

Lesson 4

The Competitive Auction

Lesson Four: The Competitive Auction

Preparation

- On Each Table:** BETTER BRIDGE GUIDE CARD (see Appendix); Bidding Boxes; pencils; deck of COLOR-CODED CARDS.
- At Registration Desk:** Textbooks (BRIDGE BASICS 2 – COMPETITIVE BIDDING).
- Class Organization:** Arrange the students with (ideally) four people at each table.
- Teacher Tools:** BRIDGE BASICS 2 – TEACHERS’ MANUAL; microphone.

Content

Exercise One	Responder’s Action After an Overcall
Exercise Two	Deal #13: A Typical Competitive Auction
Exercise Three	Raising Partner’s Suit After an Overcall: Preemptive Jump Raises and the Cuebid
Exercise Four	Responder’s Double (Negative Double)
Exercise Five	Deal #14: The Negative Double in Action
Exercise Six	Responder’s Options After Right-Hand Opponent Doubles: The Redouble
Exercise Seven	Deal #15: A Preemptive Jump Raise
Exercise Eight	Advancer’s Action in a Competitive Auction
Exercise Nine	Opener’s Action in a Competitive Auction
Exercise Ten	Subsequent Action by the Overcaller/Doubler
Exercise Eleven	The Penalty Double
Exercise Twelve	Deal #16: A Penalty Double in Action

A note to the teacher


The section on **Important Notes for Teaching This Course** has information that applies to every lesson. To use the plans successfully, **it is essential to review this section before each lesson.**

The concepts introduced in Lesson Four are:

- *Responder's Actions After an Overcall*
 - *When the overcall has no impact*
 - *When the overcall has a minor impact*
 - *When the overcall has a large impact*
 - *Preemptive Jump Raises*
 - *Cuebid as a Limit Raise or Better*
 - *The Negative Double*
- *Responder's Actions After a Takeout Double*
 - *When the double has no impact*
 - *When the double has an impact*
 - *The Redouble*
 - *Preemptive Jump Raises*
 - *New Suit Non Forcing*
- *Advancer's Actions After Responder Bids*
- *Opener's Actions in a Competitive Auction*
- *The Overcaller's/Takeout Doubler's Subsequent Actions*
- *The Penalty Double*

Lesson Introduction

Start the lesson on time, with a brief introduction such as the following:

- When the opponents aren't bidding, our objective in the auction is straightforward: to decide **HOW HIGH** and **WHERE** the partnership belongs.
 - In a competitive auction, there is a new objective: to prevent the opponents from reaching their best contract.
 - Also, in a competitive auction, new calls become available.
 - So, let's see how it all fits together.
-  • Remember, unless you volunteer, I won't ask you to answer a question. So, relax – and don't be afraid to look at me.

Exercise One – Responder’s Action After an Overcall

👉 Teachers’ Key Point

- To show how an overcall may sometimes impact responder’s call.

Student Textbook Reference: pages 134-138.

Opening Remarks

- When partner opens the bidding, an overcall by the opponent on our right takes away some of the room on the Bidding Ladder.
- That may or may not have an impact on our response.
- Let’s see some examples.

Group Activity

North, place the 1♦ bid in front of you.

East, place a Pass in front of you.

Construct the following hand in front of South.

NORTH		
	1♦	
		EAST
		PASS
SOUTH		
♠	x x	
♥	J x x	
♦	x x x	
♣	Q x x x x	

Q. Suppose North opens 1♦ and East passes. What call would South make?

A. Pass.

- With only 3 high-card points plus 1 length point for the five-card suit, South doesn’t have enough to bid.

East, replace the Pass with 1♥.

Q. Now North opens 1♦ and East overcalls 1♥. What call does South make?

A. Pass.

- East’s overcall doesn’t have any impact on South’s call. South still passes.

NORTH		
	1♦	
		EAST
		1♥
SOUTH		
♠	x x	
♥	J x x	
♦	x x x	
♣	Q x x x x	

Change the South hand:
In hearts: take away a low heart.
In diamonds: add the ♦K.

NORTH		
	1♦	
		EAST
		1♥
SOUTH		
♠	x x	
♥	J x	
♦	K x x x	
♣	Q x x x x	

Q. After North opens 1♦, what call would South make if East passed?

A. 2♦.

- With 6 high-card points, four-card support for diamonds, and two doubletons, South has enough to raise to the two level.

It's possible North could have only three diamonds, but most of the time North will have four or more. Also, the South hand is unbalanced, unsuitable for a 1NT response.

Q. If North opens 1♦ and East overcalls 1♥, what call would South make?

A. 2♦.

- East's overcall doesn't prevent South from making the same response, a raise to 2♦.

Preemptive raises after an overcall will be discussed shortly but, with only four-card support for diamonds, a simple raise to 2♦ is fine with this hand.

Change the South hand:
In spades: add the ♠Q.
In hearts: add the ♥A.
In diamonds: take away the ♦K.
In clubs: take away a low club.

NORTH		
	1♦	
		EAST
		1♥
SOUTH		
♠	Q x x	
♥	A J x	
♦	x x x	
♣	Q x x x	

Q. After North opens 1♦, what call would South make if East passed?

A. 1NT.

- With 9 high-card points, South has enough to respond but not enough strength to bid a new suit at the two level.
- With no four-card or longer suit to bid at the one level, South would respond 1NT, showing about 6-10 points.

Q. If North opens 1♦ and East overcalls 1♥, what call would South make?

A. 1NT.

- East's overcall doesn't prevent South from responding 1NT.
- The only difference is that **it's a good idea to have some strength in the opponents' suit when bidding notrump**. West is likely to lead a heart if South plays in a notrump contract.

Change the South hand:
In spades: add the ♠K and a low spade.
In hearts: take away the ♥A.
In clubs: take away a low club.

NORTH		
	1♦	
		EAST
		1♥
SOUTH		
♠	K Q x x x	
♥	J x	
♦	x x x	
♣	Q x x	

Q. After North opens 1♦, what call would South make if East passed?

A. 1♠.

- With 8 high-card points plus 1 length point for the five-card spade suit, South has enough strength to respond.
- With a suit that can be bid at the one level, South responds 1♠, showing four or more spades and 6 or more points.

Q. If North opens 1♦ and East overcalls 1♥, what call would South make?

A. 1♠.

- East's overcall doesn't prevent South from responding 1♠.



- So, at times, an overcall has no impact on responder's call.

- Now let's look at some examples where the overcall requires responder to make a mild adjustment.

East, replace the 1♥ bid with 1♠.

Change the South hand:
In spades: take away a low spade.
In hearts: add a low heart.

NORTH		
	1♦	
		EAST
		1♠
SOUTH		
♠	K Q x x	
♥	J x x	
♦	x x x	
♣	Q x x	

Q. After North opens 1♦, what call would South make if East passed?

A. 1♠.

- South has 8 high-card points and a four-card suit that can be bid at the one level.

Q. If North opens 1♦ and East overcalls 1♠, what call would South make?

A. 1NT.

- South can no longer bid 1♠ but 1NT is a reasonable alternative with 8 high-card points and some strength in the spade suit.

If a student suggests bidding 2♠, you can begin emphasizing that the partnership doesn't usually want to play in a suit bid by the opponents ... an important concept.

Change the South hand:
In spades: take away the ♠Q.
In hearts: add the ♥A and ♥K.
In diamonds: take away a low diamond.

NORTH		
	1♦	
		EAST
		1♠
SOUTH		
♠	K x x	
♥	A K J x x	
♦	x x	
♣	Q x x	

Q. If North opens 1♦ and East passes, what call would South make?

A. 1♥.

- South has 13 high-card points plus 2 length points for the five-card heart suit.
- A response at the one level shows 6 or more points, so South would respond 1♥.
- The 1♥ response is forcing. Opener must bid again and responder will then show the extra strength by getting the partnership to game.

Q. If North opens 1♦ and East overcalls 1♠, what call would South make?

A. 2♥.

- South has enough strength to bid a new suit at the two level, showing about 11 or more points.



- So, sometimes after an overcall responder has to make a minor adjustment.
- Now let's look at some examples where the overcall can have a larger impact on responder's call.

East, replace the 1♠ bid with 2♣.

Change the South hand:
In spades: take away the ♠K.
In hearts: take away the ♥A; add a low heart.
In clubs: add a low club.

NORTH		
	1♦	
		EAST
		2♣
SOUTH		
♠	x x	
♥	K J x x x	
♦	x x	
♣	Q x x x	

Q. If North opens 1♦ and East passes, what call would South make?

A. 1♥.

- South has 6 high-card points plus 1 length point for the five-card heart suit.
- That's enough to respond in a new suit at the one level, 1♥.

Q. If North opens 1♦ and East overcalls 2♣, can South still show the heart suit?

A. No.

- South does not have enough strength to bid a new suit at the two level. A response of 2♥ would show about 11 or more points.
- A new suit response is forcing, so North would have to bid again if South were to bid 2♥ and the partnership would likely to get too high.

Q. What call should South make after East overcalls 2♣?

A. Pass.

- With no suitable bid after the 2♣ overcall, South can pass.
- The auction isn't over. North will get another chance to bid. So, there is no danger of missing a game contract if North has a very strong hand.
- South may get an opportunity to bid later, having already denied enough strength to bid a new suit at the two level.

Change the South hand:
In spades: add the ♠J.
In hearts: take away two low hearts.
In clubs: add a low club.

NORTH		
	1♦	
		EAST
		2♣
SOUTH		
♠	J x x	
♥	K J x	
♦	x x	
♣	Q x x x x	

Q. If North opens 1♦ and East passes, what call would South make?

A. 1NT.

- South has 7 high-card points plus 1 length point for the five-card club suit.
- With no four-card or longer suit that can be bid at the one level, South would respond 1NT.

Q. What call should South make if North opens 1♦ and East overcalls 2♣?

A. Pass.

- North isn't strong enough to bid 2NT. That would show an invitational hand of about 11-12 points.
- South may still get an opportunity to bid since the auction isn't over. North can bid again with more than a minimum opening bid.

Observations

- When our right-hand opponent overcalls, it may have little or no impact on our response.
- However, it may also take away enough bidding room that we have to pass ... for now.

Closing Instructions

Pick up all the bids and put them back in the Bidding Boxes. Pick up your suit from the South hand. Each player has one suit.

Exercise Two – Deal #13: A Typical Competitive Auction

👉 Teachers' Key Point

- To experience a typical competitive auction.

Student Textbook Reference: Deal #13: pages 170-171.

Opening Remarks

- Let's see how a typical competitive auction might go.

Group Activity

Distribute the **COLOR-CODED CARDS** for Deal #13.

