

COMPETITIVE BIDDING

TOUGH COMPETITOR



Are you a Tough Competitor? ♠♥♦♣

N E S

1D 1S ?

♠ J 5 3

♥ K Q 8 3

♦ 8 3

♣ Q 8 7 6

N E S

1H 1S ?

♠ 8 5

♥ Q 7 5 3

♦ Q 8 7

♣ 9 8 7 4

N E S W

1S P 2S X

P 3H P P

?

♠ A Q 8 7 6 3

♥ 6 5

♦ K Q 6

♣ J 5

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 $5+3 \Rightarrow$ 2 level, $5+4 \Rightarrow$ 3 level

1 TOUGH COMPETITOR - LOTT (Points are evenly split 17-23)

- 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, defend at 3lvl when have a 8 trump fit
- However, we look to get best score for the board, not what you can make, even if means going down provided it scores better than opponents making their contract =>
 - Going 1 down @ 3 lvl scores better than oppo making @ 2lvl
- When competing at the 3 level we are not inviting to game

1 TOUGH COMPETITOR - LOTT (Points are evenly split 17-23)

Partner RHO You LHO

(1) 1H 1S 2H 2S
?¹ P ?²

¹ - **bid 3H** if have 6th  even if minimum

² - if partner Passed you **bid 3H** if have 4th 

1 TOUGH COMPETITOR - LOTT (Points are evenly split 17-23)

Partner RHO You LHO

(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

1 TOUGH COMPETITOR - LOTT (Points are evenly split 17-23)

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

1 TOUGH COMPETITOR - LOTT (Points are evenly split 17-23)



N	calvertg	6+
♠	QJ93	
♥	K2	
♦	62	
♣	AK743	

W	EvF	6
♠	K6	
♥	AQ1054	
♦	AQ543	
♣	8	

W	N	E	S
		Pass	Pass
1♥	2♣	4♥	Pass
Pass	Pass		

E	LFGulati	
♠	A874	
♥	J9873	
♦	9	
♣	Q96	

S	stevepping	6
♠	1052	
♥	6	
♦	KJ1087	
♣	J1052	

- East's 4H is a preemptive raise - great bid. (Bid 4H even if North Passed)

Good points:

- 5 hearts LOTT
- 10tp (could be weaker)
- Singleton
- Favourable vul.

Care if:

- Unfavourable vul
- No singleton/void

1 TOUGH COMPETITOR - LOTT (Points are evenly split 17-23)

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

♠ A 2
♥ K J 8 7 6
♦ K Q 4
♣ 8 4 3



♠ 9 4 3
♥ Q 5 4 2
♦ 10 5
♣ A J 10 5

1 ♥
Pass

Pass
2 ♠

2 ♥
3 ♥

Pass

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



1 TOUGH COMPETITOR - LOTT (Points are evenly split 17-23)

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

 K Q 8 7 5
 K J 6
 K Q 4
 9 3

	N	
W		E
	S	

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

1 TOUGH COMPETITOR - LOTT (Points are evenly split 17-23)

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

♠ 8 7 5
♥ K Q 9 6 5
♦ A K 5 4
♣ 9

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

? - 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.

1 TOUGH COMPETITOR - LOTT (Points are evenly split 17-23)

- Look to get best score for the board. E/W have “boss” suit

♠ AK976
♥ Q8
♦ A82
♣ 543



♠ Q54
♥ 754
♦ 963
♣ AQ86

1 ♠
Pass

2 ♥
Pass

2 ♠
Pass

3 ♥

West and East each have balanced hands and minimal trump length

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

1 TOUGH COMPETITOR - LOTT (Points are evenly split 17-23)

- Use the Law when hold 10 trumps

♠7
♥A Q J 9 4 3
♦J 6 2
♣A Q 5

♠K T 5 4 3
♥T
♦A T 7 4 3
♣9 4

N
W E
S

♠A Q 9 8 2
♥8 7 2
♦K Q 3
♣J 8

♠J 6
♥K 6 5
♦9 8
♣K T 8 6 3 2

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

1 TOUGH COMPETITOR - LOTT (Points are evenly split 17-23)

- Continue the Weak Two

♠ K Q 10 7 5 4
♥ Q 8 2
♦ J 9
♣ 4 3



♠ A 9 8 2
♥ 3
♦ 4 3 2
♣ K J 10 6 2

2 ♠
Pass

Dbf
Pass

4 ♠
Pass

5 ♥

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!)

