

# COMPETITION AFTER 1NT

## SEMINAR SUMMARY

- WHEN THEY BID OVER YOUR 1N OPENING
  - PART 1 : unbalanced hands, showing a single suit
    - 2N conventional – forces 3C
    - WEAK : bid at 2-level, or use 2N to get to a lower suit
    - INVITING : use 2N-3C to get to a higher suit
    - STRONG (game forcing) : bid at 3-level
  - PART 2 : balanced hands, showing stoppers & four card majors
    - Direct CUE : no stopper but have four of other major
    - 2N-3C and then CUE : stopper and have four of other major
    - Direct 3N : no stopper and no four card major
    - 2N-3C and then 3N : stopper and no four card major
  - Losses : use of a natural 2N
    - Compensation is use of double for takeout
  
- WHEN THEY DOUBLE YOUR 1N OPENING
  - Also doubles of 1N/2N overcalls : normal SYSTEM is OFF
  - Single suited : XX tells partner to bid 2C, then pass or correct
  - Two suited : bid lower of two (roughly equal) suits
    - Partner bids one step up to find the other suit (if wanted)
  - If responder passes, opener can XX to show a 5 card suit somewhere
    - Responder can bid 2C to ask which

# Competition after 1N openings

Patrick, November 2015

## OUR INTENT

- To recover our constructive bidding
  - where we lose Stayman & Transfers, we still need competitive, invitational and game forcing sequences
- To make the best escape if being doubled
  - minimising the penalty (if there is one)
- [Another day] How best for us to interfere
  - when they open 1N
  - .... and you should interfere

## When They Overcall our 1N

- Similar issue whether natural or artificial
- We need to handle
  - limited, competing hands
  - hands with invitational values
  - game forcing hands
- Same evaluation as when they pass

## Hand types which matter

- Single suiter
  - but if we are weak, we let them play
- Two and three suited
  - ditto
- Balanced hands
  - we'd normally pass with up to 10 hcp

# Different hand ranges, single suiter

Bidding is 1NT - <2H>

♠ KQ876

♥ 86

♦ 974

♣ QT8

play 2S

bid 2S

♠ KQ876

♥ 86

♦ K86

♣ QJ8

invitational

(is a problem)

♠ KQ876

♥ 86

♦ K84

♣ AQJ

game forcing

bid 3S

## Different hand ranges

Bidding is 1NT - <2H>

♠ K6

♥ 86

♦ 9874

♣ QT876

too weak

♠ K6

♥ 86

♦ Q86

♣ QJ8764

competing  
(but how? &  
if inviting?)

♠ K6

♥ 86

♦ AQ84

♣ AQJ94

game forcing  
bid 3C

## The LEBENSOHL solution

- Give up a natural 2N
  - forces an upgrade or a downgrade
- Use 2N as a puppet to 3C
  - a new route to a suit lower than theirs
  - you get back up to 3 bids, for giving up 1 bid



## Different hand ranges

Bidding is 1NT - <2H>

♠ K6

♥ 86

♦ 9874

♣ QT876

too weak -  
passes

♠ K6

♥ 86

♦ Q86

♣ QJ8764

competing -  
bids 2N and  
passes 3C

♠ K6

♥ 86

♦ AQ84

♣ AQJ94

game forcing -  
bids 3C

## Different hand ranges

Bidding is 1NT - <2H>

♠ K6

♥ 86

♦ QJ8764

♣ Q86

D competing –  
bid 2N and  
then 3D

♠ K6

♥ 86

♦ Q86

♣ QJ8764

competing –  
bids 2N and  
passes 3C

♠ QJ8764

♥ 86

♦ K6

♣ Q86

here can bid 2S,  
so 2N & 3S is  
free

# Lebensohl – part 1

- 2-level suit bids are to play
- 2N tells partner to bid 3C
  - bid of a lower suit is to play
  - bid of a higher suit invites, but NON FORCING.
- 3-level bid by responder is game forcing

This covers single suited hands.

## Two suited and three suited ?

- How do we handle these over a pass ?
  - if weak, we just choose one suit (+exception)
  - if invitational, we usually choose one suit
  - if game forcing, we show one then other
- Double – the one extra bid we have

## Balanced Hands Issues

- If we would pass 1N, we pass now
- If we would invite over 1N, we are stuck
  - but might double
    - This should suggest defending or bidding, but not both!
- If we are game forcing – two key questions
  - Do we have a major suit fit ?
  - Do we have a stopper in their suit ?

