

COMPETITIVE BIDDING JUDGMENT

ANSWERS TO PROBLEMS

SLIDE 5

1♥ X ?

1. Model hand for a redouble (1♠ optional alternative)
2. Redouble followed by 2♥ (1♠ optional alternative)
3. Raise to 3♥ (defensive)
4. Raise to 2♥ (better than 1♠)
5. 2NT (constructive raise in hearts)
6. 3♦ (if you have agreed to play this as NF)

SLIDE 7

1♥ X XX 2♣
?

7. Pass (forcing)
8. Double (penalty)
9. 2♥ (weak and lacking defensive tricks)
10. 2♦ (promises 5 in both suits)
11. 4♥
12. Pass (forcing)

SLIDE 8

1♣ 1♠ P ?

13. Raise to 2♠
14. Redouble (shows extra strength)
15. Bid 3♠ (defensive raise)
16. Bid 2NT (constructive raise)
17. Bid 2♥ (natural, weak one suiter)
18. Pass (avoid rebidding a 5 card suit)

SLIDE 10

1♦ 1♠ ?

19. Model for a negative double
20. 2NT (natural and not forcing)
21. Pass (too weak for a 2 level response)
22. Pass (expecting opener to re-open with a double)
23. 2♠ (constructive raise in diamonds)
24. Bid 3♦ (defensive raise)

SLIDE 11

1♠ 2♦ ?

25. Model for a negative double
26. Bid 3♣ (light on HCP but better than pass or X)
27. Bid 3♦ (constructive raise in spades)
28. Bid 4♠ (Defensive raise)
29. Bid 4♦ (splinter)
30. Pass (expecting opener to re-open with a double)

SLIDE 13

1♦ P 1♠ 2♣
?

31. Double (competitive, showing extra HCP)
32. Bid 3♣ (constructive raise)
33. Bid 3♠ (or 4♠) – defensive raise)
34. Pass (hoping responder will re-open with a double)
35. Bid 3NT (based on running suit)
36. Double (competitive)

SLIDE 14
1♣ 1♥ 1♠ P
?

- 37. 2♥ (equivalent to a competitive double)
- 38. 3♥ (constructive raise in spades)
- 39. 3♠ (defensive raise in spades)
- 40. 1NT (best available bid)
- 41. 4♥ (splinter)
- 42. 2♠ (raise freely to the 2 level with 3 trumps)

SLIDE 16

- 43. Double (competitive – extra HCP)
- 44. Double (competitive – maximum HCP, only 3 card support)
- 45. Double (competitive – extra HCP)
- 46. Double (penalty when following a negative double)
- 47. Double (take-out if you have this agreement)
- 48. Double (penalty after partner's 1NT response)

SLIDE 18

- 49. Double (showing 10+ bal)
- 50. Bid 3♣ (cue lower to show constructive support)
- 51. Bid 3♠ (defensive raise)
- 52. Bid 3♥ (NF if you have this agreement)
- 53. Bid 3♦ (cue higher to show 5+ in 4th suit, GF)
- 54. Bid 4♦ (splinter)

SLIDE 20
1NT 2♥ ?

- 55. Double (take-out if you have this agreement)
- 56. Bid 2NT (Lebensohl if you have this agreement)
- 57. Bid 2NT and then 3♥ (Lebensohl showing 4♠ and no heart guard)
- 58. Bid 3♠ (natural, 5 card suit, FG)
- 59. Pass (X if you play this as penalty)
- 60. Bid 3♣ (forcing and natural, bid 3♠ next round if possible)

SLIDE 21
1NT 2♣ ?

- 61. Bid 2♥ (Take out with short hearts)
- 62. Double (competitive – next double is penalty)
- 63. Bid 2♥ (Take-out with short hearts)
- 64. Double (competitive, then double 2♥ and bid 3♥ over 2♠)
- 65. Bid 3♣ (best played as NF as double is available)
- 66. Bid 2♠ (short spades)

SLIDE 23
1♦ 2♥ ?

- 67. Double (implies 4♠ but does not promise)
- 68. 3♣ (natural and F1 – a little weak for the bid but better than Pass)
- 69. Double (hand too weak for 2♠ which suggests 10+ HCP)
- 70. Bid 3♥ (constructive raise in diamonds)
- 71. Pass (hoping for a re-opening X from partner)
- 72. Double (implies 4♠ but better than bidding 3♣)

SLIDE 24

- 73. Bid 6♥ (or 6♦ at teams)**
- 74. Bid 3NT (if you bid 3♠, you can never play 3NT)**
- 75. Bid 4♠ (best chance of contract)**
- 76. Bid 4NT (2 places to play)**
- 77. Pass (doubles show HCP rather than trump tricks)**
- 78. Bid 6♦ (likely to have a good chance)**