

Competitive Bidding

DO NOT LET THE OPPONENTS WITH A FIT PLAY BELOW 2S !!!

- **Why? Each Side** has 18-22 high card points, because neither opponent invited game.
- So, **If Opponents are at 2 Hearts or Below with a Fit, Bid or Double for Takeout. Do Not Pass!!!**
- **Balance in Pass-Out Seat** regardless of vulnerability, unless shape is poor.
- Both sides can generally make a 2-level contract with a Fit, if it's going to be passed out at the 2-level.
- If you have an 8-card fit & go down at the 2-level, the opponents can make their contract.
- You can **Balance over 2S** as well, just be a little more careful:
 - If not vulnerable, try hard to balance.
 - If vulnerable, have a good suit or a 1-4-4-4 takeout double.
- You can balance in the **Pre-Balance Direct Position** as well: 1H – P - 2H – You?
 - Bid with a good 5-card suit even with just 7 points. If the opponents have 21+ points they will bid on.
 - If they double you, you are making a low-level sacrifice against their part-score or game.
- When Partner **Re-opens** after the Opponent's have raised **1H - 2H**, use a **Pass-Out-Seat Takeout Double**:
 - If you have 4+ spades, bid 2 Spades. If you don't have a 5-card Minor to bid, bid the **Rollout 2NT**: saying I have the Minors (4-4 or 4-5), & asking partner to bid his lowest 4-card minor.
- When Opponents have bid & Raised to the 2-Level, **2NT** by **You or Partner** is **Always Rollout (Takeout)**: **2NT is Never to Play**. He has Minors or Reds (H & D). Bid your lowest 4-card Minor. If it's clubs, partner will bid 3D with 5-5 reds.
- Try very hard Not to let the opponents play 1NT, especially when you are not vulnerable. That's always a poor board. If vulnerable, have a good suit or a good hand behind opener.
- Occasionally, you will go Down 200 or more for a bad board, but bidding will get you better boards 90% of the time. Remember, if you pass & let them play at the 2 level with a fit, you are guaranteed a poor board.
- With **9 Trumps** compete to the **9-trick level (3-level)**, regardless of points = **Law of Total Tricks**.
With **10 Trumps** compete to the **10-trick level (4-level)**, regardless of points = **Law of Total Tricks**.
At Adverse Vulnerability, maybe back down 1 level, if your hand has a flaw, like an honor in opponent's suit.
- **The 5-Level - Belongs to the Opponents almost Always**. After partner has raised you, for you to bid Over the opponents who have gone to the 5-level, you need a void or extra distribution (7-card suit, 6-5 or 5-5).
- **Play All Doubles below 2NT as Non-Penalty. Unless Obvious Penalty.**(Berkowitz & Cohen)

If you have a Penalty Double, Pass & hope partner can Re-open with a Balancing Take-out Double.

Examples of **Non-Penalty Doubles** (takeout, negative, responsive, support, etc) follow:

1C – X or 1D pard - 1H opponent – **X = 4 Spades**. **Bid 1 Spade** with 5. If you have opponent's H, bid NT.

1C – X or 1D pard - 1S opponent – **X = 4 Hearts**. **Bid 2 Hearts** with 5. If you have opponent's S, bid NT.

1C – P - 1D - 1S opponent – **X** by Opener = 4 Hearts. This is better than playing Support **X = 3-diamonds**.

1H – P - 1S – 2D opponent – **X** by Opener = **Support X = 3-spades**. Pass with Diamonds.

1S – P – 1NT – 2D opponent – **X = Exclusion Takeout X** with Diamond shortness. Pass with Diamonds.

1D – 1S pard – 1NT – **X** by You = **Responsive Double (8-10)** as partner may have only 8 points.