<p>DEAL: 13 NORTH</p> <p>DEALER: NORTH ♠ 9 6</p> <p>VUL: NONE ♥ Q J 10</p> <p> ♦ K J 9 5</p> <p> ♣ 9 7 6 2</p> <p style="text-align: center;">WEST</p> <p>♠ A Q 8 7 5</p> <p>♥ 8 4 2</p> <p>♦ 8 2</p> <p>♣ K Q 4</p> <p style="text-align: center;">SOUTH</p> <p>♠ J 3 2</p> <p>♥ A K 5</p> <p>♦ A 7 6 3</p> <p>♣ J 10 3</p>	<table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <tr> <th style="padding: 5px;">WEST</th> <th style="padding: 5px;">NORTH</th> <th style="padding: 5px;">EAST</th> <th style="padding: 5px;">SOUTH</th> </tr> <tr> <td style="padding: 5px;">1 ♠</td> <td style="padding: 5px;">Pass</td> <td style="padding: 5px;">Pass</td> <td style="padding: 5px;">1 ♦</td> </tr> <tr> <td style="padding: 5px;">Pass</td> <td style="padding: 5px;">Pass</td> <td style="padding: 5px;">2 ♠</td> <td style="padding: 5px;">Pass</td> </tr> </table> <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <tr> <th colspan="2" style="padding: 5px;">EAST</th> </tr> <tr> <td style="padding: 5px;">♠ K 10 4</td> <td style="padding: 5px;">♥ 9 7 6 3</td> </tr> <tr> <td style="padding: 5px;">♦ Q 10 4</td> <td style="padding: 5px;">♣ A 8 5</td> </tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="padding: 5px;">DECLARER: West</td> </tr> <tr> <td style="padding: 5px;">CONTRACT: 2 ♠</td> </tr> <tr> <td style="padding: 5px;">OPENING LEAD: ♦5 by North</td> </tr> </table>	WEST	NORTH	EAST	SOUTH	1 ♠	Pass	Pass	1 ♦	Pass	Pass	2 ♠	Pass	EAST		♠ K 10 4	♥ 9 7 6 3	♦ Q 10 4	♣ A 8 5	DECLARER: West	CONTRACT: 2 ♠	OPENING LEAD: ♦5 by North
WEST	NORTH	EAST	SOUTH																			
1 ♠	Pass	Pass	1 ♦																			
Pass	Pass	2 ♠	Pass																			
EAST																						
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♦ Q 10 4	♣ A 8 5																					
DECLARER: West																						
CONTRACT: 2 ♠																						
OPENING LEAD: ♦5 by North																						

Bid and play Deal #13.

After 7½ minutes have the students turn all 52 cards face up following the instructions given for Deal #1 at the top of page 11.

The Bidding

Focus on the North hand – North is the dealer.

Q. What call would North make as dealer?

A. Pass.

- North has 7 high-card points, not enough to open the bidding.

Focus on the East hand.

Q. What call does East make?

A. Pass.

- East has 9 high-card points, not enough to open the bidding.

Focus on the South hand.

Q. What call does South make?

A. 1♦.

- South has 13 high-card points, enough to open the bidding.
- Although South has a balanced hand, it is too weak to open 1NT.
- With no five-card major suit, South opens the longer minor suit, 1♦.

Focus on the West hand.

Q. What call does West make after South opens 1♦?

A. 1♠.

- With a good five-card suit and 11 high-card points, West has enough to make an overcall at the one level.

Focus on the North hand.

Q. What call would North make if West had passed?

A. 2♦.

- North is the responder ... the partner of the opening bidder.
- With no four-card or longer suit to bid at the one level, North could raise to 2♦ to show support for South's suit and about 6-10 points.

With only four diamonds, North might also consider bidding 1NT.

Q. Does West's overcall change North's planned response?

A. No.

- North can still respond to 2♦ to show support and about 6-19 points.

Focus on the East hand.

Q. After North raises to 2♦, what call does East make?

A. 2♠.

- East is the advancer ... the partner of the overcaller.
- With 9 high-card points and three-card support for partner's suit, East can compete by advancing to 2♠.

Focus on the South hand.

Q. What call does South make after East bids 2♠?

A. Pass.

- South has already described the hand with the opening bid.
- With no extra values or distribution, South passes.

Focus on the West hand.

Q. What call does West make?

A. Pass.

- East's raise to the two level shows about 6-10 points, so West knows the partnership doesn't have enough combined strength to consider going for the game bonus.

Focus on the North hand.

Q. What call does North make?

A. Pass.

- North has already described the hand with the raise to 2♦ and doesn't have anything extra.

With four-card support for diamonds, North might consider competing to 3♦, but that's a little risky since South could have opened with a three-card diamond suit.

- North's pass ends the auction.

The Play

- Let's see what happens if West plays in a partscore contract of 2♠.

<p>North and South, turn your hands face down.</p> <p>North, lead the ♠5.</p> <p>Only 27 cards are face up on the table ... the East and West hands and North's lead. Focus on the East-West hands.</p>	<table style="width: 100%; border-collapse: collapse;"> <tr> <td colspan="2" style="text-align: center;">NORTH</td> </tr> <tr> <td colspan="2" style="text-align: center;">♠5</td> </tr> <tr> <td style="text-align: center;">WEST (Declarer)</td> <td style="text-align: center;">EAST (Dummy)</td> </tr> <tr> <td>♠ A Q 8 7 5</td> <td>♠ K 10 4</td> </tr> <tr> <td>♥ 8 4 2</td> <td>♥ 9 7 6 3</td> </tr> <tr> <td>♦ 8 2</td> <td>♦ Q 10 4</td> </tr> <tr> <td>♣ K Q 4</td> <td>♣ A 8 5</td> </tr> <tr> <td colspan="2" style="text-align: center;">SOUTH</td> </tr> </table>	NORTH		♠5		WEST (Declarer)	EAST (Dummy)	♠ A Q 8 7 5	♠ K 10 4	♥ 8 4 2	♥ 9 7 6 3	♦ 8 2	♦ Q 10 4	♣ K Q 4	♣ A 8 5	SOUTH	
NORTH																	
♠5																	
WEST (Declarer)	EAST (Dummy)																
♠ A Q 8 7 5	♠ K 10 4																
♥ 8 4 2	♥ 9 7 6 3																
♦ 8 2	♦ Q 10 4																
♣ K Q 4	♣ A 8 5																
SOUTH																	

- Let's go through Declarer's Plan.
- The first step is to Assess the Situation.

Q. How many tricks does declarer need to take in a 2♠ contract?

A. Eight.

- Let's count the sure tricks.

Spades	3
Hearts	0
Diamonds	0
Clubs	3
Total	6

- The second stage in Declarer's Plan is to Browse Declarer's Checklist.

Q. Which suit is likely to provide the two additional tricks declarer needs to make the contract?

A. Spades.

- After the ♠A, ♠K, and ♠Q are played, West's remaining two spades will be winners through length if the five missing spades are divided 3-2 ... as might be expected.

Declarer will also get five tricks in spades are 4-1 and the ♠J is singleton.

- Before starting to play, declarer needs to go through the third stage – Consider the Order.

Q. What is West's priority after gaining the lead?

A. Draw trumps.

- Declarer wants to draw the defender's trumps to prevent them from trumping winners in the other suits.

It won't matter on the actual layout, however, it's good to repeat the concept of drawing trumps before taking winners in the other suits.

Observations

- West uses the overcall to compete for the contract after South opens the bidding.
- On this deal West's overcall doesn't prevent North, responder, from raising opener's suit ... the same call North would make if West did not interfere.
- In a similar fashion, North's raise doesn't prevent East, advancer, from raising partner's overcall.
- Since spades rank higher than diamonds, East-West are able to win the auction.
- If North-South were to compete to the three level, they would be defeated two tricks ... losing two spades, a diamond, and three club tricks.

Closing Instructions

Turn all the cards face up. South, West, and East place your cards on top of the corresponding suit in the North hand. Each player then take one suit.

Exercise Three – Raising Partner’s Suit After an Overcall: Preemptive Jump Raises and the Cuebid

Teachers’ Key Point

- To introduce some of the options available to responder when there is an overcall:
 - Preemptive jump raise
 - Cuebid.

Student Textbook Reference: pages 139-143.

Opening Remarks

- When we are responder and the opponent on our right overcalls, the auction has become competitive.
- In addition to trying to reach our best contract, we now have the additional objective of keeping the opponents from finding their best contract.
- Although the overcall has taken away some bidding room, it also provides new options.
- Let’s see how responder can take advantage of one new option to accomplish some of the partnership objectives.

Group Activity

North, place the 1♥ bid in front of you.

East, place a Pass in front of you.

Construct the following hand in front of South.

NORTH	
1♥	
	EAST
	PASS
SOUTH	
♠ x x	
♥ K J x x	
♦ J 10 x x x	
♣ x x	

Q. North opens 1♥ and East passes. Is the auction competitive at this point?

A. No.

- The opponents haven’t entered the auction yet and may not do so.
- Even though South doesn’t have a strong hand, North may have enough strength that the deal belongs to North-South.

Q. What is South’s current objective?

A. To get the partnership to its best contract.

- South wants to make a descriptive bid to help North decide **HOW HIGH** and **WHERE** the partnership belongs.

Q. What call does South make?

A. 2♥.

- South has support for opener's major suit and a hand worth 6 points ... 4 high-card points plus 1 dummy point for each doubleton.
- A raise to 2♥ shows about 6-10 points and three-card or longer support.
- North will now know **WHERE** the partnership belongs and be able to decide whether to stop in partscore, move toward game, or bid game.

East, replace the Pass with 1♠.

NORTH		
1♥		
	EAST	
	1♠	
SOUTH		
♠ x x		
♥ K J x x		
♦ J 10 x x x		
♣ x x		

Q. North opens 1♥ and East overcalls 1♠. Is the auction competitive?

A. Yes.

- East-West have entered the auction and it is likely to be a struggle to see which side will win the auction.

Q. What additional objective does South now have?

A. To keep East-West from reaching their best contract.

- In addition to trying to get the partnership to its best contract, South wants to make it challenging for the opponents to reach their best contract.

Q. What call could South make that would make it more difficult for East-West to exchange information?

A. 3♥.

- Preemptive bids are frequently used in competitive auctions because they make it more difficult for the opponents to find their best contract.
- When responder has four-card or longer support for opener's suit but a weak hand of about 6-9 points, preemptive action becomes a priority.
- In competitive auctions, it is usually safe to **raise to the level of the combined trumps held by the partnership**.
- Since opener has shown a five-card heart suit and responder has four-card support, it is reasonable for responder to make a **preemptive jump raise to 3♥**.
- **After an overcall, a jump raise of opener's suit is preemptive** – showing a weak hand – instead of being an invitational, limit raise.

Not all partnerships use this approach, but it has become common enough that it is the approach taken in this series. You can point out that it is similar to advancer's preemptive jump raise of an overcall. If the students inquire what responder does with the values for a limit raise, you can tell them you'll be discussing that shortly.

- The value of jumping to 3♥ rather than simply raising to 2♥ is that it takes a level of bidding away from the opponents. It may cause them to misjudge and bid too much or too little.

- The preemptive raise is both constructive – describing responder’s hand to opener – and obstructive – getting in the way of the opponents.
- Bidding 3♥ is unlikely to get the partnership too high. Since the auction has become competitive, it’s unlikely North-South will be left to play comfortably in 2♥ if that’s what South bids.