## Responder shows – Opener knows

- How do we show 4 of the other major ?
  - proposal : cue bid in 3 of their suit
  - opener now knows whether to bid the major
- Two ways to cue bid
  - direct
  - 2N and then a cue bid

## When their bid is artificial ...

- What do we mean by a “cue bid” ?
  - if they have an anchor suit, then that suit
    - 1N - <2C hearts+other> - 3H (cue)
  - if they don't, we have to let them bid out first

## Lebensohl – part 2

- Four sequences available
  - direct cue
  - direct 3N
  - 2N and then cue
  - 2N and then 3N
- Four things to show !
  - with/without major
  - with/without stopper



## Lebensohl – part 2

- Four sequences available

- direct cue
- direct 3N
- 2N and then cue
- 2N and then 3N

DIRECT is  
NO STOP

via 2N has a  
STOP

“SLOW SHOWS”

## Lebensohl – part 2

- Four sequences available

- |                   |                     |
|-------------------|---------------------|
| – direct cue      | major, no stop      |
| – direct 3N       | no major, no stop   |
| – 2N and then cue | major with top      |
| – 2N and then 3N  | no major, with stop |

“SLOW SHOWS”

## More Lebensohl

- Variations on the above .... beware !
- In the context of 2M(weak)-X-P
  - shares the concept of stealing 2N
  - shares the concept of cue with other major
  - but different because you are forced to bid
  - so another day ...

♠ 98

♥ AQ3

♦ K842

♣ A765

♠ KQ3

♥ K965

♦ A9

♣ QT94

DEALER  
WEST

---

W		E
1N (12-14)	<2S>	2N
3C		3S
3N		P

---

♠ 98

♥ AQ3

♦ K84

♣ A7652

♠ J73

♥ K965

♦ A9

♣ KQ94

DEALER  
WEST

---

W		E
1N (12-14)	<2S>	3S
4C		5C
P		

---

♠ 98

♥ AQ32

♦ K854

♣ A76

♠ KQ3

♥ K95

♦ A92

♣ QT94

DEALER  
WEST

---

W		E
1N (12-14)	<2S>	2N
3C		3N
P		

---

♠ KQ9

♠ J7

♥ AQ32

♥ K95

♦ K8

♦ A942

♣ T762

♣ KQ94

DEALER  
WEST

---

W		E
1N (12-14)	<2S>	3N
P		

---

# SUMMARY

- Key is artificial 2N, forces 3C
  - start this way to play in a lower suit
  - start this way to invite in a higher suit
  - start this way and cue to offer 3N & 4OtherMajor
  - start this way and then 3N to play there
- Other bids
  - at 2-level is to play
  - at 3-level is game forcing
  - direct cue is 4OM and no stopper
  - direct 3N is no major, no stopper



Excellent set of examples available courtesy of Andrew Kambites.  
Will get these to web site and send out links.

**THAT'S ENOUGH FOR NOW**

# Competition after 1N openings part 2 : when they double

Patrick, November 2015

## OUR INTENT

- To recover our constructive bidding
  - where we lose Stayman & Transfers, we still need competitive, invitational and game forcing sequences
- To make the best escape if being doubled
  - minimising the penalty (if there is one)
- [Another day] How best for us to interfere
  - when they open 1N
  - .... and you should interfere

## After they double

- INTENT : best in a bad context
  - occasionally constructive but rare

**SO SYSTEM IS OFF**

- When it applies
  - 1N opening
  - also 1N overcall
  - also 2N overcall
    - and whether double is over or double is under ...

## To where might we escape ?

- 5+ card suit with responder
- a 4-4 (or 4-3) fit
- 5 card suit with opener
- (or pass it out)

generally in this order

## Bids over 1N-X

- **Redouble** : used on 1-suiters
  - if partner bids 2C, pass + 3 options
- **Bid a suit** : used for 2(3)-suiters
  - 4 options
- **Jump in a suit**
  - long and single suited (and good to do)

There are variants  
in common use

Guarantee is a  
7-card fit or better

## Examples – single suiters

Bidding is 1N-X

♠ 64

♥ 64

♦ Q86

♣ QJ8642

XX and then  
pass 2C

♠ 65

♥ QJ842

♦ Q86

♣ 642

XX and then  
bid 2H over 2C

♠ J8642

♥ 64

♦ Q86

♣ 642

XX and then  
bid 2S over 2C  
(and pray)

## Examples – two suiters

Bidding is 1N-X

♠ 64

♥ 642

♦ QJ86

♣ QJ86

bid 2C first

♠ 642

♥ QJ86

♦ QJ86

♣ 64

bid 2D first

♠ QJ86

♥ QJ86

♦ 64

♣ 642

bid 2H first\*



## How does partner continue?

- (usually) Pass with 3 or 4 cards
- cannot by-pass partner's second suit
- Next step up to get partner's second suit
  - 2D over 2C
  - 2H over 2D
  - (2S over 2H)

## Examples – after 1N-X-2C

2C shows clubs+higher suit

♠ A73

♠ 753

♠ AK75

♥ K53

♥ AK75

♥ AK75

♦ K75

♦ AK75

♦ 53

♣ K975

♣ 53

♣ 753

Pass 😊

bid 2D

Pass 😞

## Examples – after 1N-X-2R

2R shows that suit+higher suit

♠ A73

♠ AK53

♠ 753

♥ K53

♥ 753

♥ AK75

♦ K75

♦ AK86

♦ 753

♣ K975

♣ 753

♣ AK7

2D : Pass

2D : Pass

2D : bid 2H (P)

