COMPETITIVE BIDDING

COMPETING OVER OPPONENT'S WEAK 2-BID



with the Mouroes

When your Opponent opens the bidding with a Weak Two preemptive bid, their primary objective is to make it challenging for your side to have a constructive auction to find the best contract.

- Preempts eat up bidding space and often obstruct the auction.
- It's important to quickly describe shape and strength before the preempt gets any higher.

Preemptive bids are effective and frequent, so it's a good idea to have competitive bidding agreements available.

#1 - DON'T PREEMPT OVER A PREEMPT!

COMPETITIVE ACTIONS DOUBLE • OVERCALL • CUEBID – ALL SHOW AN OPENING HAND OR BETTER

PASS No suitable bid. Does <u>not</u> deny values.

COMPETE		
TAKEOUT DOUBLE	13+ UNLIMITED	3-suited hand, 4-card unbid major(s), short in preempt suit. Count shortness points in the preempt suit.
SIMPLE OVERCALL NO JUMP	13+ to 18(19)	 1-Suit. Bid suit at the cheapest level. Good hand and good 5-card suit or 6-card suit 2-Suits (5-5). Overcall the higher ranking suit first, then bid the second suit if possible.
2NT OVERCALL NO JUMP	15+ to 18 HCP	Similar to a 1NT overcall with stopper(s) in the preempt suit. Systems ON: Stayman and Transfers.

STRONG COMPETE	18+ 8 or 9 Tricks	
CUEBID Bid the Preempt Suit FORCING	9+ tricks	Bidding the preempt suit at the 3-level asks partner to bid 3NT with a stopper, usually long strong minor suit. <i>not</i> Michaels
RARE JUMP OVERCALL Long Strong Major Suit	8 or 9 tricks	Jump bid 6+ card long strong major suit, good hand. 3-Level = 8+ tricks 4-Level = 9+ tricks
RARE 3NT JUMP OVERCALL Long Strong Minor Suit	9+ tricks	Usually a long minor suit, stopper in preempt suit, no interest in a major suit.
STRONG OVERCALL SLAM INTEREST	18+	 Takeout Double, then bid your suit or NT. Double then bid new suit = 5+ card or longer strong suit or NT =19-21 balanced. Double then cuebid = strongest hand, similar to 2* opening bid.

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Experienced Partnerships

STRONG 2-SUITED OVERCALLS

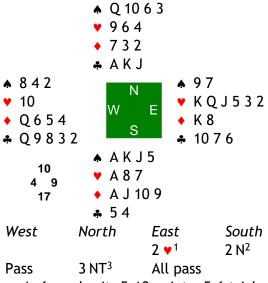
RARE Leaping Michaels aka Roman Jumps. Jump overcall to the 4-level in a minor suit shows a very strong, two-suited hand. 4 losers with 5/5 in the minor suit bid and the unbid major suit. Game Forcing

After 2 → opening, jump to 4 → is strong with both major suits.

7est Your Competitive Options
CLICK HERE

Competing Over Weak Two Bids

East Deals



- 1. 6-card suit, 5-10 points, 5-6 tricks, preemptive.
- 2. 15-18 points, balanced hand, stopper(s) in the preempt suit.
- 3. With 4-3-3-3 shape, responder may opt to bypass Stayman.

Contract: 4 ♠ By South Opening Lead: ▼ 10 Partner's suit

Tricks Needed: 10 Sure Tricks: 4 ♠s, 1 ♥, 1 ♦, 2 ♣s = 8

Declarer's Plan: Do not let East gain the lead! Focus is on creating an extra trick in ◆s or ♣s. Which suit do you choose to finesse, ♣s or ◆s?

Is the ▼ 10 a singleton? East showed a 6-card suit, NS have six ▼s, so West must have a singleton ▼ 10. East has ▼ tricks to take and is the dangerous opponent. It's safe to lose a finesse to West, with no ▼s to return. Take the ◆ finesse, planning to lose to West, then repeat the finesse.