Change the South hand:
In spades: take away a low spade.
In hearts: add a low heart.

NORTH		
	1♥	
		EAST
		1♠
SOUTH		
♠	x	
♥	K J x x x	
♦	J 10 x x x	
♣	x x	

Q. North opens 1♥ and East overcalls 1♠. What call would South make?

- A. 4♥.
- With five-card support for opener’s suit, the partnership has ten combined trumps.
 - So, with a weak hand, responder can make a preemptive jump raise to 4♥ ... the level of the combined number of trumps held by the partnership.
 - If the partnership can’t make 4♥, it’s likely to be a good sacrifice. East-West should be able to make a contract in spades ... likely a game or even a slam.

Change the South hand:
In spades: add a low spade.
In hearts: take away two low hearts.
In clubs: add the ♣K.

NORTH		
	1♥	
		EAST
		1♠
SOUTH		
♠	x x	
♥	K J x	
♦	J 10 x x x	
♣	K x x	

Q. North opens 1♥ and East overcalls 1♠. What call would South make?

- A. 2♥.
- South has 8 high-card points plus 1 dummy point for the doubleton spade.
 - With three-card support for hearts, South raises only to 2♥ ... competing to the level of the number of combined trumps held by the partnership.
 - The raise to 2♥ shows about 6-10 points, just as it would if East had not overcalled.
 - If responder is going to use the jump raise of opener’s suit as a preemptive bid, what does responder do with an invitational hand or better? Let’s see.

Change the South hand:
In hearts: add a low heart.
In diamonds: take away two low diamonds.
In clubs: add the ♣Q.

NORTH		
	1♥	
		EAST
		1♠
SOUTH		
♠	x x	
♥	K J x x	
♦	J 10 x	
♣	K Q x x	

Q. North opens 1♥. What call would South make if East passes?

A. 3♥.

- South has four-card support for hearts and 10 high-card points plus 1 dummy point for the doubleton spade, a total of 11 points.
- That's enough to make a limit – invitational – raise to 3♥, showing about 11-12 points.

Q. Now North opens 1♥ and East overcalls 1♠. Why can't South still make a jump raise to 3♥ with this hand?

A. 3♥ would be preemptive.

- After an overcall, a jump raise by responder is preemptive, not invitational.

Q. What new call has become available that could be used to show this type of hand when East overcalls 1♠?

A. 2♠.

- Responder won't want to play with the opponent's suit as trumps.
- Responder can use a cuebid of the opponent's suit, spades, as an artificial forcing bid. It shows support for opener's suit and at least invitational values, about 11 or more points.

South, place the 2♠ bid in front of you.

West, place a Pass in front of you.

North, place the 3♥ bid in front of you.

East, place a Pass in front of you.

WEST	NORTH	EAST	SOUTH
	1♥	1♠	2♠
PASS	3♥	PASS	?

SOUTH
♠ x x
♥ K J x x
♦ J 10 x
♣ K Q x x

Q. Suppose South cuebids 2♠, West passes, and North bids 3♥. What does North's 3♥ call mean?

A. No interest in game.

- South has shown interest in reaching game but North has declined the invitation by simply going back to the agreed trump suit at the cheapest level.
- North presumably has a minimum opening bid with nothing extra.

Q. After East passes what call does South make?

A. Pass.

- South has shown an invitational hand of about 11-12 points, or more, in support of hearts but North has shown a minimum opening bid. The partnership should stop in partscore.

**Change the South hand:
In diamonds: take away a low card;
add the $\heartsuit A$.**

WEST	NORTH	EAST	SOUTH
	1♥	1♠	2♠
PASS	3♥	PASS	?

Q. North opens 1♥ and East overcalls 1♠. What is the value of South's hand in support of hearts?

A. 15 points.

- South has 14 high-card points plus 1 dummy point for the doubleton spade.
- South knows the partnership has enough combined strength for game.

SOUTH			
♠	x	x	
♥	K	J	x x
♦	A	J	10
♣	K	Q	x x

Q. Why can't South jump directly to 4♥ with this hand?

A. 4♥ would be preemptive.

- After an overcall, a double jump raise by responder is preemptive, not invitational.

If the students are curious about why South doesn't jump to 4♥ anyway, you can explain that North could have a very strong hand and the partnership might belong in slam. Also, West might bid 4♠ and North may need to know whether South has a weak hand or a strong hand to decide what to do next.

Q. What call does South make to show support for hearts and interest in reaching game?

A. 2♠.

- The cuebid of the opponents' suit shows support for hearts and about 11 or more points.

Q. After South's 2♠ cuebid, West passes, and North bids 3♥ to show a minimum opening bid. What call does South make after East passes?

A. 4♥.

- North has a minimum opening bid and doesn't want to be in game if South has an invitational hand.
- However, with 15 points in support of hearts, South has enough to take the partnership to game even if North has a minimum opening bid of 13 points. South knows **HOW HIGH** and **WHERE** the partnership belongs.

Skip this last example if the students are already challenged enough by the concept of the cuebid.

- Ideally, responder's cuebid shows four-card or longer support for opener's suit. Let's see what responder does without four-card support.

Pick up all the bidding cards and put them back in the Bidding Boxes.

North, place the 1♥ bid in front of you.

East, place the 1♠ bid in front of you.

Change the South hand:
In hearts: take away the ♥K.
In clubs: add the ♣J.

NORTH			
	1♥		
		EAST	
			1♠
SOUTH			
♠	x	x	
♥	J	x	x
♦	A	J	10
♣	K	Q	J x x

Q. North opens 1♥ and East overcalls 1♠. What call does South make?

A. 2♣ (2♣).

- South has 12 high-card points plus 1 length point for the five-card club suit – or 1 dummy point for the doubleton spade.
- South knows the partnership has enough combined strength for game.
- With three-card support for hearts, South could cuebid 2♠ to show the support and interest in reaching game.
- However, with only three-card support, a more descriptive option is to bid 2♣. A new suit by responder is forcing and South can show the heart support at the next opportunity.

Observations

- After an overcall, responder can make a preemptive jump raise with four-card or longer support for opener's suit and a weak hand of about 6-9 points.
- With four-card or longer support for opener's suit and a hand of invitational or better strength – about 11 or more points – responder cuebids the opponents' suit.

Closing Instructions

Pick up all the bids and put them back in the Bidding Boxes. Pick up your suit from the South hand. Each player has one suit.

Exercise Four – Responder’s Double (Negative Double)

Teachers’ Key Point

- To introduce the negative double. This is referred to as “responder’s” double to help clarify that it is only responder who can make a negative double.

Student Textbook Reference: pages 144-147.

Opening Remarks

- An overcall by the opponents takes away some of our bidding room but it also gives us some additional options.
- We’ve already seen one of responder’s options ... the cuebid of the opponents’ suit to show support for opener’s suit and an invitational or better hand.
- Now let’s look at another new option for responder.

Group Activity

North, place the 1♦ bid in front of you.

East, place a Pass in front of you.

Construct the following hand in front of South.

NORTH		
	1♦	
		EAST
		PASS
SOUTH		
♠	x x x	
♥	K J x x	
♦	x x	
♣	A x x x	

Q. North opens 1♦ and East passes. What call does South make?

A. 1♥.

- South has 8 high-card points, enough to respond.
- South can show a four-card or longer heart suit by responding 1♥ ... bidding four-card suits “up the line.”
- A new suit response at the one level shows 6 or more points and is forcing.
- Opener will bid again and responder will then be in a better position to decide **HOW HIGH** and **WHERE** the partnership belongs.

East, replace the Pass with 1♠.

NORTH		
1♦		
		EAST
		1♠
SOUTH		
♠ x x x		
♥ K J x x		
♦ x x		
♣ A x x x		

Q. Now North opens 1♦ and East overcalls 1♠. Can South still bid hearts?

A. No.

- To show the heart suit, South would have to bid hearts at the two level, 2♥.
- A new suit at the two level is forcing and shows about 11 or more points.
- South isn't strong enough to bid a new suit at the two level. The partnership may get too high if North has a minimum opening bid.

Q. Can South bid 2♣?

A. No.

- Same problem; South would have to bid 2♣ and doesn't have enough strength.

Q. Does South want to compete for the contract?

A. Yes.

- South has 8 points and North has about 13 or more. So, North-South should have at least as much combined strength as East-West.

Q. Can South make a minor adjustment and bid 1NT?

A. Not really.

- Responding 1NT is a possibility since it shows about 6-10 points.
- However, with no strength in spades, 1NT would be a poor choice. West will lead a spade and the defenders will likely take several tricks in the suit.

Q. Can South use the cuebid?

A. No.

- A cuebid of 2♠ would show support for opener's suit, diamonds, and a hand of at least invitational strength, about 11 or more points.

Q. What new call is available to South after East overcalls?

A. Double.

- If East had not overcalled, South could not double ... we can't double our partner's bid!
- After East overcalls, South has the double available.



- When partner opens at the one level in a suit and the next player overcalls in a suit, a double by responder is for takeout. It shows:
 - Support for the unbid suits;
 - and enough strength to compete.
- In this example, hearts and clubs are the unbid suits and South has support for both of them. With 8 points, South also has enough strength to want to compete to at least the two level.

- Responder’s double is referred to as a **negative double**. The “negative” means not for penalty. It is for takeout.
- However, it’s usually best to think in terms of “responder’s double” to remind us that the negative double is only made by responder ... and only after opener has bid one of a suit and the next player has overcalled in a suit.

South, place a Double in front of you (the red X).

Q. What does South’s double show?

A. Support for the unbid suits ... hearts and clubs ... and enough strength to compete.

Q. What will North do?

A. Make a descriptive rebid.

- South has described the hand with the negative double. North will take this into consideration when choosing a rebid.
- With a four-card heart suit, North can bid 2♥, knowing South has support for hearts.
- With a four-card club suit, North can bid 2♣, knowing South has support for clubs.
- If North doesn’t like either hearts or clubs, North can rebid diamonds with length in that suit or bid notrump with some strength in spades.

West, place a Pass in front of you.

North, place a 2♥ bid in front of you.

East, place a Pass in front of you.

WEST	NORTH	EAST	SOUTH
	1♦	1♠	DOUBLE
PASS	2♥	PASS	?

SOUTH	
♠	x x x
♥	K J x x
♦	x x
♣	A x x x

Q. South doubles, West passes, and North bids 2♥. After East passes, what does South do?

A. Pass.

- North has shown a preference for hearts and made a minimum rebid.
- With only 8 points, South has nothing more to say. South has already described the hand with the negative double.
- The partnership has found its heart fit and is resting comfortably in partscore.
- Responder’s double ... the negative double ... shows the strength to compete *or more*.

Change the South hand:
In diamonds: take away a low card;
add the ♦A.

WEST	NORTH	EAST	SOUTH
	1♦	1♠	DOUBLE
PASS	2♥	PASS	?