2H : Pass

2H : bid 2S

2H : Pass

## Extras to consider

- With 4333
  - Usually best to pass
- With a 5-4 shape
  - Sometimes best to show two suits
  - Applies with 5-5 also
- With 4441 shape
  - Have to decide on which 2 suit to show

# What if the opponent's bid

- They bid a suit
  - You are rescued : you rarely bid
- They double (penalty or takeout)
  - Bids & meanings unchanged
  - XX creates extra options (and memory challenges)

## What about 1NT opener's suit ?

- Only an option after partner passes the X
- Partner's pass : weak 4333 or values
  - So we XX to indicate we have a suit
  - Partner bids 2C to ask

**THAT'S ENOUGH FOR NOW**

<p>           ♠ A63            ♥ J106            ♦ AK6            ♣ Q876            ♠ 42            ♥ 972            ♦ 5432            ♣ 10954            ♠ 95            ♥ KQ543            ♦ Q97            ♣ AK2         </p>	<p>Board 1 : Dealer North : Love all</p> <table border="0"> <thead> <tr> <th><i>West</i></th> <th><i>North</i></th> <th><i>East</i></th> <th><i>South</i></th> </tr> </thead> <tbody> <tr> <td></td> <td>1NT</td> <td>2♠</td> <td>3♥</td> </tr> <tr> <td>Pass</td> <td>4♥</td> <td>All Pass</td> <td></td> </tr> </tbody> </table> <p>3♥ is game forcing. If South wanted to just make a game try he would have started with 2NT and then bid 3♥.</p>	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>		1NT	2♠	3♥	Pass	4♥	All Pass					
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>														
	1NT	2♠	3♥														
Pass	4♥	All Pass															
<p>           ♠ Q2            ♥ 972            ♦ Q432            ♣ 9542            ♠ 95            ♥ KQ543            ♦ J75            ♣ AJ10            ♠ KJ10874            ♥ A8            ♦ 1098            ♣ K3         </p>	<p>Board 2 : Dealer East : NS vulnerable</p> <table border="0"> <thead> <tr> <th><i>West</i></th> <th><i>North</i></th> <th><i>East</i></th> <th><i>South</i></th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td>1NT</td> <td>2♠</td> </tr> <tr> <td>2NT</td> <td>Pass</td> <td>3♣</td> <td>Pass</td> </tr> <tr> <td>3♥</td> <td>Pass</td> <td>4♥</td> <td>All Pass</td> </tr> </tbody> </table> <p>Lebensohl 2NT requires partner to bid 3♣. West plays 3♥ after the Lebensohl 2NT as a game try, but it is perfectly reasonable to have an alternative partnership agreement that 3♥ is a sign off. With a maximum and 3-card heart support East raises to 4♥.</p>	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>			1NT	2♠	2NT	Pass	3♣	Pass	3♥	Pass	4♥	All Pass
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<p>           ♠ 95            ♥ KQ543            ♦ J75            ♣ AJ10            ♠ KJ10874            ♥ A8            ♦ 1098            ♣ K3            ♠ A63            ♥ 106            ♦ AK62            ♣ Q876         </p>	<p>Board 3 : Dealer South : EW vulnerable</p> <table border="0"> <thead> <tr> <th><i>West</i></th> <th><i>North</i></th> <th><i>East</i></th> <th><i>South</i></th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td></td> <td>1NT</td> </tr> <tr> <td>2♠</td> <td>2NT</td> <td>Pass</td> <td>3♣</td> </tr> <tr> <td>Pass</td> <td>3♥</td> <td>All Pass</td> <td></td> </tr> </tbody> </table> <p>Lebensohl 2NT requires partner to bid 3♣. North plays 3♥ after the Lebensohl 2NT as a game try, but it is perfectly reasonable to have an alternative partnership agreement that 3♥ is a sign off. With a minimum and just a doubleton heart South passes 3♥.</p>	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>				1NT	2♠	2NT	Pass	3♣	Pass	3♥	All Pass	
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2♠	2NT	Pass	3♣														
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<p>           ♠ KJ10763            ♥ 84            ♦ A105            ♣ A9            ♠ A98            ♥ KQ65            ♦ K876            ♣ Q3            ♠ 52            ♥ J7            ♦ QJ9            ♣ KJ10876            ♠ Q4            ♥ A10932            ♦ 432            ♣ 542         </p>	<p>Board 4 : Dealer West : All vulnerable</p> <table border="0"> <thead> <tr> <th><i>West</i></th> <th><i>North</i></th> <th><i>East</i></th> <th><i>South</i></th> </tr> </thead> <tbody> <tr> <td>1NT</td> <td>2♠</td> <td>2NT</td> <td>Pass</td> </tr> <tr> <td>3♣</td> <td>All Pass</td> <td></td> <td></td> </tr> </tbody> </table> <p>Lebensohl 2NT requires partner to bid 3♣. East uses this sequence to sign off in 3♣.</p>	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>	1NT	2♠	2NT	Pass	3♣	All Pass						
