

Competitive Bidding

Get in and Get Out of the Bidding



Minor Suit Stayman (expert) - over 1NT

2♣ response shows both minors 5/5, signoff or Game Force

- ✓ (asks for 4 card minor)

Raise of minor GF/slam invitational

2NT response shows one minor, relays to 3♣ (traditional 2NT bid is lost) - to invite with 8/9 hcp's bid 2♣ (alert - may not have a 4 card major) and then 2NT over opener's response

- ✓ usually signoff in ♣/♦, else GF/slam invitational

3♣/♦ response is 6+ card suit; weak hand; natural invite

3♥/♠ response shows 10-13 hcp's, 3 card fragment in bid major

- ✓ at least 5/4 in the minors

Smolen (Stayman response of 2♦ is followed by 3 level of 4 card major showing - 5 of the other major)

1 2 3 Re-raise, help suit or 2NT

1♥/♠ - 2♥/♠ (by responder) - 3♥/♠ by opener

- ✓ asks for trump quality

New suit is "help suit" game try (forcing to 3/4 ♥/♠)

- ✓ minimum or maximum does not matter, just what responder has in the 2 suits opener bid

2NT asks responder hand strength (alert - not balanced)

- ✓ Responder bids game with 8/9 hcp's or help in bid suit, else 3

There is no such thing as a bad 8 count when invited to bid game (beginners and intermediates)

Roman Key Card Blackwood (expert)

5NT shows all key cards plus the Queen of trump and asks for the "Cheapest" King (rather than kings)

A bid of the 6 level in a suit that is not the agreed trump suit, over the 5 level response (rather than bidding 5NT) shows all key cards plus the Queen of trump and asks responder to bid 7 in the agreed suit with the Ace of the suit bid.

Fourth Suit Forcing to game by opener, 1 round by responder

1♠ - 1♦;

1♥ - 1♠ (natural); jump to 2♠ 4SF

New Minor Forcing / versus jumps

1♦ - 1♥;

1NT - 3♣ (shows 4♥&6♣ with no game interest)

1♦ - 1♥;

1NT - 2♣ (NMF shows 5♥)

2♦ - 3♣ (5/5 in ♥/♠)

1♦ - 1♠;

1NT - 2♥ (weak hand, pick a major)

1♦ - 1♠;

1NT - 3♥ (5/5 in the majors, invitational)

1♦ - 1♠;

1NT - 2♣ (NMF shows 5♠)

2♦ - 3♥ (5/5 in the majors, game forcing)

Gist of it is that immediate jumps to the 3 level are never game forcing, whereas NMF followed by 3 level in a new suit creates a Game Force

Jordan 2NT over major or minor

When the opponents have doubled, 2NT is a limit raise

Jordan 1 2 3 over major

1NT is simple raise; 2♥/♠ is less than 6 hcp's with 3

2NT is limit raise; 3♥/♠ is less than 6 hcp's with 4

3NT is GF raise; 4♥/♠ is less than 6 hcp's with 5

Takeout doubles through 4♥, double of 4♠ is penalty, takeout of 4♠ is 4NT

Negative doubles though 4♥

Responsive doubles (When Opponents have bid and Raised their suit) through 4♦

Partner has doubled a major, RHO negative doubles - a bid by advancer shows 4 cards in the un-bid major, double shows 3 cards in the un-bid major and more than 5 hcp's



Two over One Intermediate Series #6

www.bridgewebs.com/borderlinebridge

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| #1 - Bridge Bidding Basics | #11 - Strips and Squeezes |
| #2 - Six Basic Conventions | #12 - Blackwood |
| #3 - Play of the Hand | #13 - Cue-bids |
| #4 - Defense | #14 - Flannery |
| #5 - Intermediate Bidding | #15 - Carding |
| #6 - Advanced (Two over One) | #16 - Four Suit Transfers |
| #7 - Stayman and Transfers | #17 - Weak No Trump |
| #8 - Lebensohl | #18 - Wolf Sign-off & XYZ |
| #9 - Doubles and Overcalls | #19 - Unusual/NMF/4SF |
| #10 - Online Bridge | #20 - One Level Transfers |



Grafton Duplicate Bridge Club

Thursday Noon - Ameriprise Financial Bldg

Stratified Pairs - Bridge lessons at 11am

Director - Michael Leighton (701) 520-0753

Grand Forks Duplicate Bridge Club

Monday 6:30pm - GF Senior Center

Stratified Pairs - Bridge lessons at 5:45pm

Friday 12:30pm - EGF Senior Center

Director - Tom Rand (701) 742-3676

Ambassador Bridge Club Winnipeg MB

Tuesday 12:15pm - MB Bridge Centre

Stratified Pairs

Wednesday 7pm - MB Bridge Centre

Invitational Pairs and Swiss Teams

Thursday 1pm - (0 - 200) Temple Shalom

Play and learn

Saturday 12:30pm - MB Bridge Centre

Swiss Teams

Director - Bill and Sue Treble (204) 669-1458

Putting it all together

2/1 Game Force (Suit Bids)



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2/1 Game Force is the most modern bridge bidding system. Simply stated, if partner is **not** a passed hand and responds at the 2 level over opener's one level suit bid, the auction is forced to game (3NT) or the 4 level when a fit is found.