Q. North opens 1♦ and East overcalls 1♠. How can South show support for both hearts and clubs with one bid?

A. Double.

- Responder's double shows support for both unbid suits ... hearts and clubs.
- Even though South has enough strength to bid a new suit at the two level, the negative double is more effective since it shows both suits.
- A 2♥ response would tend to show interest only in hearts as the trump suit ... a five-card or longer heart suit, for example.

SOUTH	
♠	x x x
♥	K J x x
♦	A x
♣	A x x x

There's no need to go into too much detail about the negative double at this point.

Q. South doubles, West passes, and North bids 2♥. What call does South make after East passes?

A. 4♥.

- Responder has 12 high-card points and can add 1 dummy point for the doubleton diamond. So, responder knows **HOW HIGH** the partnership belongs, game.
- The partnership has found a fit in hearts, so responder knows **WHERE**, hearts.

Pick up all the bids.

North, place a 1♥ bid in front of you.

East, place a 2♦ bid in front of you.

Change the South hand:
In spades: add the ♠Q.
In hearts: take away the ♥K and ♥J.
In diamonds: take away the ♦A; add two low cards.
In clubs: take away the ♣A; add the ♣Q.

NORTH	
1♥	
	EAST
	2♦
SOUTH	
♠	Q x x x
♥	x x
♦	x x x
♣	Q x x x

Q. North opens 1♥ and East overcalls 2♦. What call does South make?

A. Pass.

- South has support for the unbid suits, spades and clubs, but doesn't have enough strength to compete at the two level ... or perhaps higher if partner were to bid clubs.

Change the South hand:

In spades: take away two low spades.

In diamonds: add a low diamond.

In clubs: add the ♣A.

NORTH

1♥

EAST

2♦

SOUTH

♠ Q x

♥ x x

♦ x x x x

♣ A Q x x x

Q. North opens 1♥ and East overcalls 2♦. Can South show the club suit?

A. No.

- With only 8 high-card points plus 1 length point, South doesn't have enough strength to bid a new suit at even the two level, let alone the three level!
- South would have to bid 3♣ to show the club suit and that would be forcing. Opener would have to bid again and the partnership may get too high.

Q. Can South make a negative double?

A. No.

- The two unbid suits are spades and clubs.
- South has support for clubs but doesn't have support for spades.
- If South were to double and North were to choose spades as the trump suit, the partnership would not be in a good contract.

Q. What call does South make?

A. Pass.

- With no suitable bid to make, South can pass for now.
- The auction isn't over. North will have another opportunity to bid and South may be able to make a bid later in the auction ... having already denied the strength to bid right away.

Observations

- When partner opens at the one level in a suit and the opponent on our right overcalls in a suit, we can make a negative double ... responder's double ... with:
 - Support for the unbid suits ... ideally four-card support ... and
 - Enough strength to compete ... about 6-10 points if partner may have to bid at the two level, about 11-12 points if partner may have to bid at the three level or higher.

Closing Instructions

Pick up all the bids and put them back in the Bidding Boxes. Pick up your suit from the South hand. Each player has one suit.

Exercise Five – Deal #14: The Negative Double in Action

👉 Teachers' Key Point

- To illustrate how the negative double – responder's double – can help get the partnership to its best contract.

Student Textbook Reference: Deal #14: pages 172-173.

Opening Remarks

- Let's see how a partnership handles the auction when the opponents interfere with an overcall.

Group Activity

Distribute the **COLOR-CODED CARDS** for Deal #14.

<p>DEAL: 14 DEALER: EAST VUL: N-S</p>	<p>NORTH ♠ 8 6 2 ♥ K 8 7 5 ♦ A 10 6 2 ♣ Q 7</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 25%;">WEST</th> <th style="width: 25%;">NORTH</th> <th style="width: 25%;">EAST</th> <th style="width: 25%;">SOUTH</th> </tr> <tr> <td>1♠</td> <td>Double</td> <td>Pass</td> <td>1♣</td> </tr> <tr> <td>Pass</td> <td>Pass</td> <td>Pass</td> <td>2♥</td> </tr> </table>	WEST	NORTH	EAST	SOUTH	1♠	Double	Pass	1♣	Pass	Pass	Pass	2♥
WEST	NORTH	EAST	SOUTH											
1♠	Double	Pass	1♣											
Pass	Pass	Pass	2♥											
<p>WEST ♠ A K 10 9 4 ♥ Q 9 2 ♦ K Q ♣ 8 3 2</p>	<p>EAST ♠ Q 3 ♥ J 10 ♦ J 8 7 5 3 ♣ 10 9 5 4</p>	<p>SOUTH ♠ J 7 5 ♥ A 6 4 3 ♦ 9 4 ♣ A K J 6</p>												
		<p>DECLARER: South OPENING LEAD: ♠A by West</p>												

Bid and play Deal #14.

After 7½ minutes have the students turn all 52 cards face up following the instructions given for Deal #1 at the top of page 11.

The Bidding

Focus on the East hand - East is the dealer.

Q. What call would East make as the dealer?

A. Pass.

- East has only 4 high-card points plus 1 length point for the five-card diamond suit.

Focus on the South hand.

Q. What call would South make after East passes?

A. 1♣.

- South has 13 high-card points, enough to open the bidding.
- With no five-card or longer major suit, South opens the longer minor suit, 1♣.

Focus on the West hand.

Q. What call could West make after South opens 1♣?

A. 1♠.

- West has 14 high-card points and a good five-card spade suit, a good hand for an overcall at the one level.

Focus on the North hand.

Q. If West had passed, what would North have responded to South's 1♣ opening?

A. 1♦/1♥.

- North would bid a new suit at the one level.
- North could bid 1♦ ... bidding four-card suits up the line ... or North could bid 1♥ ... emphasizing the major suit.

There's no need to go into a discussion of whether a response of 1♦ or 1♥ would be better ... both are acceptable.

Q. After West overcalls 1♠, can North bid either suit?

A. No.

- North has only 9 high-card points, not enough to respond in a new suit at the two level.
- A new suit at the one level shows about 6 or more points; a new suit at the two level shows about 11 or more points.

Q. What call can North make?

A. Double.

- A double by responder ... a negative double ... shows support for the unbid suits, hearts and diamonds, and the strength to compete.
- Notice how the overcall actually helps in a sense. North can show two suits instead of bidding just one.

Focus on the East hand.

Q. What call would East make after North's double?

A. Pass.

- East has only 4 high-card points and doesn't have three-card or longer support for partner's overcalled suit.

Focus on the South hand.

Q. What does North's double tell South?

A. North has support for hearts and diamonds ... the unbid suits.

Q. What call does South make?

A. 2♥.

- South knows the partnership has support for hearts, so the partnership has an eight-card fit.
- With 13 points, South has nothing extra for the opening bid, so South bids hearts at the cheapest available level.
- The effect of the negative double is as if North responded 1♥ and South raised to 2♥.

Focus on the West hand.

Q. What call could West make?

A. Pass.

- West has already described the hand with the overcall and East hasn't shown any interest in competing further.

West might consider bidding again, but pass is certainly reasonable.

Focus on the North hand.

Q. What call would North make?

A. Pass.

- North has described the hand with the double.

- South has bid at the cheapest level, showing nothing extra for the opening bid. So, the partnership doesn't have enough combined strength for game.

Focus on the East hand.

Q. What call would East make?

A. Pass.

- East's pass ends the auction and South becomes declarer in a contract of 2♥.

The Play

- Let's see what happens if South plays in a contract of 2♥.

East and West, turn your cards face down.

West, lead the ♠A.

Only 27 cards are face up ... the North and South hands and West's lead. Focus on the North-South hands.

NORTH (Dummy)	
♠	8 6 2
♥	K 8 7 5
♦	A 10 6 2
♣	Q 7
WEST	EAST
SOUTH (Declarer)	
♠	J 7 5
♥	A 6 4 3
♦	9 4
♣	A K J 6

- Let's go through the ABC's of Declarer's Plan, starting with Assessing the Situation.

Q. What is South's goal as declarer?

A. Eight tricks.

- To make 2♥, South will have to take eight tricks.
- Let's count the sure tricks in the combined North-South hands.

Spades	0
Hearts	2
Diamonds	1
Clubs	4
Total	7

- Without enough sure tricks to make the contract, the next stage of Declarer's Plan is to Browse Declarer's Checklist, looking for ways to develop extra tricks.

Q. What technique can declarer use to develop an extra winner in the heart suit?

A. Length.

- North and South have eight combined hearts. If the five missing hearts are divided 3-2, an extra trick can be developed through length.

North and South, turn all your cards face down except the heart suit. East and West, turn your hearts face up.

There are only 13 cards face up, the heart suit.

NORTH		
♥ K 8 7 5		
WEST		EAST
♥ Q 9 2		♥ J 10
SOUTH		
♥ A 6 4 3		

Q. Will declarer be able to develop an extra trick through length?

A. Yes.

- Declarer takes one trick with the ♥A and a second trick with the ♥K.
- The only remaining heart in the opponents' hands is West's ♥Q.
- If declarer leads a third round of hearts, losing a trick to West's ♥Q, the remaining hearts in the North-South hands represent a trick.

Since hearts are trumps, declarer doesn't have to lead a third round of hearts on this deal. Declarer can leave the ♥Q outstanding and go about taking winners. However, on this deal it does no harm for declarer to establish the heart winner by leading a third round.

Q. Will declarer always be able to develop an extra trick through length with this type of suit?

A. No.

- It depends how the hearts are divided between the opponents' hands.

East, give the ♥10 to West.

- After declarer takes two tricks with the ♥A and ♥K, West still has the ♥Q-10 remaining.
- If declarer leads another heart, West will win both remaining tricks in the suit.
- **Developing tricks through length is not a sure thing. It depends on how the missing cards are divided.**
- As a guideline:
 - **An odd number of cards tends to divide as evenly as possible;**
 - **An even number of cards tends to divide *slightly* unevenly.**
- Five missing cards will tend to divide as evenly as possible, 3-2 ... but there's no guarantee.

NORTH		
♥ K 8 7 5		
WEST		EAST
♥ Q 10 9 2		♥ J
SOUTH		
♥ A 6 4 3		

Q. When will declarer discover how the missing hearts are divided?

A. When declarer starts taking tricks in the suit.

- Suppose declarer takes a trick with the ♥A; if one opponent shows out ... discards ... the five missing hearts are divided 5-0.
- If both opponents follow suit to the ♥A but one opponent shows out when declarer takes a trick with the ♥K ... as in this layout ... the missing hearts are divided 4-1. Declarer won't be able to get an extra trick through length.
- If both opponents follow to the ♥A and ♥K, the missing hearts are divided 3-2 and it will be possible to develop an extra trick through length.

West, give the ♥10 back to East.

- Now that we know where declarer's eighth trick is coming from, it's time to move to the last stage of Declarer's Plan, Considering the Order.