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<p>           ♠ A98            ♥ KQ65            ♦ K87            ♣ Q73            ♠ Q4            ♥ A10932            ♦ 43            ♣ 8542            ♠ 52            ♥ J7            ♦ QJ9652            ♣ KJ10         </p>	<p>Board 5 : Dealer North : NS vulnerable</p> <table border="0"> <thead> <tr> <th><i>West</i></th> <th><i>North</i></th> <th><i>East</i></th> <th><i>South</i></th> </tr> </thead> <tbody> <tr> <td></td> <td>1NT</td> <td>2♠</td> <td>2NT</td> </tr> <tr> <td>Pass</td> <td>3♣</td> <td>Pass</td> <td>3♦</td> </tr> <tr> <td>All Pass</td> <td></td> <td></td> <td></td> </tr> </tbody> </table> <p>Lebensohl 2NT requires partner to bid 3♣. South uses this sequence to sign off in 3♦.</p>	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>		1NT	2♠	2NT	Pass	3♣	Pass	3♦	All Pass			
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Pass	3♣	Pass	3♦														
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<p>           ♠ 542            ♥ 10973            ♦ A10            ♣ 8542            ♠ Q            ♥ AJ            ♦ QJ96542            ♣ KJ10            ♠ 983            ♥ KQ65            ♦ K873            ♣ A7            ♠ AKJ1076            ♥ 842            ♦ -            ♣ Q963         </p>	<p>Board 6 : Dealer East : EW vulnerable</p> <table border="0"> <thead> <tr> <th><i>West</i></th> <th><i>North</i></th> <th><i>East</i></th> <th><i>South</i></th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td>1NT</td> <td>2♠</td> </tr> <tr> <td>3♦</td> <td>Pass</td> <td>4♦</td> <td>Pass</td> </tr> <tr> <td>5♦</td> <td>All Pass</td> <td></td> <td></td> </tr> </tbody> </table> <p>3♦ is game forcing. If East/West play that 2NT followed by 3♦ over 3♣ is a sign off, it follows that if West shows his diamonds he can only sign off or force to game.</p>	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>			1NT	2♠	3♦	Pass	4♦	Pass	5♦	All Pass		
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>														
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3♦	Pass	4♦	Pass														
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<p>           ♠ 42            ♥ K876            ♦ AQ32            ♣ Q87            ♠ AJ9765            ♥ 42            ♦ J5            ♣ AK10            ♠ 83            ♥ J1053            ♦ 1096            ♣ J964            ♠ KQ10            ♥ AQ9            ♦ K874            ♣ 532         </p>	<p>Board 7 : Dealer South : All vulnerable</p> <table border="0"> <thead> <tr> <th><i>West</i></th> <th><i>North</i></th> <th><i>East</i></th> <th><i>South</i></th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td></td> <td>1NT</td> </tr> <tr> <td>2♠</td> <td>Dbl</td> <td>Pass</td> <td>3NT</td> </tr> <tr> <td>All Pass</td> <td></td> <td></td> <td></td> </tr> </tbody> </table> <p>Dbl is a game invitation (forcing partner to 3-level must have values), and takeout not penalties. South must use common sense. With good spade stoppers and a maximum he jumps to 3NT.</p>	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>				1NT	2♠	Dbl	Pass	3NT	All Pass			
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<p>           ♠ AK9765            ♥ 42            ♦ J5            ♣ Q105            ♠ J108            ♥ A93            ♦ K874            ♣ A32            ♠ 42            ♥ K876            ♦ AQ32            ♣ K87            ♠ Q3            ♥ QJ105            ♦ 1096            ♣ J964         </p>	<p>Board 8 : Dealer West : Love all</p> <table border="0"> <thead> <tr> <th><i>West</i></th> <th><i>North</i></th> <th><i>East</i></th> <th><i>South</i></th> </tr> </thead> <tbody> <tr> <td>1NT</td> <td>2♠</td> <td>Dbl</td> <td>Pass</td> </tr> <tr> <td>3♦</td> <td>All Pass</td> <td></td> <td></td> </tr> </tbody> </table> <p>Dbl is a game invitation, primarily takeout. With no spade stopper and a minimum West can only show his cheapest 4-card suit.</p>	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>	1NT	2♠	Dbl	Pass	3♦	All Pass						