D 4					
				♠ K1087 ♥ ♦ KQ8763 ♣ K83	
W stevepping 6		W N E S		E calvertg	
♠ AQ ♥ QJ1094 ♦ J95 ♣ Q96		1♥ 2♦ 4♥ Pass Pass Pass		♠ 6542 ♥ A8763 ♦ 102 ♣ 75	
		S NMckinnon 4+			
		♠ J93 ♥ K52 ♦ A4 ♣ AJ1042			

Maybe bid 3H (not 4H) - still pre-emptive.

Why?

- Vulnerable
- No singleton /void
- Only 16pts in partnership
- Lousy spots
- **Makes 7 tricks but stops them making 5C/D!**

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 3lvl with 3 trumps** (4lvl with 4 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**

1 TOUGH COMPETITOR - LOTT (Points are evenly split 17-23)

Quiz 1

You are West. What do you bid?

West	North	East	South
1♠	pass	2♠	3♣

?

(a)

♠ A Q 7 6 5

♥ 8 6

♦ K 8 5 4

♣ K 2

Pass

(b)

♠ K Q 7 6 5

♥ A K J 6

♦ A 3

♣ 7 3

4♠

(c)

♠ A Q J 7 6 5

♥ 8 7

♦ A 6 5

♣ 7 6

3♠

a) Pass - min, b) 4S - 19tp, c) 3S - extra trump

1 TOUGH COMPETITOR - LOTT (Points are evenly split 17-23)

Quiz 2

You are South. What do you bid?

West

1♥

North

Dbl

East

4♥

South

?

(a)

♠ A Q 7 6 5

♥ 8 6

♦ K 8 5 4

♣ K 2

(b)

♠ Q J 7 5

♥ Q 9

♦ Q 7 5

♣ 10 7 3 2

(c)

♠ K J 10 7 6 5

♥ 8 7

♦ 6 5 4 2

♣ 7

4♠. Normal game

Pass. Happily, out.

4♠. Hopefully 10 trumps

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'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

North	South	 KT7	 65	 KJT75	 Q54	9HCP
1NT	?	 KT7	 65	 KQT754	 54	8HCP

Great  suit, give yourself length pt(s) & bid 3NT

- 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**

A	A
J	vs J
6	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 tricks)

2 TOUGH COMPETITOR - HAND EVALUATION - NT

Hand 1 - N

 AJ2
 KJ4
 K543
 KJ6

North. South

1NT 2NT

?

Hand 1 Pass - poor spots, Js poor

Hand 2 3NT - good spots in  s & honours working together

Hand 2 - N

 KQ6
 QJ4
 KT98
 KQ6

Hand 3 - S

 K76
 Q7542
 K6
 Q65

North. South

1D 1H

1NT ?

Hand 3 Pass poor spots & honours

Hand 4 2NT - good spots & honours working together

Hand 4 - S

 A76
 KQT97
 T6
 JT5

2 TOUGH COMPETITOR - HAND EVALUATION

5) HCP in Long suits

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

S 87532
H Q8643
D AK
C A

S AK852
H AQ843
D 73
C 6



Rule of 20

2) ♠AJ1086 ♥KQ1074 ♦86 ♣3

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.

