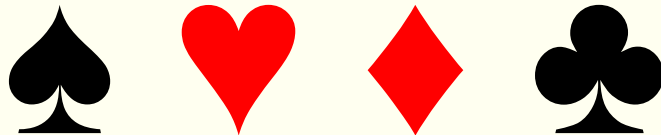


# COMPETITIVE BIDDING

Week 5

Miscellaneous Topics

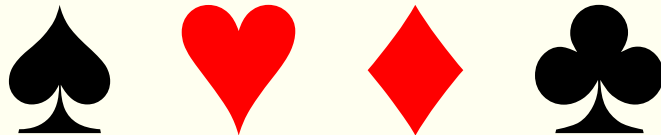


# RESPONDING AFTER TAKEOUT X

- Bid as you normally would without the takeout double
- Redouble with 10+ HCP and no obvious bid
- *2NT over 1 of major with fit too strong to raise*

**OR**

- Follow the guidelines in the document “Your Partner Opens and RHO Doubles” if you feel confident with the ideas



# RESPONDING AFTER TAKEOUT X

## Examples

1 ♠ - X - ?

♠ 8  
♥ K 9 6 5  
♦ A 6 5 3  
♣ K 9 7 6

XX. 10 HCP. No support or suit

1 ♠ - X - ?

♠ 8  
♥ K 9 6 5  
♦ 6 5 3  
♣ A K 9 7 6

2 ♣. Don't XX with obvious bid

1 ♠ - X - ?

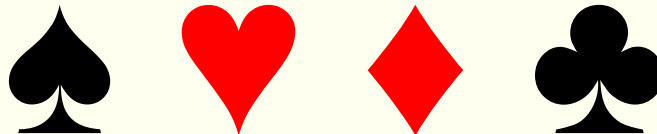
♠ 8 5  
♥ K 9 6 5  
♦ A J 6  
♣ Q J 9 7

XX. If 2NT is fit and strongish.

1 ♥ - X - ?

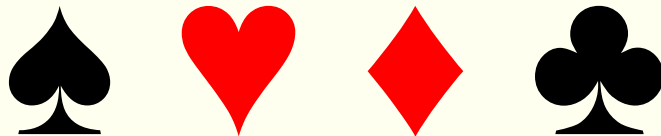
♠ 8  
♥ Q 10 7 5  
♦ K 4 2  
♣ A Q 8 6 2

2NT. If 2NT is fit and strongish.



# OVERCALLS OF 1NT OPENING

- In some ways, similar to advancing when we make a 1NT overcall
- In both cases, we have about the same number of HCP and they have bid a suit.
- Bid the same way.



# 1NT OVERCALL

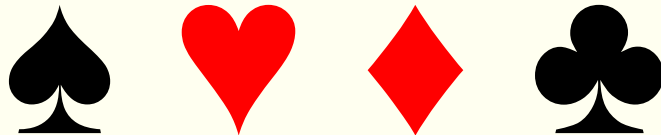
## Advancing

- Bid at 2 level shows 5 card suit, sign off
- Bid at 3 level shows 5 card suit; forcing
- Bid game if you think you can make it
- Bid 2NT is invitational if RHO passes
- *Bid 2NT is Lebensohl if RHO bids*
- *Cue bid with 9+ HCP, 4 card major*



# OVER OVERCALLS OF 1NT OPENING

- Pass with nothing to say
- Double for penalties (4+ card, 7+ HCP)
- Bid at 2 level shows 5 card suit, sign off
- Bid at 3 level shows 5 card suit; forcing
- Bid game if you think you can make it
- *Bid 2NT is Lebensohl*
- *Cue bid with 9+ HCP, 4 card major*



# OVER OVERCALLS OF 1NT OPENING

## New suit

1NT - 2♥ - ?

♠ A Q 9 5 4

♥ 4 2

♦ 7 5 2

♣ 9 6 5

2♠. To play.