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<p>           ♠ AJ2            ♥ 62            ♦ AQ87            ♣ Q873            ♠ 54            ♥ J1098            ♦ J1092            ♣ 1054            ♠ KQ10976            ♥ A43            ♦ 3            ♣ K96            ♠ 83            ♥ KQ75            ♦ K654            ♣ AJ2         </p>	<p>Board 9 : Dealer North : EW vulnerable</p> <table border="0"> <thead> <tr> <th><i>West</i></th> <th><i>North</i></th> <th><i>East</i></th> <th><i>South</i></th> </tr> </thead> <tbody> <tr> <td></td> <td>1NT</td> <td>2♠</td> <td>3♠</td> </tr> <tr> <td>Pass</td> <td>3NT</td> <td>All Pass</td> <td></td> </tr> </tbody> </table> <p>The 3♠ cue bid carries two messages. The failure to start with 2NT denies a spade stopper. The cue bid shows 4 hearts. North bids the no-trump game.</p>	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>		1NT	2♠	3♠	Pass	3NT	All Pass					
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Pass	3NT	All Pass															
<p>           ♠ K54            ♥ 98            ♦ J109            ♣ 107543            ♠ 83            ♥ KQ75            ♦ K654            ♣ AJ2            ♠ J2            ♥ J1062            ♦ AQ87            ♣ KQ8            ♠ AQ10976            ♥ A43            ♦ 32            ♣ 96         </p>	<p>Board 10 : Dealer East : All vulnerable</p> <table border="0"> <thead> <tr> <th><i>West</i></th> <th><i>North</i></th> <th><i>East</i></th> <th><i>South</i></th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td>1NT</td> <td>2♠</td> </tr> <tr> <td>3♠</td> <td>Pass</td> <td>4♥</td> <td>All Pass</td> </tr> </tbody> </table> <p>Again, bypassing 2N denies a stop, and the 3♠ cue bid shows 4 hearts. East chooses game in the 8-card heart fit.</p>	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>			1NT	2♠	3♠	Pass	4♥	All Pass				
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		1NT	2♠														
3♠	Pass	4♥	All Pass														
<p>           ♠ 843            ♥ AQ            ♦ K654            ♣ AJ32            ♠ AK10976            ♥ K4            ♦ 32            ♣ 964            ♠ Q5            ♥ 98753            ♦ J109            ♣ 1075            ♠ J2            ♥ J1062            ♦ AQ87            ♣ KQ8         </p>	<p>Board 11 : Dealer South : Love all</p> <table border="0"> <thead> <tr> <th><i>West</i></th> <th><i>North</i></th> <th><i>East</i></th> <th><i>South</i></th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td></td> <td>1NT</td> </tr> <tr> <td>2♠</td> <td>3NT</td> <td>Pass</td> <td>4♦</td> </tr> <tr> <td>Pass</td> <td>5♦</td> <td>All Pass</td> <td></td> </tr> </tbody> </table> <p>2NT would show a spade stopper, and 3NT denies that. 3NT also denies 4 hearts. South now has a problem. There is no heart fit, and it is clearly wrong to pass 3NT because neither partner has a spade stopper. He can only bid his cheapest 4-card suit, 4♦.</p>	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>				1NT	2♠	3NT	Pass	4♦	Pass	5♦	All Pass	
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>														
			1NT														
2♠	3NT	Pass	4♦														
Pass	5♦	All Pass															
<p>           ♠ KQ10953            ♥ 92            ♦ A86            ♣ 84            ♠ 86            ♥ KJ54            ♦ KQ42            ♣ A76            ♠ A72            ♥ AQ87            ♦ J107            ♣ K53            ♠ J4            ♥ 1063            ♦ 953            ♣ QJ1092         </p>	<p>Board 12 : Dealer West : NS vulnerable</p> <table border="0"> <thead> <tr> <th><i>West</i></th> <th><i>North</i></th> <th><i>East</i></th> <th><i>South</i></th> </tr> </thead> <tbody> <tr> <td>1NT</td> <td>2♠</td> <td>2NT</td> <td>Pass</td> </tr> <tr> <td>3♣</td> <td>Pass</td> <td>3♠</td> <td>Pass</td> </tr> <tr> <td>4♥</td> <td>All Pass</td> <td></td> <td></td> </tr> </tbody> </table> <p>Lebensohl 2NT requires partner to bid 3♣. 2NT followed by a cue bid carries two messages. 2NT shows a spade stopper. The 3♠ cue bid shows 4 hearts. Now West has an easy choice.</p>	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>	1NT	2♠	2NT	Pass	3♣	Pass	3♠	Pass	4♥	All Pass		
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>														
1NT	2♠	2NT	Pass														
3♣	Pass	3♠	Pass														
4♥	All Pass																

