

COMPETITIVE BIDDING JUDGMENT

ANSWERS TO PROBLEMS

- SLIDE 8**
1♥ ?
1. Minimum for a 1♠ overcall
 2. Model hand for a take out double
 3. Model hand for a minimum 2♦ overcall
 4. 1♠ overcall is better than a double
 5. Model hand for a Weak 2♠ overcall
 6. Model hand for a weak 3 d overcall
- SLIDE 9**
1♣ ?
7. 1♠ overcall is better. You plan to double on the next round
 8. 1NT is better than 1♥ here as the bid expresses points, shape and guard.
 9. Double here – too strong for anything else
 10. Pass when your longest suit has been bid by opps
 11. Double better than 1♠ due to quality of suit
 12. Double is OK here – if partner responds in diamonds, just pass and hope for the best.
- SLIDE 12**
1♣ 1♠ P ?
13. Model hand for a 1NT response
 14. Raise to 4♠
 15. Bid 2♣ (unassuming cue). This shows 2 or 3 card support
 16. Bid 2♥ - forcing for one round
 17. Risky to bid at all with poor suits and a potential misfit. Pass is best.
 18. Jump cue of 3♣ expresses this hand type. Constructive raise to 3 or higher with 4 card support.
- SLIDE 13**
1♠ 2♦ P ?
19. Minimum for a raise to 3♦
 20. Bid 2♠ - Unassuming cue – good raise to 3♦ or higher
 21. 2NT or 3NT if vulnerable (partner may be stronger when vulnerable)
 22. Bid 2♥ - forcing. If no support, you can raise diamonds to 5♦.
 23. Pass – too risky to bid a poor suit on a misfit hand. However, the decision is close.
 24. Bid 3♠. Jump cue which expresses this hand perfectly.
- SLIDE 14**
1♠ 2♦ 2♥ ?
25. Pass – opponents are heading into the fire.
 26. Raise to 5♦ to give LHO a real problem decision.
 27. Double. Competitive double showing values but no sensible bid.
 28. Bid 2♠ - unassuming cue support.

29. Consider bidding 3♣ for lead directing reasons. This is safe because of your refuge in diamonds if doubled.
30. 3NT might be an effective gamble here hoping to make 6 diamond tricks plus 2 in the majors and another may materialise.

SLIDE 16
1♥ X P ?

31. Bid 1♠
32. Minimum for a jump response to 2♠
33. Maximum for a response of 2♣
34. Bid 2♥ (cue) which is forcing to suit agreement
35. Bid 3♣
36. Model hand for a 1NT response

SLIDE 17
1♦ X 1♠ ?

37. Double – competitive double
38. 1NT
39. 2♥ - minimum for this 'free' bid
40. 2♥ - rare on a 4 card suit but this is OK
41. Pass (1NT would be OK but opponents may be headed for trouble.
42. 4♥ - a practical bid. A competitive double would be OK but I try to avoid that on distributional hands.

SLIDE 19
1♥ ?

43. Bid 2NT for the minors
44. Pass. Suit qualities are too feeble.
45. Playing Ghestem you have to bid 3♣. I prefer a cue of 2♥ to show two highest suits.
46. After a 1♦ opening, if you can bid 2♦ for the majors fine. You cannot bid a Ghestem 3♣.
47. This is a 2♥ cue using Ghestem. Playing my preferred method, you have to overcall 1♠ hoping to be able to show clubs later.
48. Good 2NT bid. If partner bids 3♣ you might show this hand type by bidding 3♦ (shows 6♦ and 5♣ and a good hand)

SLIDE 20
1♥ P 2♣ ?

49. Take out double
50. Cue of 2♥ shows 5-5 in the unbid suits.
51. Pass. Suit qualities are too feeble.
52. Prefer to bid 2♠ (lead directing) than to make a 2 suited bid.
53. Cue of 2♥ showing the unbid suits
54. Bid 2♦ but beware – where are all the spades?

SLIDE 22
1NT ?

55. Model hand for an overcall of 2♠ (or Multi-Landy 2♦)
56. Bid 2♣ if playing this for the majors.
57. Double. This shows 16+ (or 14-15 with a good safe lead).

- 58. This is a 3♠ overcall. The suit should be very good.
- 59. If you play 'Astro' you can bid 2♦ (spades and another). Otherwise pass.
- 60. Bid 2NT (Minors). This is not a weak bid (should have 10-15 HCP)

SLIDE 23
1NT X 2♣ ?

- 61. Bid 2♠. This shows a weak hand with a 5+ card suit.
- 62. Bid 3♣ (cue) asking partner for more information.
- 63. Double. This is generally played as penalty double after partner's penalty double of 1NT.
- 64. Hard hand – bid 3♣ is the best option.
- 65. 3NT may be the most effective bid here. Your hand is rather too strong for 3♦ and partner may have no club guard.
- 66. Bid 3♠ (even 4♠). This suit is playable even opposite a singleton.

SLIDE 26
1♠ P P ?

- 67. Bid 1NT (shows 11-14)
- 68. Double (Take out)
- 69. Bid 2♥
- 70. Bid 2NT. This is a natural bid (not for minors in the balancing seat).
- 71. Bid 2♠. This cue bid still shows the highest two suits.
- 72. Pass and let them stew!

SLIDE 27
1♥ P 2♥ P P ?

- 73. Double (Take out)
- 74. Bid 3♦
- 75. Bid 2NT (minors)
- 76. Bid 2♠
- 77. Double (not ideal, but hope to persuade the opponents to bid 3♥).
- 78. Double. Then bid 3♦ if partner responds 3♣.