1NT - 2♥ - ?

♠ A Q 9 5 4

♥ 4 2

♦ K J 2

♣ 9 6 5

3♠. Partner  
chooses 4♠/3NT

1NT - 2♥ - ?

♠ A Q 9 5 4 2

♥ 4 2

♦ K 2

♣ 9 6 5

4♠. This should  
make

1NT - 2♥ - ?

♠ Q 10 8 7 6 5 3

♥ 7

♦ Q 9 4 3

♣ 4

4♠. This or their  
4♥ may make



# OVER OVERCALLS OF 1NT OPENING

## Lebensohl

1NT - 2♥ - ?

♠ 9 6  
♥ 8 5  
♦ 6 5 2  
♣ K Q 8 5 4 2

2NT. Pass  
opener's 3♣ bid

1NT - 2♥ - ?

♠ 9 6  
♥ 8 5  
♦ K Q 8 5 4 2  
♣ 6 5 2

2NT. 3♦ over  
opener's 3♣ bid

1NT - 2♥ - ?

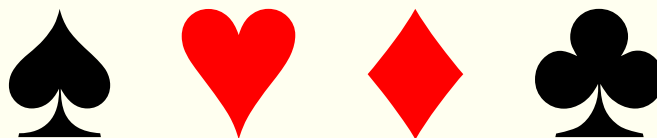
♠ A Q 10 5 2  
♥ 8 5 4  
♦ Q 9 4  
♣ 9 8

2NT. 3♠ next;  
invitational

1NT - 2♥ - ?

♠ 8 6  
♥ K Q 9  
♦ A J 7 6 4  
♣ 9 8 6

2NT. 3NT next;  
heart stop





# OVER OVERCALLS OF 1NT OPENING

## Other

1NT - 2♥ - ?

♠ 4 3  
♥ Q J 7 4  
♦ K Q 3  
♣ J 10 9 3

X. Penalties. 2♥  
will rarely make

1NT - 2♥ - ?

♠ K J 5 4  
♥ 5 3 2  
♦ A Q 6 2  
♣ 7 5

3♥. 4 spades, 9+  
HCP, no ♥ stop

1NT - 2♥ - ?

♠ 8 6  
♥ 9 5 2  
♦ A J 7 6 4  
♣ K Q 9

3NT. No heart  
stop.

1NT - 2♥ - ?

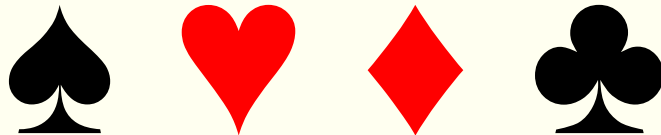
♠ K J 5 4  
♥ A 5 3  
♦ Q 6 4 2  
♣ 7 5

2NT. 3♥ next; 4  
spades, ♥ stop



# OVER DOUBLE OF 1NT OPENING

- Pass if weak and no 5 card suit
- Bid 5+ card suit at 2 level if weak
- With 8+ HCP you may redouble or bid a good suit at the 3 level depending on the hand



# OVER DOUBLE OF 1NT OPENING

1NT- X - ?

♠ 6  
♥ 6 5 3 2  
♦ 9 6 2  
♣ 9 7 6 4 2

2♣. Should be better than 1NT

1NT- X - ?

♠ 4 2  
♥ K J 7 4 3  
♦ Q 8  
♣ 9 8 3 2

2♥. Don't be greedy and pass

1NT- X - ?

♠ 5 3 2  
♥ 9 5 3 2  
♦ J 7 6  
♣ J 6 3

Pass. 1NT bad, but other worse

1NT- X - ?

♠ A Q 8 7 3  
♥ K 9 8 3 2  
♦ 4  
♣ 6 5

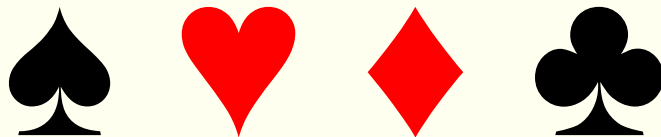
3♠. Strong. Suit better than NT.