<p>           ♠ 86            ♥ KJ54            ♦ KQ42            ♣ A76              ♠ J4                      ♠ KQ10953            ♥ 10763                ♥ 92            ♦ 953                    ♦ 86            ♣ 10932                ♣ KQJ              ♠ A72            ♥ AQ8            ♦ AJ107            ♣ 854         </p>	<p>Board 13 : Dealer North : All vulnerable</p> <table border="0"> <thead> <tr> <th><i>West</i></th> <th><i>North</i></th> <th><i>East</i></th> <th><i>South</i></th> </tr> </thead> <tbody> <tr> <td></td> <td>1NT</td> <td>2♠</td> <td>2NT</td> </tr> <tr> <td>Pass</td> <td>3♣</td> <td>Pass</td> <td>3NT</td> </tr> <tr> <td>All Pass</td> <td></td> <td></td> <td></td> </tr> </tbody> </table> <p>3NT following 2NT carries two messages. Going through 2NT shows a spade stopper. The failure to cue bid denies 4 hearts. North will always pass this sequence.</p>	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>		1NT	2♠	2NT	Pass	3♣	Pass	3NT	All Pass							
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>																		
	1NT	2♠	2NT																		
Pass	3♣	Pass	3NT																		
All Pass																					
<p>           ♠ 976            ♥ J84            ♦ 1072            ♣ Q1064              ♠ KQ43                    ♠ AJ108            ♥ A103                   ♥ 52            ♦ 98                        ♦ KQ3            ♣ A932                   ♣ KJ87              ♠ 52            ♥ KQ976            ♦ AJ654            ♣ 5         </p>	<p>Board 14 : Dealer East : Love all</p> <table border="0"> <thead> <tr> <th><i>West</i></th> <th><i>North</i></th> <th><i>East</i></th> <th><i>South</i></th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td>1NT</td> <td>2♣</td> </tr> <tr> <td>2NT</td> <td>Pass</td> <td>3♣</td> <td>Pass</td> </tr> <tr> <td>3♥</td> <td>Pass</td> <td>3♠</td> <td>Pass</td> </tr> <tr> <td>4♠</td> <td>All Pass</td> <td></td> <td></td> </tr> </tbody> </table> <p>2♣ shows at least 5-4 shape in hearts and an unspecified second suit. Since West doesn't know the second suit, it is pointless worrying about it. 2NT and then 3♥ carries two messages. The use of 2NT shows a heart stopper, and the 3♥ cue bid shows 4 spades. East bids 3♠ to confirm the 4-4 fit.</p>	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>			1NT	2♣	2NT	Pass	3♣	Pass	3♥	Pass	3♠	Pass	4♠	All Pass		
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>																		
		1NT	2♣																		
2NT	Pass	3♣	Pass																		
3♥	Pass	3♠	Pass																		
4♠	All Pass																				
<p>           ♠ KQ43            ♥ A103            ♦ 98            ♣ A932              ♠ 52                        ♠ 9876            ♥ KQ976                ♥ J84            ♦ AJ654                ♦ K10            ♣ 5                         ♣ 10864              ♠ AJ10            ♥ 52            ♦ Q732            ♣ KQJ7         </p>	<p>Board 15 : Dealer South : NS vulnerable</p> <table border="0"> <thead> <tr> <th><i>West</i></th> <th><i>North</i></th> <th><i>East</i></th> <th><i>South</i></th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td></td> <td>1NT</td> </tr> <tr> <td>2♣</td> <td>2NT</td> <td>Pass</td> <td>3♣</td> </tr> <tr> <td>Pass</td> <td>3♥</td> <td>Pass</td> <td>3NT</td> </tr> <tr> <td>All Pass</td> <td></td> <td></td> <td></td> </tr> </tbody> </table> <p>2♣ shows at least 5-4 shape in hearts and an unspecified second suit. Since North doesn't know the second suit, it is pointless worrying about it. 2NT and then 3♥ carries two messages. Use of 2NT shows a heart stopper. The 3♥ cue bid shows 4 spades. Without four spades South settles for 3NT.</p>	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>				1NT	2♣	2NT	Pass	3♣	Pass	3♥	Pass	3NT	All Pass			
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>																		
			1NT																		
2♣	2NT	Pass	3♣																		
Pass	3♥	Pass	3NT																		
All Pass																					
<p>           ♠ 52            ♥ AK976            ♦ AQ654            ♣ J              ♠ AJ106                ♠ KQ43            ♥ Q52                    ♥ J10            ♦ 73                        ♦ J98            ♣ KQ87                ♣ A932              ♠ 987            ♥ 843            ♦ K102            ♣ 10654         </p>	<p>Board 16 : Dealer West : EW vulnerable</p> <table border="0"> <thead> <tr> <th><i>West</i></th> <th><i>North</i></th> <th><i>East</i></th> <th><i>South</i></th> </tr> </thead> <tbody> <tr> <td>1NT</td> <td>2♣</td> <td>2♥</td> <td>Pass</td> </tr> <tr> <td>2♠</td> <td>Pass</td> <td>3♠</td> <td>All Pass</td> </tr> </tbody> </table> <p>2♣ shows at least 5-4 shape in hearts and an unspecified second suit. How East should bid is a matter of partnership understanding. A common method is that a double of the artificial 2♣ shows clubs, while bidding the anchor suit (hearts) is for takeout. With a minimum West bids spades at the lowest level. East makes one final game try, declined by West</p>	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>	1NT	2♣	2♥	Pass	2♠	Pass	3♠	All Pass								
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>																		
1NT	2♣	2♥	Pass																		
2♠	Pass	3♠	All Pass																		

