

♠♥♦♣ Learning Points – Competitive Bidding – Intervening 2

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Bidding Level: Basic

Tuesday Night Lecture Series

- 1) We compete to get a better result – so scoring matters. MP vs IMP.
- 2) Competitive bidding has **3 objectives**. If you don't meet at least 1 objective, **do not bid**.
- 3) **Finding our best fit is paramount**.
- 4) About 50% of all hands involve competitive bidding. 2 situations: a) We open the bidding - they intrude; b) They open the bidding and we intrude *These situations are NOT the same*. Our bidding tools differ.
- 5) Experts consider competitive bidding most difficult!

Competitive bidding 3 OBJECTIVES:

- 1) Find our fit (strain and level)
- 2) Interfere with opponents' bidding – remove bidding space.
- 3) Suggest a defense

Overcalls: A simple overcall promises (1.5)2+ defensive tricks.

1 Level: **8-16 HCP Constructive [8-10], Minimum [11-13], Sound [14-16]**

2 Level: **10-16 HCP Minimum [10-13], Sound [14-16]**

3 Level: **12-16 HCP Minimum [12-13], Sound [14-16], Strong [17-19],**

4 Level: **14+ HCP Sound [14-16], Strong [17-19], Very Strong [20-21]**

Some 1-suited hands **17+ HCP** - overcall first then double or cue bid, to minimize the risk opponents preempt!

Never with hand qualifying for weak jump overcall or two-suited bid.

(1.5)2.0 quick tricks on defense minimum (A=KQ=1, AQ=AJ10=1.5, AK=2, K=0.5)

(Preempts deny 2 Quick Tricks, or an Ace outside the preempt suit).

5+ Card Suit. 6 card minor at 2 level, especially when vulnerable.

4 Card Majors at 1 Level to avoid rebid issues or to direct lead. Never 2 or 3 level. Usually Min. or Sound.

If only 4 then HHxx or better (**12+**) or QJxx in hands not suitable for takeout double.

At or above the 3-level, assume partner holds 7 HCP. Bid accordingly. As advancer, know partner has bid your 1st 7 HCP.

Takeout Doubles, Overcalls, Cue Bids (2-Suited Overcalls), and Preempts are part of ONE competitive bidding tool kit.

8 - 10 HCP Constructive (1 Level) At least **6+** HCP in suit bid. Therefore **2-4** HCP outside suit. If 2 aces or not right for preemptive overcall. Implies more defense. Pass any non forcing response, including advancer simple new suit. Rebid own suit after support cue at cheapest level. Pass over opponents' interference.

11 - 13 HCP Minimum (2-level) Treat as minimum opening hand. Rebid suit (if long enough) over advancer new suit bid. Rebid suit (minimum) over support cue w/**11-12**. With **13+**, (jump) raise to 3 level is available. Show new suit in response to partner's support cue. Jump New Suit **after advancer support cue** is 0/1 splinter. Rebid freely over opponents' interference. Raise advancer's 2NT invitation to 3NT. Raise advancer's 1NT advance to 2NT, or show a second suit. (Advancer's 1NT is NOT forcing).

14 - 16 HCP Sound (3-Level) Sound opening hand. Double Jump shift = splinter, after advancer new suit, NT or support cue bid. New suit or jump after advancer's support cue bid. Raise 1NT and 2 NT advance to 3NT. Rebid 1 NT after 1-level advance or 2 NT after 2 level advance – w/stopper in opener's suit.

What Overcaller thinks: Direct overcalls imply a good 5-card suit and values to compete at level. Never overcall with a preempt or preempt with an overcall. Clarity and discipline matter. Choose your initial action with subsequent bidding in mind. Choose the more flexible call. Make the least-worst bid all else equal. Divide your overcalls into 3 ranges. RHO opens 1♠ - at least 12 HCP perhaps up to 21 and 5+ ♠s usually with one or 2 of ♠AKorQ, but not necessarily. Ask yourself: 1) Am I strong enough to compete constructively? If so, do I have a suit worth mentioning now? Should I pass? (Resolve 50/50 hands in favor of bidding). 2) Do I have a great suit or a good lead for partner to guide our defense? 3) Should I preempt? Know how to show which you hold:

♠K32 ♥J10982 ♦K43 ♣Q7	This is NOT an overcall. These 9 HCP fits the 6-16 HCP range for overcalls most people put on their convention card. Your suit cannot stand a lead from partner, the ♣Q is not working, and the ♠K is a wasted card. HCP in their suit are a negative. When you overcall with 6-10 HCP you should have 2 of the top 3 honors in that suit. If partner has 2 honors in your suit, s/he will expect you to have an opening hand (11+ HCP).
♠832 ♥KQ1092 ♦KJ4 ♣73	While the shape and the HCP are the same, this hand is a pushy weak overcall. Bid 2♥s The ♥s block out 2 suits & direct a lead. ♣ shortness is a plus. All your points are working. Passing would be conservative in today's game, but not unusual. Beware: 3 small ♠s is a negative. If partner holds 3♠s they have a 7 card ♠ fit and likely 3 defensive winners against any contract you bid.
♠832 ♥73 ♦KJ4 ♣KQ1092	Bidding ♣s is less appealing for strength and suit length reasons. Where are the ♥s? If partner has them you have no support. If they have them, you haven't really obstructed. Pass! and balance later. If you play in a minor, you'll want 6 cards or an opening hand.

RHO opens 1♠	
♠3 ♥KQ102 ♦KJ84 ♣9732	Pass and wait to balance. You have time to find a 4-4 fit at the 2 or 3 level.
♠3 ♥KQ102 ♦KQ84 ♣9732	Takeout double – 10 Working Points and 1=4=4=4 perfect shape is a minimum.
♠83 ♥KQJ92 ♦KQ4 ♣AK2	You have a biddable suit in a strong hand – too strong for a simple overcall. Double first then rebid ♥s. Don't overcall 1N – you have no ♠ stopper and a beautiful ♥ suit.
♠KQ2 ♥J10982 ♦KJ3 ♣K7	You have 13 HCP, no biddable suit, and 5 HCP in their suit. PASS! Perhaps partner will balance with a double and you can bid 2♠ to see if ♥s are in your future. You can balance later.
♠KQJ92 ♥83 ♦KQ4 ♣AK2	You have a nice hand but their suit. Where do you think they are going? Where do you think you are going? PASS! A later double by you is PENALTY. You have made a trap pass and hope to penalize their NT or ♠ contract.

Advancer's 1st bids: Advancer treats overcall as weak unless holding HH or better in overcall suit. If advancer holds HH then partner must have 11+ HCP.

New suits **8-11** HCP **NF** natural, constructive, & imply no fit (2 Level **11-13**; 3 level **14+**; **F1R**).

Cue bid = Limit raise or better, 3+ card support or rarely **GF** no fit w/good suit of own. Forces 1 round.

Jump Cue bid **8-10** HCP w/undisclosed 0/1. (Undisclosed mini-splinter)

All Direct Raises Preemptive (with values to protect vulnerability)

Advancer 1x Jump shifts are Weak preemptive to play

Advancer 2x jump shift **14-16** HCP Splinter raise (*partnership agreement*)

All NT advances deny 3-card fit or better with partner.

1NT = **9-11** HCP Bal Stop **Not Forcing** | 2NT = **14-15** HCP Bal Stop | 3NT = **18-19** HCP Bal Stop

Q-bid then 2N = **12-13** Bal Stop, **Q-bid** then 3N = **16-17** Bal Stop

What the Advancer thinks The auction is 1♠-2♥-Pass:

“Partner has **6-16** HCP maybe a little more, and **5♥s**. S/he doesn't have a weak Jump Shift. RHO's pass is weakness or penalty. Partner might be weak. At least **18** HCP are shown. RHO and I have at most **22**. What does my hand suggest?:

♠K32 ♥J10982 ♦K43 ♣Q7	My 9 HCP are really worth only 6 . The value of the ♠K is doubtful. My 5♥s mean a 10+-card trump fit. I should raise partner but how high? Since RHO has NOT supported ♠s, a simple raise to 2 is enough. You can bid more later. If RHO had supported ♠s, you have a classic preempt to the 4 level.
♠8 ♥J10982 ♦KQ4 ♣A973	This hand could make game if partner has an opening hand. How do I invite? Play that a simple cuebid is invitational. Partner will rebid ♥s simply with a minimum or bid a side feature or NT w/a ♠ stopper with a 12-16 HCP hand.
♠83 ♥3 ♦KQJ4 ♣AKQ1092	I've got a powerful hand but no support for partner. How do I force partner to bid? Cuebid. Partner will play you for support at 1 st but you will show your ♣s.
♠3 ♥KQ102 ♦KJ84 ♣9732	I have a constructive raise and shortness in their suit. A simple raise might do for now, but be prepared to compete later.
♠83 ♥3 ♦974 ♣Q1098732	Can I get us to my 7-card suit safely? Yes if you pass 1 st .
♠KQJ92 ♥83 ♦K64 ♣782	I have their suit. PASS. Length or strength in their suit is bad for our side. Wait for partner to reopen with a double.
♠K32 ♥J10 ♦K43 ♣KQ987	12 HCP. Barely enough for 2N but right on shape with intermediates. Bid 2N. Remember you do not want to bid NT liberally because partner might be 6-9 HCP.

Overcaller's Rebids

Advancer has **8+** HCP to bid. Weaker hands advance if overcalls are as big as **19** HCP. New suits imply no fit.

Pass = weak | **Single Raise = Minimum** | Jump Raise preempts | **Cue = GF Sound Raise (& Western)** |

J/S = Natural Forcing Sound | **2x JS = Sound Splinter** | Jump/repeat cue = splinter.

1NT = **12-14** HCP Balanced no fit | 2NT = **15-16** HCP Balanced No Fit | 3N Gambles

If Advancer passes, Overcaller's rebids show extras. Dble=**15+**, New suit=**17-19**, NT=**18-19**, Jumps=**20-21** Cue=**22+**

Let's look at a few more examples of the direct and balancing overcalls:

RHO opens 1♠. DIRECT You hold:	Your Call & Bid Plan	Comments
♠32 ♥KQJ1098 ♦Q43 ♣Q3	3♥	7-loser Weak Jump Overcall. ♥ texture compensates for 7 th card.
♠32 ♥K86543 ♦Q43 ♣Q3	PASS	8.5-loser hand. ♥ texture poor. Bid if partner acts.
♠32 ♥KQJ1098 ♦A43 ♣53	2♥	Too much defense for a weak Jump Shift.
♠3♥ KQJ10982 ♦A43 ♣K3	2♥	Don't be tempted to bid 4♥. You have too much defense. Jump to 4♥ if partner stirs.
♠3 ♥KJ109 ♦AQ8432 ♣K3	2♦	Doubling to show 4♥s leaves you poorly placed if partner bids some number of ♣s. (See Equal Level Conversion).
♠2 ♥Q10983 ♦K1043 ♣KQ3	Pass	Check the objectives. 9½ HCP Prepare to BALANCE later.
♠Q10 ♥AK843 ♦K73 ♣Q83	2♥	By the book. ♠Q is wasted.
♠Q2 ♥1073 ♦K43 ♣KQ983	Pass	Not enough strength for 2-level. ♣s should be 6 cards when Vulnerable. 9½ HCP Prepare to BALANCE later.
♠8 ♥Q109 ♦AK743 ♣KQ83 ♠8 ♥KQ9 ♦AK743 ♣KQ83	2♦, Then Dbl ♠	Partner will expect 4♠s if you double 1 st . The postponed ♠ double shows at least 3 in the other 2 suits and more than a minimum. Perfect!
♠83 ♥AKQJ10 ♦KJ3 ♣QJ3	Double	Too strong for 2♥ overcall. 1NT overcall needs ♠ stoppers.
♠ 8 ♥AKQ104 ♦AK1083 ♣A3	2♠ Michaels Cue	Powerful hand, only 3 losers. LHO and Advancer have 8 HCP between them. Game is likely with a red suit fit. Treat advancer's simple suit bids as 0 HCP until you know otherwise.
♠ 8 ♥109874 ♦A10853 ♣J3	Pass (or 2♠ Michaels Cue)	Pass if 8-16. Cue bid if 0-10/16+
♠ 8 ♥J3 ♦A10853 ♣109874	Pass (or 2N Unusual)	Pass if 8-16. 2N bid if 0-10/16+
♠8 ♥KQ104 ♦AK103 ♣A1084	Double, then Double ♠ again.	The 2 nd TOD of ♠s promises a King more than a minimum (12 HCP) opener.
♠8 ♥KQJ874 ♦AK7 ♣A104	2♥ then Double ♠.	♥s risk being lost if you start with a TOD – they bid 3♠ and you are too high to act without partner's perspective. Bidding 2♥ lets you Double to inform partner of your suit and strength.