 AQT8
 432
 AQT8
 32

 KJ97
 65
 KJ97
 654

 AQT8
 432
 AQT8
 32

 KJ97
 65
 KJ97
 654

2 TOUGH COMPETITOR - HAND EVALUATION (actually 7.6)

Hand 4, Vul All

West	North	East	stevep
P	1♣	P	2♣
P	P	P	

Score: 110

Deal:

North: A♠ Q♠ 9♠ 6♠ 2♠ K♥ J♥ 8♥ 8♣ 4♣ Q♦ J♦ T♦

West: A♣ T♣ 6♣ 5♣ 3♣

East: K♠ T♠ 5♠

South: A♥ T♥ 9♥ 5♥

West: 4♥ 2♥

East: 9♦ 7♦ 2♦

West: 7♠ 3♠

South: K♣ 7♣ 2♣

North: J♠ 8♠ 4♠ Q♥ 7♥ 6♥ 3♥ Q♣ J♣ 9♣ A♦ 8♦ 3♦

2 TOUGH COMPETITOR - HAND EVALUATION

N-S Vul

♠ K J 4
 ♥ K 7 4 3 2
 ♦ 7 4 3
 ♣ 10 4

West

North

East

South

Pass

2 ♠

1 ♣

1 ♠¹

Pass

Pass

3 ♣

4 ♠

Pass

♠ 8 7 6
 ♥ 10 6
 ♦ A 10 9 8 5
 ♣ J 8 5



♠ 5
 ♥ Q J 9 8
 ♦ J 2
 ♣ A K Q 9 6 2

♠ A Q 10 9 3 2
 ♥ A 5
 ♦ K Q 6
 ♣ 7 3

4 ♠ South
 Lead: ♣ 5

a) expect finesses to work as over strong hand (if only here!)
 b) - honours working together in Ds. We've got As & Ks & extra trump

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**

Board 13 ♠ 8 6 Cue Raises
 Dealer: ♥ K Q 8 7 3
 North ♦ A 4 3
 ♣ Q J 7

Bidding: N E S W
 1H 1S P **2H**
 P 2S P **4S** All Pass

♠ A 7 5 2 ♠ K Q J 4 3
 ♥ A J 6 4 N ♥ T 5
 ♦ K Q J T W E ♦ 9 8 7
 ♣ 8 3 S ♣ A 9 2

Bidding: West cue raises to show 3+ ♠s & 10+pts. East shows a min hand (8-11pts) bidding 2S but West bids game anyway 16tp & extra trump

♠ T 9
 ♥ 9 2
 ♦ J 6 5 2
 ♣ 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

W	N	E	S
1♠	2♥	3♠	?

S	South
♠	32
♥	AJ8
♦	KJ96
♣	J1094

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 **all** 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+ ♥s & 10+pts. If partner bids 3H (min 12-14pts) Pass.

Opener's Rebid Options:

- 3H - Rebid suit at lowest level (minimum 12-14pts)
- 4H - Rebid suit at game level, eg game values opposite 10+TP

South	West	North	East	South
 Axx		1H	2C	3C
 QTxx	Pass	3H	All	Pass (3H is min 12-14pts)
 KQxx				
 xx				

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
♦ Q 8 4 3
♣ A 8 7 5

Bidding:

West North East South
1S 2H Pass ?

Notes:

- South bids **2S** - shows support for hearts & invitational

♠ 8 2
♥ K 9 6 3
♦ J 9 8 7 2
♣ T 4

West North East South
1C 1H Pass ?

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

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

SOUTH

- **Playing Cue Raises**
South will bid 3S preemptive (4-7 HCP & 4 trumps)
- **Otherwise South will bid 2S & will then compete to 3S as trump fit is 9 (LOTT)**

	<div style="border: 1px solid black; padding: 2px; display: inline-block;">1♠</div>	
<div style="border: 1px solid black; padding: 2px; display: inline-block;">1♥ •</div>	<div style="border: 1px solid black; padding: 10px; display: inline-block; text-align: center;">N W E S</div>	<div style="border: 1px solid black; padding: 2px; display: inline-block;">2♥</div>
	<div style="border: 1px solid black; padding: 2px; display: inline-block;">?</div>	
	♠ K 7 6 5	
	♥ 6 2	
	♦ Q 9 7 5 4	
	♣ 6 2	

