

COMPETITIVE BIDDING

COMPETING OVER OPPONENT'S WEAK 2-BID

Bridge Lab

with the Monroes

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.
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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 <small>NO JUMP</small>	13+ to 18(19)	<ul style="list-style-type: none"> • 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 <small>NO JUMP</small>	15+ to 18 HCP	Similar to a 1NT overcall with stopper(s) in the preempt suit. Systems ON: Stayman and Transfers.

STRONG COMPETE		
CUEBID Bid the Preempt Suit <small>FORCING</small>	18+ 8 or 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 Michaels</i>
<small>RARE</small> JUMP OVERCALL Long Strong Major Suit	9+ tricks	Jump bid 6+ card long strong major suit, good hand. 3-Level = 8+ tricks 4-Level = 9+ tricks
<small>RARE</small> 3NT JUMP OVERCALL Long Strong Minor Suit	8 or 9 tricks	Usually a long minor suit, stopper in preempt suit, no interest in a major suit.
STRONG OVERCALL <small>SLAM INTEREST</small>	9+ tricks	<p>Takeout Double, then bid your suit or NT.</p> <ul style="list-style-type: none"> • 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.
	18+	

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L006.2

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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.

Test Your Competitive Options

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L006.2

Competing Over Weak Two Bids

East Deals

<p>♠ 8 4 2 ♥ 10 ♦ Q 6 5 4 ♣ Q 9 8 3 2</p>	<p>♠ Q 10 6 3 ♥ 9 6 4 ♦ 7 3 2 ♣ A K J</p>	<p>♠ 9 7 ♥ K Q J 5 3 2 ♦ K 8 ♣ 10 7 6</p>	
<p>10 4 9 17</p>	<p>♠ A K J 5 ♥ A 8 7 ♦ A J 10 9 ♣ 5 4</p>		

West	North	East	South
Pass	3 NT ³	2 ♥ ¹ All pass	2 N ²

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 (♠7-2, ♦J-5)

Top of touching honors (♥Q-J-5)

Lead low with no sequence (♥ K-7-5, ♣ 8-6-3)

Competing Over Weak Two Bids

An Overall - a Good Hand

Board 1

East Deals

♠ J 10 2 ♥ A 10 8 ♦ J 8 3 2 ♣ K J 3	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ 5 4 ♥ K Q J 7 4 3 ♦ 10 7 6 ♣ 10 4	
	N											
W		E										
	S											
8 10 6 16	♠ A K 8 6 3 ♥ 5 2 ♦ K Q ♣ A 9 7 6											

West	North	East	South
		2♥	2♠ ¹
3♥ ²	3♠	Pass	4♠
All pass			
1. Good ♠s, Good Hand			
2. 3-card Support			

Contract: 4♠ South, 10 Tricks
Lead: ♥A, partner's suit, East plays ♥K
Losers: 1-♠, 2-♥, 3-♣ = 6.

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

Balanced 15-19, ♥s Stopped

Board 2

East Deals

♠ K 7 3 2 ♥ 7 2 ♦ J 10 9 8 ♣ Q 10 9	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ 8 4 ♥ K Q 9 5 4 3 ♦ Q 5 4 ♣ 8 6	
	N											
W		E										
	S											
9 6 7 18	♠ A J 9 ♥ A J 10 ♦ K 3 2 ♣ A J 5 3											

West	North	East	South
		2♥	2N
Pass	3♣ ¹	Pass	3♦
Pass	3N	All pass	
1. Stayman, ask for 4-card major			

Contract: 3NT 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

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

Board 3

West Deals

♠ K 2 ♥ K Q J 9 6 3 ♦ 10 3 ♣ 9 7 6	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ 10 9 3 ♥ A 10 ♦ K 8 7 4 2 ♣ 10 8 3	
	N											
W		E										
	S											
15 9 7 9	♠ Q 8 7 4 ♥ 8 5 4 2 ♦ A 6 ♣ K 5 2											

West	North	East	South
2♥	Dbl	Pass	3♠ ¹
Pass	4♠	All pass	
1. Jump, 9-11 points, 4+♠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.

Huge NT Hand - 23 Points

Board 4

East Deals

♠ J 8 3 2 ♥ 4 2 ♦ J 9 2 ♣ 10 9 8 4	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ — ♥ A J 10 9 5 3 ♦ Q 8 6 ♣ 7 6 5 2	
	N											
W		E										
	S											
8 2 7 23	♠ A Q 7 ♥ K Q 7 ♦ A K 10 4 ♣ K Q 3											

West	North	East	South
		2♥	Dbl
Pass	3♠	Pass	4N
Pass	5♦	Pass	6N
All pass			

Contract: 6NT South, 12 Tricks
Lead: ♥4, East plays ♥A
Sure Tricks: 3-♠, 2-♦, 3-♣ = 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.