Balancing overcalls take into account the opening strain, how easy it would be for partner to overcall that strain at the 1-level, whether hidden majors belong to opponents, and whether we have shape to compete if opener is strong.

1♠-P-P. BALANCING	Call & Bid Plan	Comments
♠32 ♥KQJ1098 ♦Q43 ♣Q3	1♥	Sound overcall. Jump Overcall shows 14-16+. With ♠32 ♥KQJ32 ♦Q43 ♣Q83 you might pass and defend – who owns ♠s? Not partner – s/he couldn't overcall at the 1 level.
♠32 ♥ - ♦AKQJ1043 ♣9853	PASS	Just where are the majors?? Partner doesn't have them, and if s/he does they are poor.
♠3♥ KQJ10982 ♦A43 ♣K3	2♥	A good suit and 5 losers = Intermediate Jump Overcall. Slight risk they own ♠s. Partner has weak hand if good ♠s, or weak ♠s if a good hand.
♠3 ♥KJ109 ♦AQ8432 ♣K3	1♦	Too much to pass. Who owns the ♠s? If they bid ♠s, you can double at 2-level for TO.
♠ K1043 ♥Q10983 ♦KQ3 ♣2	Double/1♥	You have 3 suits. Compete.
♠ KQ1043 ♥KQ983 ♦103 ♣2	1♠ (2♣ Michaels)	What is your partnership agreement?
♠Q2 ♥1073 ♦K43 ♣KQ983	Pass	Why rescue the opponents?
♠K2 ♥Q1073 ♦KQ3 ♣Q843	1N	12 HCP Balanced, Not TOD shape.

RHO opens 1♠. DIRECT	1♠-2♣-P to you DIRECT	1♠-2♥-P to you DIRECT
♠ 7543 ♥KQ1083 ♦KQ3 ♣2	♠ 7543 ♥KQ1083 ♦KQ3 ♣2	♠ 7543 ♥KQ1083 ♦KQ3 ♣2
♠ 76543 ♥KQ1083 ♦K3 ♣2	♠ 76543 ♥KQ1083 ♦K3 ♣2	♠ 76543 ♥KQ1083 ♦K3 ♣2
♠ 3 ♥KQ1083 ♦KQ7543 ♣2	♠ 3 ♥KQ1083 ♦KQ7543 ♣2	♠ 3 ♥KQ1083 ♦KQ7543 ♣2
♠ 3 ♥K10832 ♦K97543 ♣2	♠ 3 ♥K10832 ♦K97543 ♣2	♠ 3 ♥K10832 ♦K97543 ♣2
♠ A3 ♥KQ108 ♦KQ3 ♣10932	♠ A3 ♥KQ108 ♦KQ3 ♣10932	♠ A3 ♥KQ108 ♦KQ3 ♣10932
♠ 103 ♥KQ108 ♦KQ3 ♣A932	♠ 103 ♥KQ108 ♦KQ3 ♣A932	♠ 103 ♥KQ108 ♦KQ3 ♣A932
♠ QJ3 ♥KQ108 ♦QJ3 ♣A932	♠ QJ3 ♥KQ108 ♦QJ3 ♣A932	♠ QJ3 ♥KQ108 ♦QJ3 ♣A932
♠ QJ3 ♥KQJ8 ♦QJ3 ♣QJ3	♠ QJ3 ♥KQJ8 ♦QJ3 ♣QJ3	♠ QJ3 ♥KQJ8 ♦QJ3 ♣QJ3
♠ 3 ♥108754 ♦KQJ3 ♣AQ9	♠ 3 ♥108754 ♦KQJ3 ♣AQ9	♠ 3 ♥108754 ♦KQJ3 ♣AQ9
♠ 83 ♥KQ103 ♦43 ♣KQ752	♠ 83 ♥KQ103 ♦43 ♣KQ752	♠ 83 ♥KQ103 ♦43 ♣KQ752