3 TOUGH COMPETITOR CUE RAISES: QUIZZES

<p>19.1.2</p> <p>W N E S</p> <p>1H 1S P ?</p> <p> Axx</p> <p> xx</p> <p> Axxx</p> <p> Kxx</p>	<p>19.1.4</p> <p>W N E S</p> <p>1H 1S P ?</p> <p> Axxx</p> <p> xx</p> <p> AQxx</p> <p> Kxx</p>	<p>19.2.1</p> <p>W N E S</p> <p>1S 2H P ?</p> <p> 3</p> <p> Q8765</p> <p> A982</p> <p> 876</p>	<p>19.2.2</p> <p>W N E S</p> <p>1S 2H P ?</p> <p> 65</p> <p> QJ5</p> <p> AK65</p> <p> K542</p>
<p>Bid 2H = Cue Raise. If partner rebids 2S, you Pass, & play in 2S instead of 3S</p>	<p>Bid 2H = Cue Raise. If partner rebids 2S, you could consider raising to 3S (but not 4S) – allowing for them to Pass with a sub-minimal overcall, or bid game with around 12HCP.</p>	<p>4♥ - all about the fit & maybe shape - not points.</p>	<p>b) 2♠. Cue Raise, 10+ HCP & will bid 4♥ next. If RHO bid 2♠ we would Cue Raise 3♠ as happy to commit to 4 level in hearts.</p>

3 TOUGH COMPETITOR CUE RAISES: By Advancer

Board 14	♠A 7 5	Cue Raises
Dealer: East	♥6 4	
	♦A 9 4 3	
	♣K 8 4 3	
♠T 9 2		♠8 6
♥A 8	N	♥K Q J 7 3
♦J 6 5 2	W E	♦K Q T
♣T 6 5 2	S	♣Q J 7
	♠K Q J 4 3	
	♥T 9 5 2	
	♦8 7	
	♣A 9	

Bidding: East South West North Brd 14 Cue Raise by Advancer

1H 1S P 2H

P 2S P All Pass

Bidding: North cue raises to show 3+ ♠s & 10+pts. South bids 2S to show a min hand (8-11pts) & North passes. **Note: now playing in 2S not 3S.**

Lead: West leads ♥A - lead of partner's suit, don't lead away from an Ace

Losers: ♠ - nil, ♦ - 1 & ♣ - nil

♥ - 2/3 as long as Dummy has trumps

Play: E/W win 2 ♥ tricks & then should play trumps (to reduce West's trumps). Declarer should lead ♥s but will only be able to ruff 1 trick

Score: 9 tricks in spades non vul. (30 + 30 + 30 + 50) = 140

3 TOUGH COMPETITOR CUE RAISES: The preemptive 3lvl bid

West	North	East	South
1 ♠	2 ♥	Pass	Pass
Pass	? ²	Pass	3 ♠ ¹

1. 4S & 4-7pts LOTT
2. Was going to bid clubs - now hard

Board 10
Both Vul

♠ A K 10 9 5 2
♥ K
♦ 10 9 7 5 3
♣ K

♠ 3
♥ A Q 9 7 4 2
♦ —
♣ A Q 10 8 4 3



♠ J 8 6 4
♥ J 10 8 6 5
♦ Q J 4
♣ 5

♠ Q 7
♥ 3
♦ A K 8 6 2
♣ J 9 7 6 2

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 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)

	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

East

♠ T 9 8 7

♥ A Q x x

♦ A x x x

♣ x

Bidding:

West North East Sth

1C 1S ?

Notes:

- East doubles with 4♥s & 4♦s

- Raise if West bids ♦ or ♥,

- Pass if West bids 2♣

♠ K T 9 8

♥ x

♦ A K x x

♣ A x x x

West North East Sth

1C 1H ?

- Have ♦ & ♠. Double & plan to bid again as strong

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: ♠ x x ♥ Q J x x ♦ K Q x x ♣ Q J x (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 4 cards in unbid major suit (& *ideally other non bid suit*)
- Does not have to be alerted
- -VE DOUBLES 1 level - 6+HCP, 2 level - 8+HCP, 3 level - 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

W N E

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

W N E S

1H 2C ?

 AKQxx

 xx

 Qxxx

 xx

Bid 2S: have 5+ spades, forcing (10+ HCP)

15.3.1

W N E S

1C 1S X P


?



 KJxx

 Kxx

 AQxxxx

Answer: 3 , support partner's hearts. 18TP incl void

NEGATIVE DOUBLES QUIZZES

BTpg105.2

W N E

1C 1D ?