<p>           ♠ A82            ♥ Q872            ♦ A Q            ♣ T987              ♠ 7            ♥ J1096            ♦ 7653            ♣ 6542              ♠ 953            ♥ AK54            ♦ J42            ♣ AKQ              ♠ KQJT64            ♥ 3            ♦ K1098            ♣ J3         </p>	<p>Board 1 : Dealer North : Love all</p> <table border="0"> <thead> <tr> <th><i>West</i></th> <th><i>North</i></th> <th><i>East</i></th> <th><i>South</i></th> </tr> </thead> <tbody> <tr> <td></td> <td>1NT</td> <td>2♠</td> <td>3♠</td> </tr> <tr> <td>Pass</td> <td>4♥</td> <td>All Pass</td> <td></td> </tr> </tbody> </table> <p>After the overcall, 3♠ shows hearts and denies a spade stopper. Against 4♥, East leads a top spade. Declarer tried two trumps and finds a bad break and now needs to avoid a diamond loser to make the game. With the finesse likely to be wrong, the best chance is to cash some clubs and end end-play East with a spade to force a diamond lead or a ruff and discard, either of which will generate 10 tricks.</p>	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>		1NT	2♠	3♠	Pass	4♥	All Pass					
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>														
	1NT	2♠	3♠														
Pass	4♥	All Pass															
<p>           ♠ QJ53            ♥ 10963            ♦ 8            ♣ 10984              ♠ A            ♥ AK5            ♦ A9743            ♣ 6532              ♠ KT9874            ♥ Q82            ♦ Q52            ♣ Q              ♠ 62            ♥ J74            ♦ KJT6            ♣ AKJ7         </p>	<p>Board 2 : Dealer East : NS vulnerable</p> <table border="0"> <thead> <tr> <th><i>West</i></th> <th><i>North</i></th> <th><i>East</i></th> <th><i>South</i></th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td>1NT</td> <td>2♠</td> </tr> <tr> <td>3♦</td> <td>3♠</td> <td>4♦</td> <td>Pass</td> </tr> <tr> <td>5♦</td> <td>All Pass</td> <td></td> <td></td> </tr> </tbody> </table> <p>After North's helpful encouragement, South leads a spade and declarer has the prospect of a loser in hearts and in each minor. When the top diamonds bring no joy, it is right to try ♣A before any finesse but the singleton queen heralds a loser there too. Can declarer recover? Yes – after eliminating the spades (with one ruff), an exit in diamonds will end play South – a heart return can be run to the jack, while a ruff &amp; discard allows a club to go away.</p>	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>			1NT	2♠	3♦	3♠	4♦	Pass	5♦	All Pass		
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>														
		1NT	2♠														
3♦	3♠	4♦	Pass														
5♦	All Pass																
<p>           ♠ J98            ♥ J            ♦ K74            ♣ KQ8642              ♠ K6432            ♥ AQ1096            ♦ Q5            ♣ J              ♠ 10            ♥ 8754            ♦ 109832            ♣ A93              ♠ AQ75            ♥ K32            ♦ AJ6            ♣ 1075         </p>	<p>Board 3 : Dealer South : EW vulnerable</p> <table border="0"> <thead> <tr> <th><i>West</i></th> <th><i>North</i></th> <th><i>East</i></th> <th><i>South</i></th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td></td> <td>1NT</td> </tr> <tr> <td>2♣*</td> <td>2NT**</td> <td>Pass</td> <td>3♣</td> </tr> <tr> <td>Pass</td> <td>Pass</td> <td>3♥</td> <td>All Pass</td> </tr> </tbody> </table> <p>*=majors      **forces 3♣</p> <p>East-West would like to settle in 2♥ but North was able to compete and push them to the three level. After a club lead, East should attack spades. South will win ♠A and lead trumps. If declarer carefully plays the queen, the contract will be safe but if the jack wins, North needs to work out that South needs ♦A for an opening bid, and so can underlead the king to allow a second trump lead – at which point the contract is touch and go.</p> <p>Not every hand has an elimination and end play ☺</p>	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>				1NT	2♣*	2NT**	Pass	3♣	Pass	Pass	3♥	All Pass
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>														
			1NT														
2♣*	2NT**	Pass	3♣														
Pass	Pass	3♥	All Pass														
<p>           ♠ AQJ852            ♥ K            ♦ 9653            ♣ K7              ♠ 643            ♥ A2            ♦ KQ102            ♣ A532              ♠ T7            ♥ 1098763            ♦ 8            ♣ 9864              ♠ K9            ♥ QJ54            ♦ AJ74            ♣ QJ10         </p>	<p>Board 4 : Dealer West : All vulnerable</p> <table border="0"> <thead> <tr> <th><i>West</i></th> <th><i>North</i></th> <th><i>East</i></th> <th><i>South</i></th> </tr> </thead> <tbody> <tr> <td>1NT</td> <td>2♠</td> <td>2NT</td> <td>Pass</td> </tr> <tr> <td>3♣</td> <td>Pass</td> <td>3♠</td> <td>Pass</td> </tr> <tr> <td>3NT</td> <td>All Pass</td> <td></td> <td></td> </tr> </tbody> </table> <p>The sequence chosen by East shows a stopper and a heart suit, so West goes for 3NT. The spade lead – usually the queen but perhaps the ace then the queen – sets up tricks for the defence and declarer must find 9 tricks before they get in. There are two suits to consider – but it is important to cash some diamonds before making the choice. Discards from South will give the hint that North is very short in hearts, and (knowing that the heart finesse is not enough to make the contract) declarer should make sure of testing the hearts by cashing the ace, before resorting to the club finesse. Look what happens!</p>	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>	1NT	2♠	2NT	Pass	3♣	Pass	3♠	Pass	3NT	All Pass		
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>														
1NT	2♠	2NT	Pass														
3♣	Pass	3♠	Pass														
3NT	All Pass																

