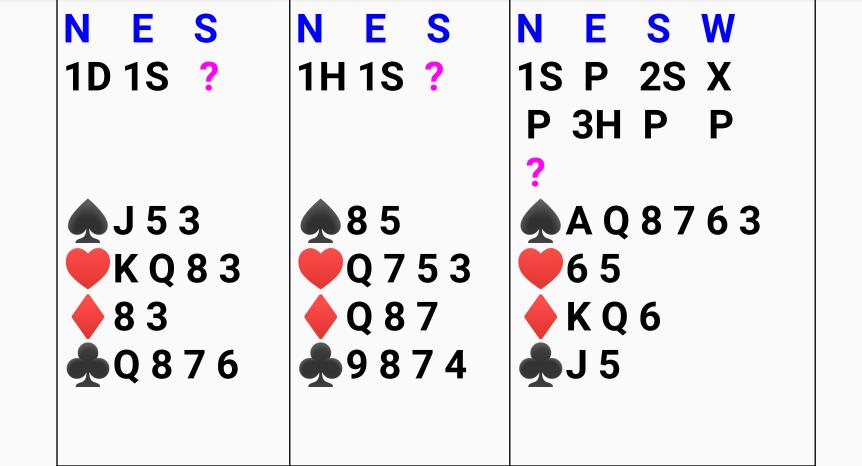
Pass

Board 1: (ACBL



All Pass

Are you a Tough Competitor? - What Do We Bid? • • • •



4 TOUGH COMPETITOR NEGATIVE DOUBLES - SUMMARY North **East South** X - shows 4 hearts & 6+pts, or 1 minor 1S exactly 5 hearts & 6-9pts (rebid H) 2. X - shows 4 hearts & 6+pts 2H - shows 5+ hearts & 10+pts 3. 1 minor 1H X - shows exactly 4 spades & 6+pts 1S - shows 5 spades & 6+pts 5. 1D 1H/S - shows 4 in suit (as always) 1C X - 4:4 in majors & 6+pts (occasionally 5:4) 7. 1H X - 4:4 in minors & 6+pts (occasionally 5:4) 8. 2 minor X - shows 4 hearts & 8+pts **1S** 2H - 5+ hearts & 10+pts 10. 2 minor X - 4 spades & 8+pts 11. 1H **12**. 1 minor 3H X 4 spades & 10+pts



Pass

2H? today 4H

3H (4H & 4-7pts)

4H (5 trumps)

5 ♠ 92 ♥A864 ♦ T652 ♣876

6 ♠ 92 ♥A8643 ♦ Q652 ♣87

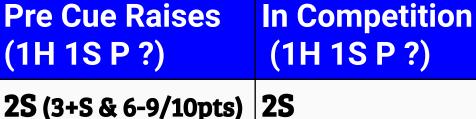
Summary 🔔 🧡 🔷 🚣

1 ♠ T92 ♥A86 ♦ Q652 ♣ Q65

2 ♠ T932 ♥A8 ♦ Q652 ♣Q65

6 ♠ AT982 ♥ 43 ♦ Q652 ♣87

Advancer Hands



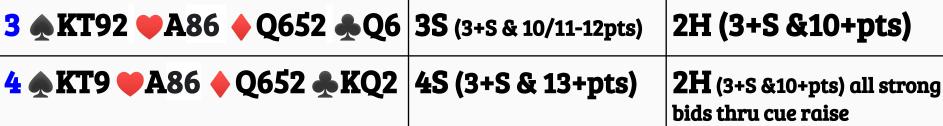


25 compete to 3S if required

3S (4S & 4-7pts) care Vul

4S (5 trumps) - care if

unfavourable Vul.



- 5 ♠T982 ♥A864 ♦T65 ♣87
 - Pass
 2S?today 4S

Responding to 1minor 1H auction (from L Cohen After they Interfere Quizzes)

Bidding goes: North 1C/D East 1H Here are South's options:

- 1NT=6-10 balanced, ♥s stopped, denies 4 spades.
 2NT=11-12 balanced, ♥s stopped, denies 4 spades. (invitational)
 3NT=13-15 balanced, ♥s stopped, denies 4 spades.
- 1 = 5+ spades (6 + HCP)
- Double (<u>Negative</u>) = 6+ points and guarantees exactly (only) 4
- Raise to 2 of a minor = 6-10pts & support (5+♣s, 4+♦s) & denies 4♠s
- 2 of the other minor = 10+ HCP and 5+ card suit (not GF)
- 2♥ = Cue Raise or better (5+cards for clubs, 4+card for ♦ s, denies 4♠ s
- Other bids: With partnership discussion/agreement (a jump raise 3 is weak --since you can cue raise to show the limit raise)

Non - Comp Raises

- 1H-P-2X (eg 2C/D/H) is a delayed game raise
- 1H-P-2N* is Jacoby 2NT convention

Non - Comp Raises	Total pts. of Itt	Competitive Raises
1♥ - P - 2♥	6 - 10 pts. 8+ card fit	1♥ - 2♣ - 2♥
1♥ - P - 3♥	10 - 12 pts. 9+ card fit	1♥ - 2♣ - 3♣
1♥ – P – 2X (raise ♥ next)	13+ pts. 8 card fit	1♥ - 2♣ - 3♣
1♥ – P – 2N*	13+ pts. 9+ card fit	1♥ - 2♣ - 3♣
1♥ - P - 4♥	< 10 pts. 10+ card fit	1♥ - 2♣ - 4♥
\$22000D	4 - 7 pts. 9+ card fit	1♥ - 2♣ - 3♥

Total nte & fit

Compositivo Daisos

TOUGH COMPETITOR SUMMARY LOTT & HAND EVALUATION

LOTT - compete to the level of trumps held in partnership

- With 8 partnership trumps => 2lvl, 9=>3lvl, 10=>4lvl

Hand Evaluation LIKE HATE

- "married honours" KQx
- As & Ks, (10s & 9s)
- Long suit with honours
- Honours sitting over RHO
- Double fit, no of trumps

- Honours in isolation
- Qs & Js
- Honours in short suits
- Unguarded honours Qx
- Misfits, 4333 shape

TOUGH COMPETITOR SUMMARY CUE RAISES / -VE DOUBLES

Cue Raises - bidding opponent's suit shows support & 10+pts

Example 1: Bidding Options after:

Example 2: Bidding Options after:

West North East South West North East South

1H 2C ? 1H 1S Pass ?

- Bid 2H 3+ hearts, 6-9(10) TP
- 2NT: natural 10-12 pts & stopper in their suit.
- Cue Raise 3C (3+ hearts, 10+pts) = Limit Raise +
- Bid 3H 4-card support & 4-7pts, pre-emptive LOTT
- Bid 4H shows a weak hand with 5-card support.

- Bid 2S single raise shows 3 card support, 6-9/10 HCP.
- Cue Raise 2H (3+ spades, 10+pts)
- Bid 3S 4-card support & 4-7pts, pre-emptive LOTT
- Bid 4S shows a weak hand with 5-card support

Negative Doubles

- 1 minor 1S X shows 4 hearts & 6+pts
- 1 minor 1H X shows exactly 4 spades & 6+pts
- 1 minor 1H 1S shows 5 spades & 6+pts
- 1H 2C X shows 4 spades & 8+pts