♠ K763

♥ KQ95

♦ 42

♣ 962

Double - both majors. Could bid 1H but if oppo bid 2D lose chance to show spades

BTpg10.Ex1

W N E S

1H 1S ?

♠ xx

♥ xx

♦ KJxx

♣ Kxxxx

Double. Will Pass Opener's 2C/D response or 2H

Board 1: (ACBL
Sample 1)
Vul: N/S
Dealer: North

♠ 7 4
♥ T 9 7
♦ A Q 8 4
♣ 6 5 4 2

♠ A 9 3
♥ Q 6 4 2
♦ J 5
♣ A Q T 7

	N	
W		E
	S	













♠ T 8 5
♥ A J 8 3
♦ K 9 6 3
♣ J 8

West	North	East	South
	1♣	1♣	X
Pass	2♥	All Pass	

Negative D

♠ K Q J 6 2
♥ K 5
♦ T 7 2
♣ K 9 3

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

<p>N E S</p>	<p>N E S</p>	<p>N E S W</p>
<p>1D 1S ?</p>	<p>1H 1S ?</p>	<p>1S P 2S X</p>
<p></p>	<p></p>	<p>P 3H P P</p>
<p></p>	<p></p>	<p>?</p>
<p> J 5 3</p>	<p> 8 5</p>	<p> A Q 8 7 6 3</p>
<p> K Q 8 3</p>	<p> Q 7 5 3</p>	<p> 6 5</p>
<p> 8 3</p>	<p> Q 8 7</p>	<p> K Q 6</p>
<p> Q 8 7 6</p>	<p> 9 8 7 4</p>	<p> J 5</p>

4 TOUGH COMPETITOR NEGATIVE DOUBLES - SUMMARY

North East South

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

Summary ♠♥♦♣

Responder Hands	No Competition (1H Pass ?)	In Competition (1H <1S> ?)
1 ♠T92 ♥A86 ♦Q652 ♣Q65	2H (3+H & 6-9/10pts)	2H
2 ♠T2 ♥A864 ♦Q652 ♣Q65	2H	2H compete to 3H if required
3 ♠T9 ♥A86 ♦Q652 ♣KQ65	3H (3+H & 10/11-12pts) - best if have 4 ♥s	2S (3+H & 10+pts)
4 ♠K2 ♥A86 ♦Q652 ♣KQ65	4H (3+H & 13+pts)	2S (3+H & 10+pts) - all strong bids go thru cue raise
5 ♠92 ♥A864 ♦T652 ♣876	Pass	3H (4H & 4-7pts)
6 ♠92 ♥A8643 ♦Q652 ♣87	2H ? today 4H	4H (5 trumps)

Summary ♠♥♦♣

Advancer Hands	Pre Cue Raises (1H 1S P ?)	In Competition (1H 1S P ?)
1 ♠ T92 ♥ A86 ♦ Q652 ♣ Q65	2S (3+S & 6-9/10pts)	2S
2 ♠ T932 ♥ A8 ♦ Q652 ♣ Q65	2S	2S compete to 3S if required
3 ♠ KT92 ♥ A86 ♦ Q652 ♣ Q6	3S (3+S & 10/11-12pts)	2H (3+S & 10+pts)
4 ♠ KT9 ♥ A86 ♦ Q652 ♣ KQ2	4S (3+S & 13+pts)	2H (3+S & 10+pts) all strong bids thru cue raise
5 ♠ T982 ♥ A864 ♦ T65 ♣ 87	Pass	3S (4S & 4-7pts) care Vul
6 ♠ AT982 ♥ 43 ♦ Q652 ♣ 87	2S ? today 4S	4S (5 trumps) - care if unfavourable Vul.

Responding to 1 minor 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 (Negative) = 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)


Summary ♠♥♦♣

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

Non – Comp Raises	Total pts. & fit	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♥
-----	4 – 7 pts. 9+ card fit	1♥ – 2♣ – 3♥

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
- We respond 2S to partner's 1S opening  but compete to 3S if necessary

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:

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.

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
- 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