OPPOSITION DOUBLE EVERY BID YOU MAKE FOR PENALTIES

dealer

AK95	643	
987	QJ32	HAND 1
KJ63	54	
Q2	K876	

dealer

J2	KQ6	
QT86	KJ54	HAND 2
876	AT9	
T965	432	

dealer

A543	982	
A3	76542	
A843	QJ62	HAND 3
T43	A	

dealer

8	A542	
J5432	AQT	HAND 4
JT953	84	
A6	Q872	

---

dealer

T9	32	
K987	AQT532	spare
A62	KQ5	
AKT9	Q2	

Recap from October  
(1) End Plays & Elimination  
(2) Checkback

Patrick, November 2015

# END PLAYS & ELIMINATIONS

- Key is a suit you'd rather they led
  - for example :     AJ7     opposite     T32
- Ingredients
  - they have no other suit to lead
  - you have a loser with which to exit

## Example : from Mon 16 Nov, B1

♠ QT

♠ A6

♥ AKQT842

♥ J9763

♦ J6

♦ AT85

♣ QT

♣ A6

Declarer

Contract is 5H by left hand (after <3S>-X-P-5H-end)

Solution : after D7 lead .... win ace and play another, they switch spades (to T-J-A), draw trumps and ruff out diamonds, and finally exit in spades to North ...

, ....



## Example : from Tollemache (lastw/e)

Declarer	♠ A	♠ J73
	♥ KJ5	♥ A96
	♦ KJT543	♦ AQ86
	♣ 963	♣ AQ2

Contract is 5D by left hand (after 1D-2N-3D...5D)

Solution : after S6 lead .... draw trumps and eliminate spades before trying club finesse; when it failed win CA return and play another to force opposition to lead hearts . Only losing if the CA and the HT and the HQ are all wrong.

## Example : from Tollemache (lastw/e)

♠ AK

♠ T72

♥ AT964

♥ 8732

♦ K9

♦ A75

♣ K752

♣ J94

Declarer

Richard Butland in 4H by West

Solution : after S3 lead .... cashed second spade and eliminated diamonds before playing hearts; opposition led third spade (ruffed) and now club to C9-CT end played South, who had to lead from the club queen to give the contract.

# Checkback

After the 1N rebid by opener, responder categorises their hand and then bids

- **Weak hand : 2H/2S** : to stop there
  - also **2N** forces 3C, to stop there
- **Invitational Hand : 2C** : gets 2D, and then describe the hand
  - also used to stop in diamonds
- **Game forcing hand : 2D** : everything natural
- 3any : game forcing, and at least 5-5 if a new suit

## Example : from Tollemache (last w/e)

	♠ T53	♠ A92
Dealer	♥ AK6	♥ JT
	♦ AK	♦ 986542
	♣ AJ652	♣ 84

The auction was (achieved by 3/16 tables)

1C – 1D, 2N – 3C(puppet), 3D(forced) – P

## Example : from Tollemache (last w/e)

	♠ AK	♠ QJ763
Dealer	♥ Q652	♥ 8
	♦ Q854	♦ AT732
	♣ KQ5	♣ T6

Playing a weak NT the auction was (achieved by 3/16 tables)

1H	1S
1N(15-17)	2C
2D(forced)	2S
2N(not spades)	3D
Pass	

## Example : from Tollemache (last w/e)

	♠ T53	♠ KQ876
Dealer	♥ J963	♥ A82
	♦ AKQ5	♦ J7
	♣ Q7	♣ A54

14/16 reached 4S : playing strong NT

Solution : 1D – 1S , 1N(15-17) – 2D(GF), 2H – 2S, 3S – 4S .