LHO opens 1♠-P-P. BALANCE	1♣-P-P to you BALANCE	1♠-P-2♠-P-P to you Balance
♠ 7543 ♥ KQ1083 ♦ KQ3 ♣2	♠ 7543 ♥ KQ1083 ♦ KQ3 ♣2	♠ 7543 ♥ KQ1083 ♦ KQ3 ♣2
♠ 76543 ♥ KQ1083 ♦ K3 ♣2	♠ 76543 ♥ KQ1083 ♦ K3 ♣2	♠ 76543 ♥ KQ1083 ♦ K3 ♣2
♠ 3 ♥ KQ1083 ♦ KQ7543 ♣2	♠ 3 ♥ KQ1083 ♦ KQ7543 ♣2	♠ 3 ♥ KQ1083 ♦ KQ7543 ♣2
♠ 3 ♥ K10832 ♦ K97543 ♣2	♠ 3 ♥ K10832 ♦ K97543 ♣2	♠ 3 ♥ K10832 ♦ K97543 ♣2
♠ A3 ♥ KQ108 ♦ KQ3 ♣10932	♠ A3 ♥ KQ108 ♦ KQ3 ♣10932	♠ A3 ♥ KQ108 ♦ KQ3 ♣10932
♠ 103 ♥ KQ108 ♦ KQ3 ♣ A932	♠ 103 ♥ KQ108 ♦ KQ3 ♣ A932	♠ 103 ♥ KQ108 ♦ KQ3 ♣ A932
♠ QJ3 ♥ KQ108 ♦ QJ3 ♣A932	♠ QJ3 ♥ KQ108 ♦ QJ3 ♣A932	♠ QJ3 ♥ KQ108 ♦ QJ3 ♣A932
♠ QJ3 ♥ KQJ8 ♦ QJ3 ♣QJ3	♠ QJ3 ♥ KQJ8 ♦ QJ3 ♣QJ3	♠ QJ3 ♥ KQJ8 ♦ QJ3 ♣QJ3
♠ 3 ♥108754 ♦ KQJ3 ♣AQ9	♠ 3 ♥108754 ♦ KQJ3 ♣AQ9	♠ 3 ♥108754 ♦ KQJ3 ♣AQ9
♠ 83 ♥ KQ103 ♦ 43 ♣ KQ752	♠ 83 ♥ KQ103 ♦ 43 ♣ KQ752	♠ 83 ♥ KQ103 ♦ 43 ♣ KQ752
♠ 3 ♥75 ♦ KQJ43 ♣AQ1089	♠ 3 ♥75 ♦ KQJ43 ♣AQ1089	♠ 3 ♥75 ♦ KJ943 ♣AQ1089
♠ 75 ♥ J10983 ♦ KQ3 ♣KQ2	♠ 75 ♥ J10983 ♦ KQ3 ♣KQ2	♠ 75 ♥ J10983 ♦ KQ3 ♣KQ2

When opponents preempt

Overcalling requires a good suit and sufficient strength to play at the higher level opposite an average advancer's hand. For the 3 level and higher, assume advancer has about 7 HCP and bid accordingly. Strength and length in the opponent's suit is a warning sign that we might be better to defend.

Balancing after an opponent's preempt or Weak-2 bid is a delicate decision. Usually your right hand opponent has a good but misfitting hand for the preemptor. This typically means we pass certain hands and look to defeat their preempt. Keep in mind that you cannot make a penalty double from the balancing seat. Unlike balancing at the one level to keep the auction open with 8+ HCP and 3 suits, we require strength consistent with level to balance. That means we need an opening hand to balance after their weak-2, and a sound hand to balance after they preempt at the 3-level. Partner in 2nd seat needs the same to act.

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Hand Strengths:

Poor	0-4	HCP
Weak	4-7	
Constructive	8-10	
Minimum	11-13	
Sound	14-16	
Strong	17-19	
Very Strong	20-22	
Super	23+	