

Adventures in Bridge

Leaders in Bridge Entertainment and Education www.advinbridge.com

This Week in Bridge (427) 2/1 Bidding in Competition

© AiB Level: 6 of 10 (2 of 6) Robert S. Todd robert@advinbridge.com

General

In competitive auctions we do not play 2/1 Game Forcing, meaning that a 2-level response to a 1-level opening bid is not game forcing. 2-level 'freebids' in competitive auctions have a variety of different meanings based on the situation. It is important that we and partner are in agreement about the meanings of these 2-level responses. Here we look at a variety of different auctions and see how these bids have different meanings.

2-Level Freebids - Vs. Overcalls

When we open the bidding at the 1-level and LHO makes a simple overcall (at the 1-level or the 2-level) then if Responder bids a new suit at the 2-level (not a jump) this is a simple freebid showing a 5+card suit and 10+ points. This 2-level freebid is sometimes called *"Five-and-Dime."*

Exam	ole 1	
★ 843		
♥ 95		
♦ A76		
♣ AQ	954	

Although Responder could not bid $2\clubsuit$ if the opponent had passed (that would be a 2/1 GF bid), when the opponent makes an overcall, Responder can make a freebid at the 2-level. This shows a 5+card \clubsuit suit and 10+ points. It is forcing for one round!

2-Level Freebids – Vs. Weak Jump Overcalls

This 2-level freebid showing "Five-and-Dime" is also true when the opponents make a Weak Jump Overcall at the 2-level and Responder bids their suit at the 2-level.

Example 2
♠ AQ954
♥ 95
♦ KJ6
♣ J63
1♣ 2♥?
Here Responder can bid 2♠ showing 5+card ♠ and 10+ points. This is forcing for one round, not to game.

Weak Jump Shifts in Competition

If Responder bids their long suit at the 2-level, but in order do so they jump, then this is not a freebid - it is a jump shift. Most partnerships play that 2-level jump shifts in competition are weak – showing a long suit and about 0-6 HCP.

Example 3 ♠ QJ9543 ♥ 9 ♦ T86 ♣ J63 1♣ 1♦ __? Here we can jump to 2♠ to show a 6+card ♠ suit and a very weak hand.

2-Level Freebids – Vs. Takeout Double

When we open the bidding at the 1-level and our LHO makes a takeout double, then a response of a new suit at the 2-level is non-forcing. If it is a jump into a new suit, it is a weak jump shift. If it is not a jump, then this new suit is natural and non-forcing.

Examp	le 4	
∳ J5		
♥ Q8		
♦ KJT8	54	
♣ T63		
1♠	Χ	?

With this hand Responder bids 2♦. This is non-forcing and shows 5-9 HCP and a good 5+card suit (or more often a 6+card suit). It is similar to a 2♦ preemptive opening bid.

2-Level Freebids – Vs. 1NT Overcall

When we open the bidding and LHO makes a 1NT overcall, showing a balanced 15-18 points with a stopper in our suit, then Responder is rarely interested in game. Responder will normally want to just compete in the bidding when they have a long suit. Bidding a new suit in this situation is natural and non-forcing.

Examp	ole 5		
∲ 5			
v 983			
♦ K54			
♣ AJ98	343		
1♠	1NT	?	

With this hand Responder bids 2♣. This is non-forcing and shows 5-9 HCP and a good 5+card suit (or more often a 6+card suit).

Competition in a 2/1 GF Auction

When we make a 2/1 GF response, we enter a game forcing auction. In that case, we must bid a game; we may not play in a partscore. There is one exception to this: when the opponents enter our auction, we can double the opponents for penalty instead of bidding a game.

*Example 6*1♠ P 2♦ 2♥ X

This double is penalty and suggests that defending 2♥ doubled would be more profitable than bidding a game.

Conclusion

When Responder freely bids a new suit at the 2-level (not a jump shift), we use the vocabulary that it is a *Positive Freebid* if is strong (and usually forcing) and we call it a *Negative Freebid* when it is competitive (and non-forcing). When the opponents make an overcall of a suit, Responder uses positive freebids. When the opponents compete with a takeout double or NT overcall, Responder's 2-level bids are negative freebids. When we are in a 2/1 GF auction and the opponents compete in the bidding, we are still in a game force. We must either double the opponents for penalty or bid some game. 2/1 GF is a clear system, but when the opponents interfere it can become far more complex.