Hand evaluation is the same. The catchall bid for hands that do not have the values for game (5 - 12 hcp) is 1 No Trump and it is forcing for 1 round. Opener announces "forcing".

The disadvantage to the 2/1 system is that 1NT is no longer natural and you cannot declare 1NT when partner is an "un-passed" hand to the opener.

The advantage of the 2/1 system is that opener and responder know immediately that game is "in the cards", now there is ample room to explore for slam. It is felt that 2/1 is more efficient for finding slams.

The 2/1 system also works well with the 4 card **Bergan raises** convention and the **1NT forcing** bid allows distinguishing of "constructive" versus minimal raises.

When there is bidding interference, 2/1 reverts to Standard bidding.

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Major Opening Response Bid - No Fit

Opener bids 1 of a major ♥/♠, - with (5 - 12) hcp and no fit, responder bids 1NT. (Opener announces "forcing")

- ✓ Opener re-bids a 6 card suit, jump re-bids with 16-18 hcp and 6 card suit, shows a 2nd major with 4♥, if values to reverse bids 2♠ with 4♠, or usually bids best minor, with 3/3 bid 2♣
- ✓ Responder passes minimal hand with 2nd suit fit or corrects to opening suit with 2
- ✓ Responder bids 2NT with 11 hcp
- ✓ Responder bids 3NT with 12 hcp
- ✓ Responder Raises the 2nd suit with 4 card fit

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Response Bid - Three Card Support for Majors

6-7 hcp Responder bids 1NT (forcing) followed by 2♥/♠
8-9 hcp Responder raises to 2♥/♠
10-11 hcp Responder bids 1NT (forcing) followed by 3♥/♠

As a **PASSED** hand, Responder must bid 2♣ (**Reverse Drury**) to show limit raise with 3 card support

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Response Bid - Four Card Support for Majors

Bergan Raises differentiate between a 3 card raise and a 4 card raise of a major enabling partner to know that there is a 9 card fit.

Opener bids 1♥/♠

3♣ shows 8-9 hcp (minimal raise) and 4 card support

3♦ shows 10-11 hcp (limit raise) and 4 card support

3♥/♠ shows 0-7 hcp - normally 6/7 (pre-emptive raise) and 4 card support

Opener places the contract with rebid

Bergan is ON over 1♠ and 1NT overall of 1♥...
or 1NT overall of 1♠ as a jump into 3♣ or 3♦ is available
Bergan ON as PASSED hand with 4 card support

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Minor suit openings

1♦ with 4/4, 1♣ with 3/3 regardless of suit quality
Responder Raise of minor (implies 5)

- ✓ 6 - 9 hcp single raise
- ✓ 10-11 hcp jump in other minor
- ✓ 12+ jump raise (Game Force)
- ✓ OFF over competition - cue-bid is limit raise

PASSED hand cannot jump other than limit raise of minor

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Reverse Drury (expert)

- ✓ Opener rebids major with junk
- ✓ 2♦ (artificial) with legit values **but only a four card suit** (alert)
- ✓ anything else promises good hand & 5+ cards in major
- ✓ "**Fit Drury**" - any suit by passed hand is limit raise and shows concentration of values (assumes 2/1 system)

Reverse Drury if OFF over a double as Redouble is available.
Response to Redouble with Bid shows full values,
PASS by opener shows less than an opener

Response to strong 2♣ Open (♥Bust)

- ✓ 2♦ is waiting
- ✓ 2♥ artificial negative
- ✓ 2NT positive in ♥

Following 2♥ is forcing for 1 round and bidding can stop at 3 of a major, but not below that level

There is very little pre-emptive value to 2♦, therefore, 2♦ is used as **Flannery** or **Mini Roman** - recommended is Flannery

Flannery 2♦ - shows 11 - 16 hcp with 5♥ & 4♠

Responder is the "captain"

- ✓ 2 of major is to play
- ✓ 3 of major invites
- ✓ 4 of major is to play (pre-emptive)
- ✓ jump to 4♣ is transfer to 4♥, 4♦ is transfer to 4♠ (RKC available after transfer)
- ✓ 2NT forcing asks for 3+ card minor

With a 3 card minor, opener bids it at the 3 level

With 2/2 in the minors...

Opener rebids 3♥ with a minimum and 3♠ with a maximum

1♠ response to Flannery 1♥ shows 5+♠
(Flannery denies minimal opener with 4♠)

Mini Roman 2♦ - shows 12 - 14 hcp 4/4/4/1 with ♦

- ✓ Responder bid 2NT to ask for singleton with 12+ hcp
- ✓ With weakness, Responder bids "up the line" to find fit - either passes when fit is found