



## Lesson 7: More Competitive Auctions and Slam Bidding

### Overcalling in NT

Balanced hands can overcall NT, however there are some requirements

- As the opponents know what to lead, we will need a stop in the suit
- We also need some extra values to deal with the opponents knowing what to lead as they have the upper hand

(1A) – 1NT: shows 15-17 balanced with a stop in A

- What do we do opposite this overcall – THE SAME AS IF PARTNER HAD OPENED 1NT: 2♣ Stayman, 2♦/2♥: Transfers

### Penalty doubles

- We have seen how, the majority of time a X is used to say: “anything but this suit”, however, sometimes a better use is straight penalties i.e. you’re not making this
  - The best example of this is (1NT) – X, this shows 15+ points as what suit can we possibly be asking partner to takeout? The other common example is 1A – (1NT) – X, as if partner has opened (12+ points) and we have at least 9, we have the balance of power and can beat 1NT.
  - Other than that, most doubles are for takeout, but it is wise to have some agreements
- 
- Bid and raised a suit
  - Could have doubled for takeout last time and passed
  - Opponents have bid NT naturally

## Dealing with BIG hands

- We have said that opening 1 of a suit is limited to about 20
- That 22+ balanced hands open something other than 1NT or 2NT
- Another point we have discussed is that 2♣ is not a pre-empt
- These are all linked in to the same idea

A 2♣ opening is artificial and practically game forcing

### Partner must alert the 2♣ opening

This bid can only be made if everyone before you has passed or you are 1<sup>st</sup> to bid

Some examples:

♠ - AK84  
♥ - QJ9  
♦ - A6  
♣ - AKJ2

We have a balanced 22 count, this is outside our 2NT opening range, we open 2♣

♠ - AKQT95  
♥ - KQ2  
♦ - Q  
♣ - AKQ

If we open 1♠, partner is more than likely to pass and we would miss game, we open 2♣

The most common response is 2♦, this essentially is a waiting bid, allowing partner to describe their hand (not an Ace and a King)

2♣ – (P) – 2♦ is a waiting bid, usually with fewer than 7 points

### Partner must alert the 2♦ response

- We are able to make positive response showing at least a 5-card suit at the 2-level and at least a 6-card suit at the 3-level. In both cases this shows at least 2 of the top 3 honours, at least 7 points
- With 7+ points and no good suit, we simply bid 2♦ and wait to see what partner does next (this includes balanced hands)

Some examples:

♠ - 984  
♥ - T963  
♦ - 432  
♣ - 762

Partner opens 2♣ (ALERT), despite having nothing, we must bid – make the negative response of 2♦

♠ - 9  
♥ - KJ2  
♦ - 864  
♣ - KQ8764

Partner opens 2♣, we have a good club suit, bidding it at the 3-level will show a 6-card suit with 2/3 top honours – we can bid 3♣ with at least 7 points

♠ - J9  
♥ - AK8  
♦ - K864  
♣ - Q843

Partner opens 2♣, we have no good suit, but we can bid 2♦ and wait to see what partner has got – we're probably going to be playing in a slam

When partner bids 2♦ and we are balanced, different NT rebids show ranges

2♣ – 2♦ – 2NT: 22-24 balanced, **this is the only bid that is not forcing**  
2♣ – 2♦ – 3NT: 25-27 balanced  
2♣ – 2♦ – 4NT: 28-31 balanced

2♣ – (P) – 2♦ – (P) – 2NT: 22-24, NOT FORCING

When partner bids 2♦ and we have a 5-card suit we can simply bid it:

2♣ – 2♦ – 3♣ is completely game forcing  
2♣ – 2♦ – 2M is game forcing unless partner bids 2NT – this is a double negative

2♣ – (P) – 2♦ – (P) – 2M – (P) – 2NT: 0-3, NOT GAME FORCING

Opposite the double negative – the game force in the sequence has been removed – 3M is to play

If partner jumps rebid their major this shows a single, solid suit that is forcing to game: AKQTxx<sup>+</sup> or better