NORTH		♥ K 8 7 5	
WEST			EAST
♥ Q 9 2			♥ J 10
SOUTH		♥ A 6 4 3	

**Turn all the hearts face down.
North and South, turn your clubs face up.**

**There are only 6 cards face up,
the North and South clubs.**

NORTH		♣ Q 7	
WEST			EAST
—			—
SOUTH		♣ A K J 6	

Q. Which card should declarer play first when taking the four sure tricks in clubs?

A. ♣Q.

- When taking sure tricks in an unevenly divided suit, declarer should play the **high card from the short side first**.
- By winning the first trick with the ♣Q, declarer uses the ♣7 to get over to South's three remaining winners.
- If declarer were to start by taking a trick with the ♣A or ♣K, it would be impossible to immediately take four tricks in the suit.
- To avoid playing two high cards on one trick, declarer would then have to lead South's ♣6 to North's ♣Q.
- Now declarer would be in the wrong hand to continue taking the club winners.

Q. In Considering the Order, what else must declarer consider before taking the four sure club tricks?

A. Draw trumps.

- Before taking the winners in other suits, declarer should usually **draw trumps first**.
- Let's see how declarer can put all this together to take eight tricks on the actual deal.

Turn all four hands face up on the table, dummy style.

Q. Which player makes the opening lead against South's 2♥ contract?

A. West.

Q. Which card might West lead?

A. ♠A.

- Against a suit contract, West can lead the top of two touching high cards.

Walk the students through the play, trick by trick, as outlined below. After each trick, have the students turn all four cards face down before proceeding to the next trick.

Trick					Notes
1	West ♠A	North ♠2	East ♠3 ⁴	South ♠5	
2	West ♠K	North ♠6	East ♠4Q	South ♠7	Suppose West continues leading spades.
3	West ♠10	North ♠8	East ♥10	South ♠J	East trumps the third round of spades since West's ♠10 is not a winner; the ♠J is still in the South hand.
4	East ♣4	South ♣6	West ♣8	North ♣Q	Let's assume East now leads a club. Declarer should win the ♣Q, high card from the short side.
5	North ♥5	East ♥J	South ♥A	West ♥2	Declarer's priority is to draw trumps before taking more winners in clubs.
6	South ♥3	West ♥2	North ♥K	East ♦3	The hearts divided as expected, 3-2. East has already used a trump on the third round of spades. <i>When drawing trumps, declarer watches to see if both opponents follow suit ... and includes any trumps the defenders played beforehand.</i>
7	North ♥7	East ♣4	South ♥4	West ♥Q	It isn't really necessary to draw the outstanding high trump but it does no harm on this hand.
8	West ♦K	North ♦A	East ♦5	South ♦4	Let's suppose West decides to lead a diamond.
By winning the first club trick with North's ♣Q, declarer is now in a position to take the three remaining club winners. Declarer also has a winning heart established through length. The only trick lost at the end is a diamond trick.					

⁴ The ♠3 is the technically correct play from the East hand since the ♠Q would promise the ♠J or a singleton. However, there's no need to go into this.

Observations

- This was a typical competitive auction; South opened the bidding and West interfered by making an overcall.
- North, the responder, was able to use the double ... the negative double ... to compensate for the room taken away by the opponents' overcall.
- North-South were able to reach the same 2♥ partscore contract that they would have reached if West had not overcalled.
- If West had not overcalled, North would have responded 1♥ and South would have raised to 2♥. The only difference is that the 2♥ contract would then have been played by North instead of South.

Closing Instructions

Turn all the cards face up. South, West, and East place your cards on top of the corresponding suit in the North hand. Each player then take one suit.

Exercise Six – Responder’s Options After Right-Hand Opponent Doubles: The Redouble

Teachers’ Key Point

- To discuss responder’s new option when right-hand opponent makes a takeout double – the redouble.

Student Textbook Reference: pages 148-150.

Opening Remarks

- We’ve seen how an opponent’s overcall gives responder new options in the auction ... the cuebid and the negative double.
- Now let’s see how an opponent’s takeout double also gives responder a new option.

Group Activity

North, place a 1♠ bid in front of you.

East, place a Double in front of you.

NORTH

1♠

EAST

X

Q. North opens 1♠ and East makes a takeout double. Does the double take away any bidding room from the responder, South?

A. No.

- South could respond as though East had passed ... essentially ignoring the takeout double.

Q. What *has* changed when East doubles instead of passing?

A. The auction has become competitive.

- North and South don’t have the auction to themselves any more, so the priorities have changed.
- In addition to trying to reach their best contract, North and South want to keep the opponents from finding their best contract.
- Since East has shown values approximately equal to an opening bid, the chances that North-South belong in a game contract or higher are reduced. It may well become a struggle between the two sides to reach the best partscore.
- In addition to tactical considerations when the auction becomes competitive, responder’s actions are influenced by the availability of a new call after the opponents double ... **the redouble**.
- We can make a redouble only after our side has been doubled.

- The redouble was originally introduced as a way to increase the score when we are doubled for penalty and think we can make the contract.
- Since a takeout double is not for penalty, however, the redouble is put to another use when partner's opening bid at the one level in a suit has been doubled for takeout:
 - **Reponder's redouble shows about 10 or more high-card points.**
- Essentially, responder's redouble says, "I think the contract belongs to our side."

Construct the following hand in front of South.

Q. North opens 1♠. If East had passed, what would South respond?

A. 1NT.

- South has 10 high-card points but doesn't have support for spades or a suit that can be bid at the one level.
- Without enough strength to bid a new suit at the two level, South would respond 1NT, showing about 6-10 points.

NORTH		
	1♠	
		EAST
		DOUBLE
SOUTH		
♠	x x	
♥	K J x	
♦	A J x x	
♣	J x x x	

Q. When East makes a takeout double of North's 1♠ opening bid, what new option does the responder, South, have?

A. Redouble.

- With 10 high-card points, South has enough to redouble, telling North that the partnership has the majority of strength.

South, place a redouble ... the blue card with the XX ... in front of you.

- What happens after the redouble can get a little complicated and we'll leave all the details for another time. However, here's the basic idea:
 - The opener, North, will usually pass whether advancer, West, bids or passes. North wants to give South an opportunity to describe the hand. All North knows so far is that South has 10 or more high-card points.
 - Since East's double is for takeout, either West or East will bid something and South will then have an opportunity to further describe the hand.
 - South can choose to double the opponents' contract for penalty, support for opener's suit, bid a new suit, or bid notrump.
 - Whatever South chooses to do next, North will know South has at least 10 high-card points.

This isn't the time to go into too much detail about the redouble. The main focus of this exercise is on the impact of the redouble.

- With this hand, for example, South might choose to double the opponents for penalty if they bid 2♣, 2♦, or 2♥. We'll discuss penalty doubles a little later.

Change the South hand:

In diamonds: Add the \spadesuit K and a low diamond.

In clubs: take away two low cards.

WEST	NORTH	EAST	SOUTH
	1 \spadesuit	X	XX

SOUTH

\spadesuit x x

\heartsuit K J x

\diamondsuit A K J x x x

\clubsuit J x

Q. North opens 1 \spadesuit and East makes a takeout double. What call does South make?

A. Redouble.

- South has 13 high-card points.
- South starts with a redouble to show 10 or more high-card points.
- If South were to bid 2 \diamondsuit right away, South would deny holding 10 or more high-card points ... we'll see the importance of this in a moment.

West, place a 2 \clubsuit bid in front of you.

North, place a Pass in front of you.

East, place a Pass in front of you.

WEST	NORTH	EAST	SOUTH
	1 \spadesuit	X	XX
2 \clubsuit	PASS	PASS	?

Q. After South redoubles, West bids 2 \clubsuit and North passes, waiting to see what responder does next. East passes. What call does South make?

A. 2 \diamondsuit .

- Now South can further describe the hand by showing the diamond suit.
- The 2 \diamondsuit bid is forcing since North knows that South has 10 or more high-card points.
- It's as though East had passed and South had responded 2 \diamondsuit , forcing.
- Let's see how the redouble impacts the meaning of responder's other bids.

Pick up all the bids.

North, place a 1 \spadesuit bid in front of you.

East, place a Double in front of you.

NORTH

1 \spadesuit

**EAST
DOUBLE**

SOUTH

\spadesuit x x

\heartsuit x x

\diamondsuit A K J x x x

\clubsuit x x x

Change the South hand:

In hearts: Take away the \heartsuit K and \heartsuit J; add a low heart.

In clubs: Take away the \clubsuit J; add two low clubs.

Q. North opens 1♠ and East makes a takeout double. What call does South make?

A. 2♦.

- South has only 8 high-card points plus 2 length points for the six-card suit.
- If East had passed, South wouldn't have enough strength to bid 2♦. South would have to respond 1NT.
- After the takeout double, however, South can afford to bid 2♦ since **South would have redoubled first with 10 or more high-card points.**
- So, one of the impacts of the redouble is that **an immediate response in a new suit at the two level is no longer forcing since it denies as much as 10 high-card points.**
- Now let's see an even more important impact of the redouble.

Change the South hand:

In spades: Add the ♠K and a low spade.

In hearts: Take away a low heart.

**In diamonds: Take away the ♦A, ♦K;
add a low diamond.**

NORTH

1♠

**EAST
DOUBLE**

SOUTH

♠ K x x x

♥ x

♦ J x x x x

♣ x x x

Q. North opens 1♠. What would South respond if East had passed?

A. 2♠.

- South has support for spades and 4 high-card points plus 3 dummy points for the singleton heart.
- A raise to the two level shows support and about 6-10 points.
- The auction isn't competitive and North-South are simply trying to find the best contract.

Q. Now North opens 1♠ and East doubles. Has the priority changed for South?

A. Yes.

- South must also consider keeping the opponents from finding their best contract.

Q. What call could South make to make it more challenging for East-West to get their best spot?

A. 3♠.

- **After a takeout double, a jump raise by responder is preemptive**, showing four-card support and a weak hand of about 6-9 points.

Q. How will North know that South's jump to 3♠ isn't an invitational ...limit ... raise showing about 11-12 points?

A. South didn't redouble.

- With 10 or more points, South could have started with a redouble.

South's other options ... such as a jump to 2NT to show a limit raise or more ... are outside the scope at this point.

Observations

- After opener's bid of one of a suit is doubled for takeout, responder has a new option, the redouble, to show a hand with about 10 or more high-card points.
- This impacts the meaning of responder's other bids. A new suit at the two level or a jump raise of opener's suit shows fewer than 10 points.
- The use of the preemptive jump raise by responder after a takeout double is similar to responder's preemptive jump raise after right-hand opponent makes an overcall.
- After an overcall, responder has the cuebid to show an invitational or better hand; after a takeout double, responder has the redouble to show an invitational or better hand.

Closing Instructions

Pick up all the bids and put them back in the Bidding Boxes. Pick up your suit from the South hand. Each player has one suit.

Exercise Seven – Deal #15: A Preemptive Jump Raise

👉 Teachers' Key Point

- To illustrate a preemptive jump raise by responder after a takeout double.

Student Textbook Reference: Deal #15: pages 174-175.

Opening Remarks

- Let's see how responder can make things more challenging for the opponents after a takeout double.

Group Activity

Distribute the **COLOR-CODED CARDS** for Deal #15.