The 75% Finesse. With both the ◆ K and ◆ Q missing, there is a 75% chance one of those cards will be favorably placed with East to lose only one ◆. There is only a 25% chance that West will have both the ◆ K and ◆ Q. Keep entries in dummy in order to finesse ◆s twice.

The Play: Win the ♥ A then play a ♠ to enter dummy. Play a ♦ toward the ♦ J to finesse. The finesse loses to West, but West is unable to return a ♥. If West leads a ♣, don't finesse and risk losing the ♣ J! Win the ♣ trick in Dummy, then repeat the ♦ finesse. Create two extra ♦ tricks for an overtrick and prevent the Dangerous Opponent from gaining the lead.

Defense: East can tell West's ♥ 10 is either a singleton or doubleton, expecting declarer to have two or three ♥s for the NT bid. East overtakes the ♥ 10 with the ♥ J to continue playing the ♥ suit.

Lead Partner's Suit

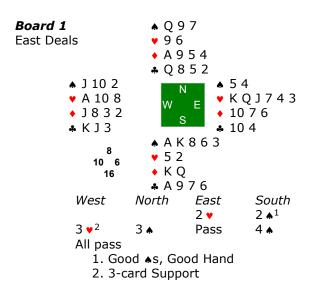
Top of a doubleton ($\bigstar 7-2$, $\bigstar J-5$)

Top of touching honors (♥Q-J-5)

Lead low with no sequence (\checkmark K-7- $\underline{5}$, \clubsuit 8-6- $\underline{3}$)

Competing Over Weak Two Bids

An Overcall - a Good Hand



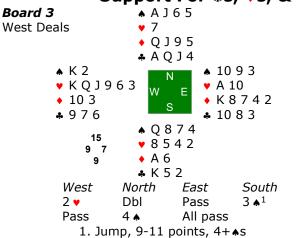
Contract: 4 ★ South, 10 Tricks

Lead: ♥ A, partner's suit, East plays ♥ K

Losers: 1-4, 2-4, 3-4=6.

Play: South wins the 3rd trick, draws trump, unblocks the \bullet KQ, wins the \clubsuit A, leads up to the \clubsuit Q, and the 4th \clubsuit is a winner.

SOS - ♥ Shortness, Opening Hand, Support For ♠s, ♦s, & ♣s

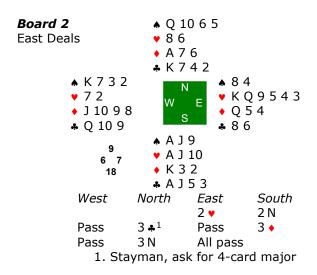


Contract: 4 ♠ South, 10 Tricks

Lead: ▼ K, Top of seq. **Losers:** 2-♠, 4-▼, 1-♦ = 7.

Play: South wins the ♠ finesse, wins the ♦ finesse, ruffs a ♥ in dummy, and discards a ♥ on a winning ♣. The ♦ 9 is good when West's doubleton ♦ 10 drops.

Balanced 15-19, ♥s Stopped

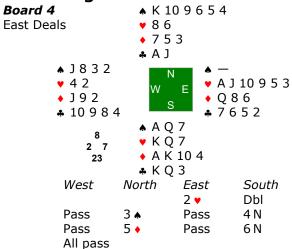


Contract: 3 NT South, 9 Tricks

Lead: ♥ 7, Partners suit, East plays ♥ Q **Sure Tricks:** 1-♠, 1-♥, 2-♠, 2-♣ = 6.

Play: South wins the ♥ A and promotes ♠s. The 9th trick is promoted in ♥s. It is safer to develop ♠ tricks rather than ♣ tricks

Huge NT Hand - 23 Points



Contract: 6 NT South, 12 Tricks

Lead: ♥ 4, East plays ♥ A

Sure Tricks: 3-4, 2-4, 3-4=8.

Play: South wins the 2nd trick and plays the ♠ A, discovering the 4-0 ♠ split. South finesses West's ♠ J. South takes all the ♠s and the other winners.