## Slam Bidding

- The reward for bidding a slam is large, so we want to ensure that we are in them when they make but stay out of them when they do not
- Sometimes we can bid a slam on pure power

♠ - KQJ85  
♥ - A32  
♦ - AT  
♣ - A6

We open 1♠ and partner bids 3♠ showing about 8 losers

Looking at our losers we have 2H, 1D and 1C, but we take one off for a 9-card fit giving us 3 losers – try 6♠

♠ - KQ85  
♥ - AK2  
♦ - JT  
♣ - K62

Partner opens 1♦, we respond 1♠ and partner then rebids 2NT (18-19 balanced), we have 16 points, giving us at least 34 points combined – try 6NT

- Sometimes however we may not have control of all the suits in our own hand and we need to ask partner if they have a control in the suit we need to bid slam and if not play in game
- This is called cue bidding, we make a cue bid after we have agreed a suit, this shows a first or second round control in the suit we bid and is usually done at the 4-level or higher with the exception of 1♥ – 3♥ – 3♠

A first round control: Ace or Void

A second round control: King or Singleton

- We cue bid suits up the line, that means if we bypass a suit, we deny a control there and in order for partner to bid on past game they must have that suit controlled as well

1♥ – 3♥  
3♠ – 4♦  
6♥

West MUST have a club control as East bid 4♦ over 3♠ not 4♣, this means East does not have a club control

1♣ – 3♣  
4♦ – 4♠  
5♣

Both hands have denied a heart control and as a result they have stopped short of game

Look at these two hands and the subsequent auction:

♠ - AK32  
♥ - KT953  
♦ - QJT4  
♣ - A

♠ - K9  
♥ - QJ72  
♦ - K982  
♣ - T74

The auction would proceed something similar to:

1♥ – 3♥  
4♣ – 4♦  
6♥

We needed to check for a diamond control

However – the opponents can cash their two red Aces:  
one off!

Whilst we have at least a second round control in suit, we are missing two aces which the opponents can cash to beat the contract

How can we stay out of slams that are off two cashing Aces despite us having a control in every suit?

When we have agreed a suit, shown at least a second round control in every suit we can bid 4NT to check that we cannot have two Aces missing that the opponents can cash:

4NT – asking for Aces  
5♣ – 0 or 4 Aces  
5♦ – 1 Ace  
5♥ – 2 Aces  
5♠ – 3 Aces

So in the example above:

1♥ – 3♥  
4♣ – 4♦  
4NT – 5♣  
5♥

We manage to stop out of a bad contract

Another important aspect of slam bidding, which we have seen already is the Principle of fast arrival:

In a game forcing auction, the slower you reach game, the better your hand is

♠ - AKT952  
♥ - KQ2  
♦ - Q  
♣ - AKQ

♠ - Q84  
♥ - A963  
♦ - 732  
♣ - 762

The auction would proceed something similar to:

2♣ - 2♦  
2♠ - 3♠  
4♣ - 4♥  
4NT - 5♦  
6♠

As 2♠ is game forcing, 3♠ shows a better hand than raise to 4♠ (3-card support, with an Ace/King or better)

♠ - AKT952  
♥ - KQ2  
♦ - Q  
♣ - AKQ

♠ - Q84  
♥ - 963  
♦ - J732  
♣ - J762

The auction would proceed something similar to:

2♣ - 2♦  
2♠ - 4♠

As 2♠ is game forcing, 4♠ shows a hand with support, but otherwise not very much

♠ - A952  
♥ - KQT2  
♦ - KQ5  
♣ - A4

♠ - K84  
♥ - 6  
♦ - A73  
♣ - KQT762

The auction would proceed something similar to:

1♥ - 2♣  
2NT - 3♣  
3NT - 4♣  
4♦ - 4♥  
4♠ - 4NT  
5♥ - 6♣/NT

As 2NT creates a game force, 3♣ and 4♣ are both showing extra values as leaping to 5♣ would be weaker