	WEST	NORTH	EAST	SOUTH
DEAL: 15		NORTH		1♥
DEALER: SOUTH		♠ 10 7		Pass
VUL: E-W		♥ K Q 8 3		3♥
		♦ 8 2		Pass
		♣ 10 9 8 7 3		3♠(?)
	WEST ♠ A 9 4 3 ♥ 5 2 ♦ A 10 7 6 ♣ A J 2		EAST ♠ K 8 5 2 ♥ J 4 ♦ 9 5 4 3 ♣ K Q 5	
		SOUTH		
		♠ Q J 6		
		♥ A 10 9 7 6		
		♦ K Q J		
		♣ 6 4		
			DECLARER: East OPENING LEAD: ♦K by South	

Bid and play Deal #15.

After 7½ minutes have the students turn all 52 cards face up following the instructions given for Deal #1 at the top of page 11.

The Bidding

Focus on the South hand – South is the dealer.

Q. As the dealer, what call would South make?

A. 1♥.

- South has 13 high-card points plus 1 length point for the five-card heart suit.

Focus on the West hand.

Q. What call does West make after South opens 1♥?

A. Double.

- West has 13 high-card points and can add 1 dummy point for the doubleton heart when considering a takeout double.
- West has support for the three unbid suits: spades, diamonds, and clubs.

Focus on the North hand.

Q. What call can North make after West doubles South's 1♥ opening bid?

A. 3♥.

- North has four-card support and only 5 high-card points plus 1 dummy point for each doubleton.
- A jump raise by responder is preemptive after a takeout double.
- With enough strength for a limit raise to 3♥, North could start with a redouble.

Focus on the East hand.

Q. What call would East make as advancer if North raised to only 2♥ after West's takeout double?

A. 2♠.

- With 9 high-card points, East has enough to compete for the auction with a 2♠ bid.

Q. What call does East make if North raises to 3♥ after the takeout double?

A. 3♠/Pass.

- East is in an uncomfortable situation.
- A bid of 3♠ is a bit of an overbid. East should have about 10-12 points to be competing at the three level.
- However, a pass seems a bit timid since West has invited the partnership into the auction.
- Let's assume East makes the competitive decision to bid 3♠, not wanting to let North-South buy the contract in 3♥.

Focus on the South hand.

Q. What call does South make?

A. Pass.

- North's jump to 3♥ was preemptive, not invitational. With nothing extra, South has no reason to bid again. The opponents may have misjudged and bid too much or too little.

Focus on the West hand.

Q. What call does West make?

A. Pass (4♠).

- West has a little extra ... 14 points ... but probably not enough to continue to game after East's 3♠ bid.
- Notice, however, that West can't be sure whether East is simply competing or whether East has about 10-12 points and is inviting West to bid game.
- West may at least consider bidding 4♠.

Focus on the North hand.

Q. What call does North make?

A. Pass.

- North's has done enough with the 3♥ preemptive raise. Any further bidding was up to South.
- North doesn't want to undo the effect of the 3♥ call. It may have pushed the opponents too high or it may have caused them to miss a game contract. Best to leave well enough alone.

The Play

- Let's consider the play with East as declarer in a 3♠ contract.

North and South, turn your hands face down.

South, lead the ♦K.

Only 27 cards are face up on the table ... the East and West hands and South's lead. Focus on the East-West hands.

NORTH	
WEST (Dummy)	EAST (Declarer)
♠ A 9 4 3	♠ K 8 5 2
♥ 5 2	♥ J 4
♦ A 10 7 6	♦ 9 5 4 3
♣ A J 2	♣ K Q 5
SOUTH	
	♦ K

- Let's go through the ABC's of Declarer's Plan, starting with Assessing the Situation.

Q. What is East's goal as declarer?

A. Nine tricks.

- To make 3♠, East will have to take nine tricks.
- Let's count the sure tricks in the combined East-West hands.

Spades	2
Hearts	0
Diamonds	1
Clubs	3
Total	6

- Without enough sure tricks to make the contract, the next stage of Declarer's Plan is to Browse Declarer's Checklist, looking for ways to develop extra tricks.

Q. What technique can declarer use to develop an extra winner in the spade suit?

A. Length.

- With eight spades in the combined hands, declarer can develop an extra spade trick through length if the five missing spades divide as might be expected, 3-2.

East and West, turn all your cards face down except the spade suit.

North and South, turn your spades face up.

There are only 13 cards face up, the spade suit.

NORTH	
♠ 10 7	
WEST	EAST
♠ A 9 4 3	♠ K 8 5 2
SOUTH	
♠ Q J 6	

- After declarer wins two tricks with the ♠A and ♠K, the only remaining spade in South's hand is the ♠Q.
- If declarer leads a third round of spades, giving up a trick to South's ♠Q, the remaining spades in the East-West hand are established into a winning trick.

Turn the North and South spades face down.

Turn the remaining East-West cards face up.

Q. Which other suit offers declarer an opportunity to develop an extra trick through length?

A. Diamonds.

- There are eight combined diamonds in the East-West hands. If the five missing diamonds are divided 3-2, declarer can develop an extra trick through length.

East and West, turn all your cards face down except the diamond suit.

North and South, turn your diamonds face up.

There are only 13 cards face up, the diamond suit.

NORTH			
♦ 8 2			
WEST		EAST	
♦ A 10 7 6		♦ 9 5 4 3	
SOUTH			
♦ K Q J			

Q. What will declarer have to do to develop an extra trick in diamonds?

A. Give up the lead twice.

- After the ♦ A is led, South has both the ♦ K and ♦ Q remaining.
- Declarer can lead a second round of diamonds, which South will win with the ♦ Q.
- After regaining the lead, declarer can lead a third round of diamonds, which South will win with the ♦ K.
- Now the remaining diamonds in the East-West hands are established as a winning trick.

- The extra trick in spades and the extra trick in diamonds will bring declarer's total up to eight tricks. That's not enough to make the 3♠ contract, but it's the best declarer can do on this deal.

- The third stage of Declarer's Plan is Consider the Order.

Q. What must declarer consider when planning to develop tricks through length?

A. Take the losses early.

- If declarer has to give up tricks to develop winners, it's best to do so early, while retaining winners in other suits with which to regain the lead.

- Let's see how this works.

Turn all four hands face up on the table, dummy style.

Q. Which player makes the opening lead against East's 3♠ contract?

A. South.

Q. Which card might South lead?

A. \spadesuit K.

- South will probably lead the top of the touching high cards in diamonds.
- South might also consider leading the \heartsuit A since the partnership has bid and raised the suit.
- Let's assume South leads the \spadesuit K.

Walk the students through the play, trick by trick, as outlined below. After each trick, have the students turn all four cards face down before proceeding to the next trick.

Trick					Notes
1	South \spadesuit K	West <u>\spadesuitA</u>	North \spadesuit 2	East \spadesuit 3	
2	West <u>\heartsuitA</u>	North \heartsuit 7	East \heartsuit 2	South \heartsuit 6	Declarer's priority is to draw trumps when they aren't needed for other purposes ... such as trumping in dummy.
3	West \heartsuit 3	North \heartsuit 10	East <u>\heartsuitK</u>	South \heartsuit J	
4	East \heartsuit 5	South <u>\heartsuitQ</u>	West \heartsuit 4	North \clubsuit 3	Declarer could leave the \heartsuit Q outstanding, letting the defenders take a trick with it when they wish, but it does no harm to get rid of it on this deal.
5	South <u>\spadesuitQ</u>	West \spadesuit 6	North \spadesuit 8	East \spadesuit 4	Let's assume South chooses to take the two established diamond winners. This actually helps declarer because these tricks would have to be lost anyway.
6	South <u>\spadesuitJ</u>	West \spadesuit 7	North \heartsuit 8	East \spadesuit 5	North's \heartsuit 8, a high card, is an encouraging signal in hearts.
7	South <u>\heartsuitA</u>	West \heartsuit 2	North \heartsuit 3	East \heartsuit 4	Let's assume South switches to hearts after North's encouraging signal.
8	South \heartsuit 7	West \heartsuit 5	North <u>\heartsuitQ</u>	East \heartsuit J	
Declarer's remaining cards are all winners ... a spade, a diamond, and three clubs. The $3\heartsuit$ contract is defeated one trick.					

Q. Is this a good result for North-South or for East-West?

A. North-South.

- North-South collect 100 points for defeating the $3\heartsuit$ contract one trick since East-West are vulnerable.
- North-South would not have made their $3\heartsuit$ contract because East-West could take two spade tricks, a diamond tricks, and two club tricks.

Observations

- North's preemptive jump raise is effective on this hand.
- East-West can make a 2♠ contract but not 3♠.
- If East decided to pass North's 3♥ bid, North-South would be defeated one trick and East-West would collect 50 points since North-South are not vulnerable.
- Since East-West can make 2♠, the loss of 50 points would still be a good result.
- In practice, North's preemptive jump raise is likely to cause East-West to misjudge how high to compete. North-South will now do even better by getting a plus score instead of a minus score.

Closing Instructions

Turn all the cards face up. South, West, and East place your cards on top of the corresponding suit in the North hand. Each player then take one suit.

Exercise Eight – Advancer’s Action in a Competitive Auction

👉 Teachers’ Key Point

- Discuss advancer’s actions when responder does something other than pass.

Student Textbook Reference: pages 153-156.

Opening Remarks

- We’ve seen how advancer handles the auction when partner overcalls or makes a takeout double and responder passes.
- But what if responder bids? Let’s take a closer look.

Group Activity

West, place the 1♥ bid in front of you.

North, place the 1♠ bid in front of you.

East, place a Pass in front of you.

Construct the following hand in front of South.

	NORTH	
	1♠	
WEST		EAST
1♥		PASS
	SOUTH	
	(ADVANCER)	
	♠ K x x	
	♥ x x	
	♦ K Q x x x	
	♣ x x x	

Q. West opens 1♥, North overcalls, and East passes. South is the advancer ... the partner of the overcaller. What call does South make?

A. 2♠.

- With three-card support for spades and 8 high-card points, South has enough to raise to the two level.
- South’s raise has a two-fold purpose: if North has a very strong hand, the partnership may have enough for a game contract; if North doesn’t have a strong hand, the raise may make it more challenging for East-West to find their best contract.

East, replace the Pass with 2♥.

Q. West opens 1♥, North overcalls 1♠, and East raises to 2♥. What call does South make?

A. 2♠.

- Responder's raise doesn't prevent South from making the same call South would have made if East passed.
- North's overcall has invited the partnership into the auction and South is willing to compete further.

	NORTH	
	1♠	
WEST		EAST
1♥		2♥
	SOUTH	
	(ADVANCER)	
	♠ K x x	
	♥ x x	
	♦ K Q x x x	
	♣ x x x	

East, replace the 2♥ bid with a Double.

Q. West opens 1♥, North overcalls 1♠, and East doubles. What call does South make?

A. 2♠.

- Responder's double is the negative double, for takeout, not for penalty.
- It doesn't prevent advancer from raising partner's suit to make it more difficult for East-West to find their best spot.
- If South were to pass, West can easily choose one of the unbid suits, 2♣ or 2♦, or can bid 1NT or rebid 2♥ to describe the hand.
- By raising to 2♠, South takes away all those choices.