# CUE BID IN OPPONENT'S SUIT

For example: 1♠ - 2♠

- For most players at the club this sequence is impossible
- Why not give it a meaning?
- Originally, this showed a very strong hand (nearly forcing to game)
- More commonly now it is a Michael's Cue Bid



# CUE BID IN OPPONENT'S SUIT

## Michael's Cue Bid

- 8-12 HCP (but make sure the bid makes sense given the vulnerability)
- 1♣ - 2♣: 5+ hearts and 5+ spades
- 1♦ - 2♦: 5+ hearts and 5+ spades
- 1♥ - 2♥: 5+ spades and 5+ cards in either minor
- 1♠ - 2♠: 5+ hearts and 5+ cards in either minor



# CUE BID IN OPPONENT'S SUIT

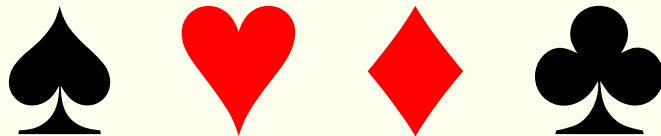
## Michael's Cue Bid - Advancing

- Sign off in partner's major (A jump to 3 level is weak and preemptive)
- Bid 2NT over major suit cue bid and partner will bid 3 of his/her 5+ card minor
- Bid a new minor suit with long suit and no interest in partner's suit
- Bid 2NT over minor suit cue bid (invitational) or 3NT (signoff)
- Bid opener's suit at 3 level with game or slam interest



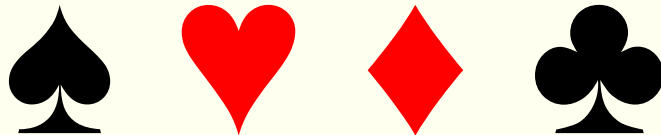
# UNUSUAL NO TRUMP

- 2NT overcall of 1 level suit bid shows 5+ cards in the two lower ranking unbid suits and 8-12 HCP
- Advancer signs off in one of his/her partner's suits, bids the other suit with no interest in his/her partner's suits, bids 3NT (signoff) or bids opener's suit at 3 level (game or slam interest)



# LOTS OF DIFFERENT TYPES OF POINTS

- HCP, TP used to value your strength
- Scoring points. Used to determine who wins the hand and by how much
- Match points. Used to determine who wins on the day. On each hand, you get 2MP for each pair you beat and 1MP for each pair you tie with.
- We talk about percentage score. These are just the number of MP's you got / total MP's \*100.





# CALCULATING SCORING POINTS

Scoring points for making all possible contracts or going down by any number of tricks are at the back of the table number mats.

The way they are worked out is a bit complicated. A short description is at [https://www.nofearbridge.co.uk/acol/duplicate\\_scoring.pdf](https://www.nofearbridge.co.uk/acol/duplicate_scoring.pdf)

1NT, 2♣, 2♦	90
2♥, 2♠, 3♣, 3♦	110
1 down (undoubled)	-50 (not vulnerable), -100 (vulnerable)
2 down (undoubled)	-100 (not vulnerable), -200 (vulnerable)



1 ♥ - ?

♠ Q 8 5 3

♥ K 5

♦ A 7 6 2

♣ 9 8 7



1 ♥ - ?

♠ Q 8 5 3

♥ K 5

♦ A 7 6 2

♣ 9 8 7

Pass. Does not  
qualify for any bid

1 ♥ - P - 2 ♥ - P

P - ?

♠ Q 8 5 3

♥ K 5

♦ A 7 6 2

♣ 9 8 7



# BALANCING TAKEOUT DOUBLE

## Pass out position

1 ♥ - ?

