### Bidding Judgement: Part 2



What Should You Be Thinking About

# A Continuation of Our Discussion of Bidding Judgments

- I will give you a hand which presents a difficult bidding judgment.
- We'll discuss the kinds of things you should be thinking about, before deciding what to bid.
- As always, when you make a judgment, you won't always be right.

- **♦** J 9 5 3
- **y** 5
- ◆AJ9854
- **4** 4 2

- Most times it is wrong to pass up a 4-card major to bid no trump.
- But, give a thought to what you will do when partner responds.
- Skip your spade suit and bid 1nt.
- If partner responds 2 \*, partner will know you have long diamonds and a weak hand.

- **A** A Q 10 5 3
- ♥ J 10 5
- ♦ 7 5 4
- **4** 4 2

- Here you have a quality spade suit.
- So, should you bid 1 ♠?
- Again, think about what you will do when partner responds 1 no trump or 2 of a minor.
- Better bid 2 ♥. Directly.
- You have 1 bid. Make it count!

- **A** A Q 10 5 3
- ♥ J 10 5
- ♦ K Q 10 4
- **4**

- Here you have a game going hand.
- You must make a forcing bid, to keep the bidding open and explore the full strength of the hand.
- You will bid as many times as necessary to reach game.
- Or, if partner shows extra values, a slam.

- **♠** A J 10
- **Y** A 7 5
- ♦ KJ9
- ♣ Q 10 9 4

- You know you belong in game, but what game?
- With your balanced distribution, 3nt may score better than 4 .
- Many modern pairs use 3nt, as a conventional bid over a major-suit opening to show 3card support, 13-15 points, and exactly 4-3-3-3 distribution.
- Brings partner into the decision making.

- **♠** 6
- ♥ Q J 7 2
- ↑ 7 5 3
- ♣ QJ1084

- This hand seems like a 2 ♥ bid.
- This is an offensive oriented hand.
- The opponents surely have a spade fit.
- Better bid 4 ♥.

- **★** 6 4 2
- **Y** K 10 7 2
- ♦ A K 10 9 3
- 8

- When you picked this hand up, you liked it immediately.
- A quality 5-card suit with a good 4 card side suit, good middle cards, and all points in the long suits.
- When partner opened 1 ♥, it got even better.
- Too good for a simple limit raise.
- Start with a Jacoby 2 nt.

- **★** K 6 4
- **Y** K 10 7 5 2
- 10933
- **4**

- Bid 4 ♥.
- Weak, preemptive hand.
- Shows 5-card support and a singleton or void.
- With adverse vulnerability,
  3 v is probably better.

# For the Following Hands

- We are playing 2/1 game force system.
- A two-level response is game forcing.
- A one no trump response is forcing one round.
- A single raise of the opening suit is constructive.

- ♠ 10 4
- **y** 5 2
- 1093
- ♣ A K Q J 10 4

- This is a very difficult hand.
- The suit is too good for a 3 preempt.
- If no trump is the final contract, you really want partner to be declarer.
- There's no guarantee here, but a 2 ♣ game force might be worth a try.

- **♦** 7 5 4
- **♥** Q J 2
- ♦ Q 9 7 3
- ♣ K 6 4

- This is a really ugly hand.
- You have a spade fit, but this is not a constructive hand.
- Bid 1 no trump. If partner rebids 2 ♣, ♦, or ♥,you will bid 2 ♠.
- Partner will pass unless he has a really good hand.
- If partner rebids 2 ♠, you will pass.

- **♦** K 7 5 4
- **Y** A 10 9
- 109743
- **♣** 4

- This hand has fewer points that hand 8, but it is a much better hand, in support of partner's spade opening bid.
- With the singleton club (3 dummy points), some might say it is worth a limit raise.
- It is certainly worth a constructive 2 ★ response.

- **★** K Q 10 4
- **7** 6 2
- ♦ A 10 9 8 4
- **4**

- This hand is easily worth a limit raise, but it is really better than that.
- 12 dummy points. Really good trump support, a good 5-card side suit and a singleton.
- If you play splinters, a 4 ♣ bid would not be too much of a stretch.
- Even 2 

   as a game-forcing bid is reasonable.

#### Hand 11

- **A** A 10 7 4
- **v** 2
- ◆A J 1083
- ♣ A 10 4

#### Opener's hand

- **★** K Q 8 6 5
- **Y** A 7 4
- ♦ K 8 2
- **♣** K 5

- What a great hand in support of partner's opening bid.
- 3 aces, a singleton, a good
   5-card suit.
- It has slam potential written all over it.
- Don't start with a 4 ♥ splinter bid.
- Start with a Jacoby 2nt and work from there.

- ◆ 9 6 5 2
- **7** 7 2
- ♦ K 8
- ♣ A K Q 10 3

- You could bid 2 ♣ and support spades later.
- If you do, partner will not know you have 4-card support.
- Best start with a Jacoby 2nt.
- On this hand, you are not thinking slam, but if partner has extra values... Who knows?

#### Partner Opens 1 ♠, RHO Overcalls 2 ♥

- Hand 13
- **♦** 5 2
- **7** 5 2
- ♦ K 8 7 3
- ♣ KJ93

- You must pass.
- A negative double shows clubs and diamonds, in this auction.
- With only 7 points, you do not have enough strength to force partner to respond at the 3 level.
- Remember, partner still has a bid coming.

#### Partner Opens 1 ♠, RHO Overcalls 2 ♥

- Hand 14
- **♦** 5 2
- **7** 5 2
- ♦ K Q 7 3
- ♣ A J 9 3

- With this hand you have 10 points.
- Your side has about 23 points.
- That is enough to push partner to the 9-trick level.
- Make a negative double.

#### Partner Opens 1 ♠, RHO Overcalls 2 ♥

- Hand 15
- ◆ 9 8 5 4 2
- **v** 2
- ◆ 10 9 7 3
- ◆ 9 6 3

Favorable Vulnerability

- 4 **\( \)**!
- You don't need points to preempt. You need lots of trump and distribution.
- Your singleton heart is ideal.
- With 5-card support and favorable vulnerability, 4 ♠ is the right bid.
- With even vulnerability, you'd need a bit more. (An ace or king)

# Final Thought

- We have been looking at judgment hands.
- They are not the hands that come up regularly.
- Good judgment is the difference between a pretty good bridge player and the really good player!