	NORTH	
	1♠	
WEST		EAST
1♥		DOUBLE
	SOUTH	
	♠ K x x	
	♥ x x	
	♦ K Q x x x	
	♣ x x x	

East, replace the Double with 3♥.

Q. West opens 1♥, North overcalls 1♠, and East raises to 3♥. What call does South make?

A. 3♠/Pass.

- Responder's jump raise after the overcall is preemptive.
- It's designed to make it more difficult for North-South to bid comfortably to their best spot ... and has had that effect.
- South would have a comfortable raise to 2♠ if East had raised to 2♥ or passed, but now has to choose between a slight overbid of 3♠ or a pass, letting East-West win the auction unless North has enough to bid again.

	NORTH	
	1♠	
WEST		EAST
1♥		3♥
	SOUTH	
	♠ K x x	
	♥ x x	
	♦ K Q x x x	
	♣ x x x	

- That's the nature of competitive auctions. Both sides are trying to find their best spot while making it difficult for the other side to reach their best spot.

East, replace the 3♥ bid with 2♥.

Change the South hand:
 In spades: add a low spade.
 In hearts: take away a low heart.
 In diamonds: take away the ♦Q;
 add a low card.

NORTH		
1♠		
WEST		EAST
1♥		2♥
SOUTH		
♠ K x x x		
♥ x		
♦ K x x x x		
♣ x x x		

Q. West opens 1♥, North overcalls 1♠, and East raises to 2♥. What call does South make?

A. 3♠.

- Advancer's jump raise of partner's overcall is still preemptive if responder bids.
- With enough strength to make an invitational raise of partner's suit, advancer would make a cuebid of 3♥.

North, replace the 1♠ bid with a Double.

East, replace the 2♥ bid with a Pass.

Change the South hand:
 In spades: take away the ♠K; add the ♠J.
 In hearts: add a low heart.
 In diamonds: take away the ♦K.

NORTH		
DOUBLE		
WEST		EAST
1♥		PASS
SOUTH		
♠ J x x x		
♥ x x		
♦ x x x x		
♣ x x x		

Q. West opens 1♥, North doubles, and East passes. What call does South make?

A. 1♠.

- North's double is a takeout double, asking advancer, South, to pick a trump suit other than hearts.
- Even with 1 point, advancer would bid 1♠, choosing a trump suit at the cheapest available level.
- If South were to pass, East-West would be left to play in a contract of 1♥ doubled which would likely make with several overtricks. After all, North asked South to choose any suit *except hearts* as the trump suit.

East, replace the Pass with a 2♥ bid.

Q. West opens 1♥, North makes a takeout double, and East raises to 2♥. What call does South make?

A. Pass.

- When responder bids over the takeout double, advancer no longer has to bid.
- With a weak hand, South can pass and leave the auction to the opponents.
- Let's give South a stronger hand.

		NORTH	
		DOUBLE	
WEST			EAST
1♥			2♥
		SOUTH	
		♠ J x x x	
		♥ x x	
		♦ x x x x	
		♣ x x x	

Change the South hand:

In spades: add the ♠K.

In hearts: take away a low heart; add the ♥Q.

In clubs: take away a low club.

Q. West opens 1♥ and North doubles. What call would South make if East passes?

A. 1♠.

- With 6 high-card points plus 1 length point for the five-card suit, South doesn't have enough to make an invitational jump.
- South would simply choose a trump suit at the cheapest level.

		NORTH	
		DOUBLE	
WEST			EAST
1♥			2♥
		SOUTH	
		♠ K J x x x	
		♥ Q x	
		♦ x x x x	
		♣ x x	

Q. West opens 1♥, North doubles, and East raises to 2♥. What call does South make?

A. 2♠.

- Advancer doesn't have to bid once responder bids over the takeout double.
- However, North has invited the partnership into the auction and South has a five-card spade suit with enough to compete.
- South can compete with 2♠ to stop East-West from resting comfortably in 2♥.
- North won't expect South to have too much. With an invitational hand of about 9-11 points, South could have jumped to 3♠.

East, replace the 2♥ bid with 3♥.

Q. West opens 1♥, North makes a takeout double, and East jumps to 3♥. What call does South make?

A. Pass.

- East jump raise to 3♥ is preemptive, trying to make it more challenging for North-South to reach their best spot.
- In this situation, it is effective. South doesn't really have enough to compete at the three level and would likely choose to pass.

NORTH	
DOUBLE	
WEST	EAST
1♥	3♥
SOUTH	
♠	K J x x x
♥	Q x
♦	x x x x
♣	x x

Observations

- Advancer can sometimes ignore responder's action after partner overcalls or makes a takeout double.
- When responder does bid, advancer should strive to bid since partner's overcall or double has shown a willingness to compete for the contract.

Closing Instructions

Pick up all the bids and put them back in the Bidding Boxes. Pick up your suit from the South hand. Each player has one suit.

Exercise Nine – Opener’s Action in a Competitive Auction

👉 Teachers’ Key Point

- Discuss some of opener’s options in a competitive auction.

Student Textbook Reference: pages 157-158.

Opening Remarks

- When the auction becomes competitive, everyone at the table has new options.
- Let’s look at the impact on the opening bidder.

Group Activity

Construct the following hand in front of North.

NORTH	
♠	A x x
♥	Q x x x
♦	A J x x
♣	K x

Q. North is the dealer. What call does North make?

A. 1♦.

- North has 14 high-card points, enough to open the bidding at the one level.
- With no five-card major suit, North opens the longer minor suit, 1♦.

North, place the 1♦ bid in front of you.

East, place the 1♠ bid in front of you.

South, place a Double in front of you.

West, place a Pass in front of you.

WEST	NORTH	EAST	SOUTH
	1♦	1♠	DOUBLE
PASS	?		

NORTH	
♠	A x x
♥	Q x x x
♦	A J x x
♣	K x

Q. North opens 1♦, East overcalls 1♠, South doubles, and West passes. What call does North make?

A. 2♥.

- Responder’s double is for takeout, showing support for the unbid suits, hearts and clubs.
- North has four hearts, so the partnership has a fit in that suit.
- With a minimum for the opening bid ... about 13-16 points ... North bids hearts at the cheapest available level, 2♥.
- It is as though East passed, South responded 1♥, and North has raised to 2♥.

Change the North hand:
In spades: take away a low spade.
In diamonds: add the ♦Q.

WEST	NORTH	EAST	SOUTH
	1♦	1♠	DOUBLE
PASS	?		

Q. What is North's opening bid?

A. 1♦.

- North has 16 high-card points plus 1 length point for the five-card suit. That puts the North hand in the medium strength category for an opening bid ... about 17-18 points.
- With an unbalanced hand ... two doubletons ... and no five-card major suit, North opens the minor suit, 1♦.

NORTH	
♠	A x
♥	Q x x x
♦	A Q J x x
♣	K x

Q. East overcalls 1♠, South doubles, and West passes. What call should North make?

A. 3♥.

- South has shown support for hearts, so North knows **WHERE** the partnership belongs, hearts.
- If North were to bid at the cheapest level, 2♥, North would be showing a minimum-strength opening bid.
- To show a medium-strength hand of 17 points, North can jump to 3♥, strongly inviting South to continue to game with more than about 6 or 7 points.
- It is as though East passed, South responded 1♥ and North made a jump raise to 3♥.

Change the North hand:
In hearts: take away a low heart;
add the ♥K.

WEST	NORTH	EAST	SOUTH
	1♦	1♠	DOUBLE
PASS	?		

Q. What is North's opening bid?

A. 1♦.

- North has 19 high-card points plus 1 length point for the five-card suit. The total of 20 points puts the North hand in the maximum strength category for an opening bid at the one level ... about 19-21 points.
- With an unbalanced hand ... two doubletons ... and no five-card major suit, North opens the minor suit, 1♦.

NORTH	
♠	A x
♥	K Q x x
♦	A Q J x x
♣	K x

Q. East overcalls 1♠, South doubles, and West passes. What call should North make?

A. 4♥.

- South has shown support for hearts, so North knows **WHERE** the partnership belongs, hearts.
- North has 20 points and South must have at least 6 points to be willing to compete after East's overcall, so North knows **HOW HIGH** the partnership belongs, game.
- North takes the partnership right to game in hearts, 4♥.

- Let's try a different scenario.

Pick up all the bids and put them back in the Bidding Boxes.

North, place the 1♥ bid in front of you.

East, place the 1♠ bid in front of you.

South, place the 2♠ bid in front of you.

West, place a Pass in front of you.

WEST	NORTH	EAST	SOUTH
	1♥	1♠	2♠
PASS	?		

Change the North hand:

In hearts: add a low heart.

In diamonds: take away the ♦A and a low card.

In clubs: take away the ♣K; add two low clubs.

NORTH	
♠	A x
♥	K Q x x x
♦	Q J x
♣	x x x

Q. What would be North's opening call as dealer?

A. 1♥.

- North has 12 high-card points plus 1 length point for the five-card suit, enough to open the bidding at the one level.
- With a five-card major suit, North opens 1♥.

Q. North opens 1♥, East overcalls 1♠, and South bids 2♠. What does South's 2♠ call show?

A. Support for hearts and at least invitational strength.

- South's 2♠ call is a cuebid.
- It shows at least four-card support for hearts and at least invitational strength of about 11-12 points ... a limit raise or better.
- South could not jump to 3♥ to show a limit raise because a jump to 3♥ would be preemptive after East's overcall.

Q. West passes. What call does North make?

A. 3♥.

- With nothing extra for the opening bid, North rebids 3♥.
- North wants to stop in partscore if South has only an invitational hand.

Change the North hand:
 In diamonds: take away the $\heartsuit J$.
 In clubs: add the $\clubsuit K$.

WEST	NORTH	EAST	SOUTH
	1♥	1♠	2♠
PASS	?		

Q. North opens 1♥, East overcalls 1♠, South bids 2♠, and West passes. What call does North make?

A. 4♥.

- With more than a bare minimum for the opening bid ... 14 high-card points plus 1 length point for the five-card heart suit ... North knows the partnership has enough combined strength for a game contract when responder shows an invitational hand of about 11-12 points.
- If East had passed instead of overcalling and South had made a limit ... invitational ... raise to 3♥, North would continue to 4♥. This is essentially the same idea.

NORTH	
♠	A x
♥	K Q x x x
♦	Q x
♣	K x x x

East, replace the 1♠ bid with a Double.

South, replace the 2♠ bid with 3♥.

WEST	NORTH	EAST	SOUTH
	1♥	DOUBLE	3♥
PASS	?		

Q. North opens 1♥, East doubles, and South jumps to 3♥. What call does North make after West passes?

A. Pass.

- After the takeout double, responder's jump raise is preemptive, not invitational.
- Although North has some extra strength, it isn't enough to bid game when South shows a weak hand of about 6-9 points.