♠ Q 8 5 3

♥ K 5

♦ A 7 6 2

♣ 9 8 7

Pass. Does not  
qualify for any bid

1 ♥ - P - 2 ♥ - P ?

P - ?

♠ Q 8 5 3

♥ K 5

♦ A 7 6 2

♣ 9 8 7

X. Balancing

- A bid in the pass-out position does not imply the normal requirements
- With a normal bid, you would have bid on the first round
- The opponents have stopped at 2 level after finding a fit
- You and your partner should have about half of the high cards
- If they have a fit, you are likely to have one too



# BALANCING TAKEOUT DOUBLE

North Deals

None Vul

♠ 7 4 2

♥ A Q 10 9 8

♦ J 9

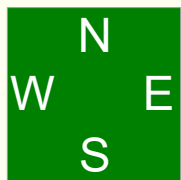
♣ A K 5

♠ A K 10 6

♥ 6 4 3

♦ K 8 3

♣ 10 6 4



♠ Q 8 5 3

♥ K 5

♦ A 7 6 2

♣ 9 8 7

♠ J 9

♥ J 7 2

♦ Q 10 5 4

♣ Q J 3 2

*West*

*North*

*East*

*South*

Pass

1 ♥

Pass

Pass

?

2 ♥

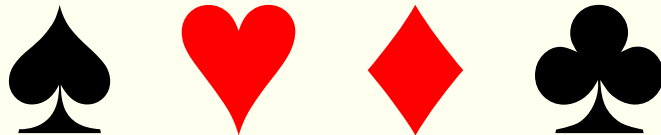


- If East passes, North will make exactly 8 tricks in hearts
- If East doubles, West will bid 2♠ which makes exactly 8 tricks
- The best NS can do is bid 3♥ and go one down
- East's balancing double has converted a minus score for EW (-110) to a plus score for EW (+50)

# BALANCING BID

Pass out position

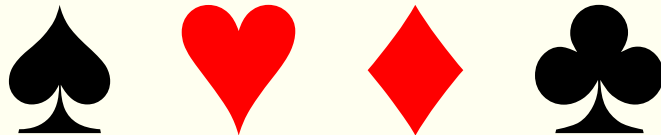
- **You must discuss and agree this with your partner**
- A balancing bid is often right when the opponents have found a fit and stop at the 2 level
- Your partner will have some strength and a reason for not bidding
- The balancing bid may be a double, overcall or 2NT
- **Your partner must realise that you are bidding on their presumed strength**



# BALANCING BID

What can happen?

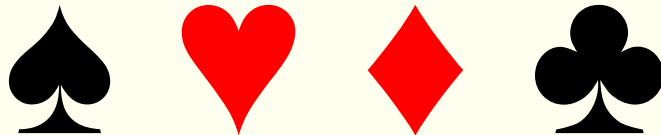
- |   |               |
|---|---------------|
| 1) If they play a 2 level and make it       | -110 or worse |
| 2) If you bid to 2 or 3 level and make it   | +110 or +140  |
| 3) If you bid to 2 or 3 level and go 1 down | -50 or -100   |
| 4) If they bid to 3 level and go down       | +50 or +100   |
| 5) If they bid at 3 level and make it       | -140          |
| 6) If they double you and you go 1 down     | -100 or -200  |



# BALANCING BID

When not to balance?

- When they may not have found a fit:  
1♠ - P - 1NT - P  
2♣ - P - 2♠ - P  
P - ?
- When you have length and strength in their suit





# OTHER STANDARD BALANCING OPPORTUNITIES

1♠ - P - P - ?

- With shortage in spades and the right distribution, reduce the strength requirements for an overcall or double. Also reduce the HCP requirements for 1NT.

1♠ - 2♣ - P - P  
?

- With shortage in clubs, reduce strength requirements for a double or bid

1NT - P - P - ?

- With a good long suit or two suited hand, reduce requirements to overcall to (say) Rule of 1