NORTH	
♠	A x
♥	K Q x x x
♦	Q x
♣	K x x x

Pick up all the bids.

North, place the 1♣ bid in front of you.

East, place the 1♦ bid in front of you.

South, place a Pass in front of you.

West, place a 2♦ bid in front of you.

WEST	NORTH	EAST	SOUTH
	1♣	1♦	PASS
2♦	?		

Change the North hand:

In spades: add the ♠K and ♠Q.

In hearts: take away a low heart.

In diamonds: take away the ♦Q.

In clubs: take away a low club; add the ♣Q.

NORTH

♠ A K Q x

♥ K Q x x

♦ x

♣ K Q x x

Q. What would be North's opening call with this hand?

A. 1♣.

- North has 19 high-card points and an unbalanced hand.
- With no five-card major suit, North opens the longer minor suit, 1♣.

Q. North opens 1♣, East overcalls 1♦, South passes, and West raises to 2♦. What call could North make to show interest in competing further?

A. Double.

- Opener can also make use of the takeout double.
- North has support for the unbid suits, spades and hearts.
- Having already shown the club suit, North can double West's 2♦ bid to ask South to choose a trump suit other than diamonds.

Observations

- In a competitive auction, opener chooses a rebid based on responder's action.
- Opener can make use of the competitive tools such as the takeout double.

Closing Instructions

Pick up all the bids and put them back in the Bidding Boxes. Pick up your suit from the North hand. Each player has one suit.

Exercise Ten – Subsequent Action by the Overcaller/Doubler

Teachers' Key Point

- Discuss subsequent actions by a player who has overcalled or made a takeout double.

Student Textbook Reference: page 159.

Opening Remarks

- After we make an overcall or takeout double, we may have to act again depending on how the auction proceeds and what our partner, the advancer, does.
- Let's look at a couple of examples.

Group Activity

West, place the 1♦ bid in front of you.

Construct the following hand in front of North.

NORTH	
♠	A J 10 x x x
♥	A x
♦	x x
♣	K Q x
WEST	
	1♦

Q. West opens 1♦. What call does North make?

A. 1♠.

- North has 14 high-card points plus 2 length points for the six-card spade suit.
- With a good suit, North can make an overcall of 1♠ to compete for the contract.

North, place the 1♠ bid in front of you.

East, place the 2♦ bid in front of you.

South, place the 3♦ bid in front of you.

West, place a Pass in front of you.

WEST	NORTH	EAST	SOUTH
	1♠	2♦	3♦
PASS	?		

NORTH	
♠	A J 10 x x x
♥	A x
♦	x x
♣	K Q x

Q. West opens 1♦, North overcalls 1♠, East raises to 2♦, and South bids 3♦. What does South's 3♦ bid mean?

A. Inviting North to bid game.

- South's bid of the opponents' suit is a cuebid.
- A cuebid by advancer shows support for the overcalled suit and interest in reaching game ... about 10 or more points.

Q. Why didn't South simply jump to 3♠ to send this message?

A. 3♠ would be preemptive.

- A jump raise of the overcalled suit by advancer is preemptive, showing a weak hand with about 6-9 points and four-card support.
- South has a stronger hand than that.

Q. After West passes, what call should North make?

A. 4♠.

- With a hand worth 16 points, North has enough to take the partnership to game when advancer cuebids, showing interest in reaching game and about 10 or more points.

Pick up all the bids and put them back in the Bidding Box.

West, place the 1♦ bid in front of you.

Change the North hand:

In spades: take away two low spades.

In hearts: add the ♥K and ♥Q.

In diamonds: take away a low diamond.

In clubs: add a low club.

NORTH

♠ A J 10 x

♥ A K Q x

♦ x

♣ K Q x x

WEST

1♦

Q. West opens the bidding 1♦. What call does North make?

A. Double.

- North has 19 high-card points and can add 3 dummy points for the singleton diamond.
- North has support for the unbid suits, spades, hearts, and clubs.

North, place a Double in front of you.

East, place the 2♦ bid in front of you.

South, place a Pass in front of you.

West, place a Pass in front of you.

WEST	NORTH	EAST	SOUTH
1♦	DOUBLE	2♦	PASS
PASS	?		

NORTH

♠ A J 10 x

♥ A K Q x

♦ x

♣ K Q x x

Q. After North doubles, East raises to 2♦ and South and West pass. What does North do now?

A. Double.

- North has 22 points ... too much to let East-West buy the contract in 2♦.
- To show the extra strength, North can double again.

- This is still a takeout double; it simply shows extra strength.
- South could have a few points but not enough to compete over 2♦.

Observations

- After competing with an overcall or a takeout double, we may have to take further action if advancer makes a forcing bid, such as a cuebid, or if we have extra strength.

Closing Instructions

Pick up all the bids and put them back in the Bidding Boxes. Pick up your suit from the North hand. Each player has one suit.

Exercise Eleven – The Penalty Double

👉 Teachers' Key Point

- Discuss the penalty double and how to distinguish between a takeout double and a penalty double.

Student Textbook Reference: pages 160-162.

Opening Remarks

- We've seen how the double can be used as a competitive tool to compete for the contract when the opponents have opened the bidding.
- We've also seen how responder and even opener can use the double for takeout for the unbid suits.
- Now let's look at another use for the double.

Group Activity

North, place the 1♥ bid in front of you.

Construct the following hand in front of East.

NORTH	
1♥	
EAST	
♠	A x
♥	Q J 10 9
♦	A K x x
♣	x x x

Q. North opens 1♥. What call does East make?

A. Pass.

- East has 14 high-card, enough to open the bidding.
- However, East doesn't have a five-card or longer suit to overcall.
- Also, East doesn't have the support for the unbid suits ... especially spades ... to make a takeout double.
- For now, the best thing East can do is to pass and await developments.
- The auction isn't over, so East may get a chance to bid later. If not, East doesn't mind defending with hearts as the trump suit.

East, place a Pass in front of you.

South, place the 2♥ bid in front of you.

West, place a Pass in front of you.

North, place the 4♥ bid in front of you.

WEST	NORTH	EAST	SOUTH
	1♥	PASS	2♥
PASS	4♥	?	

EAST	
♠	A x
♥	Q J 10 9
♦	A K x x
♣	x x x

Q. East passes, South raises to 2♥, West passes, and North jumps to 4♥. Does East expect North-South to make the 4♥ contract?

A. No.

- East has two certain heart winners after the ♥A and ♥K are gone.
- East can also expect to take tricks with the ♠A and ♦A-K.
- East expects to take about five tricks, defeating the 4♥ contract by two tricks ... or more if partner has something.

Q. If North-South are non vulnerable, what will be the penalty for defeating them two tricks?

A. 100.

- The non vulnerable penalty for being defeated is 50 points per trick.

Q. If North-South are vulnerable, what will the penalty be?

A. 200.

- The vulnerable penalty is 100 points per trick.

Q. How can East increase the size of the penalty?

A. Double.

- We can double the opponents' contract if we do not think they can take the required number of tricks. This is a **penalty double**.
- The non vulnerable penalty for defeating the contract two tricks will be increased from 100 points to 300 points ... 100 for the first trick and 200 for the second trick.
- The vulnerable penalty would increase from 200 points to 500 points ... 200 for the first trick and 300 for the second trick.

Q. How will West know that East's double is for penalty and not for takeout?

A. East didn't double 1♥.

- If East had wanted to make a takeout double of hearts, East would have doubled 1♥ and not waited until the opponents were at the four level.
- As a guideline, **a double of the opponents' contract at the game level or higher is for penalty.**

North, replace the 4♥ bid with 3♥.

WEST	NORTH	EAST	SOUTH
	1♥	PASS	2♥
PASS	3♥	?	

Q. North opens 1♥, East passes, South raises to 2♥, and West passes. North now bids 3♥. Does East expect to defeat 3♥?

A. Yes.

- East expects to take five tricks ... two heart tricks and the ♠A and ♦A-K.
- However, it isn't a sure thing. North or South might have a singleton or void in diamonds, for example, and West may not be able to take two diamond tricks.

EAST
♠ A x
♥ Q J 10 9
♦ A K x x
♣ x x x

Q. Should East double 3♥?

A. No.

- It is risky to double the opponents for penalty in a partscore contract.
- If they make the contract, the trick score is doubled. Instead of a trick score of 90 points for making 3♥, North-South would get 180 points. This gives them more than the 100 points needed for a game contract, so they would receive the game bonus.
- For this reason, doubles of partscore contracts are usually for takeout, not for penalty ... as with the takeout double and the negative double.
- Also, North-South might bid higher, so East doesn't want to double too soon and warn the opponents that the trump suit is breaking badly.

Pick up all the bids and put them back in the Bidding Boxes.

North, place the 1NT bid in front of you.

Change the East hand:

In hearts: add the ♥K.

In diamonds: take away a low diamond.

NORTH
1NT

EAST

♠ A x

♥ K Q J 10 9

♦ A K x

♣ x x x

Q. Does East expect North to make 1NT?

A. No.

- East is on lead and can start with the ♥K, promoting four tricks in hearts.
- East also has the ♠A and ♦A-K for a total of seven tricks.

Q. What call might East make after North opens 1NT?

A. Double.

- A double of an opening 1NT bid is for penalty, not for takeout.
- A takeout double of 1NT doesn't make much sense since there are *four* unbid suits. Even if our distribution were 4-3-3-3, we would have only three-card support for three suits.

Observations

- The penalty double is used when we don't think the opponents can make their contract.
- It prevents the opponents from bidding frivolously to try and stop us from getting the contract.
- A double is for penalty if it is at the game level or higher or if it is a double of a notrump opening bid; otherwise, a double is usually for takeout.
- It is generally not a good idea to double the opponents for penalty in a partscore contract; if they make the contract, they may receive a game bonus.

Closing Instructions

Pick up all the bids and put them back in the Bidding Boxes. Pick up your suit from the East hand. Each player has one suit.

Exercise Twelve – Deal #16: A Penalty Double in Action

👉 Teachers' Key Point

- To illustrate the use of a penalty double.

Student Textbook Reference: Deal #16: pages 176-177.

Opening Remarks

- Let's try our last deal for this series.

Group Activity

Distribute the **COLOR-CODED CARDS** for Deal #16.

<p>DEAL: 16 NORTH</p> <p>DEALER: WEST ♠ A 8 6 5 4</p> <p>VUL: BOTH ♥ K J 7 2</p> <p style="margin-left: 40px;">♦ A 5</p> <p style="margin-left: 40px;">♣ Q 6</p> <table style="margin-left: 40px;"> <tr> <td style="width: 50%;">WEST</td> <td style="width: 50%;">EAST</td> </tr> <tr> <td>♠ —</td> <td>♠ Q J 10 9</td> </tr> <tr> <td>♥ 9 8 5 3</td> <td>♥ A 6</td> </tr> <tr> <td>♦ J 8 2</td> <td>♦ 9 7 6 3</td> </tr> <tr> <td>♣ J 9 8 7 5 2</td> <td>♣ A K 4</td> </tr> </table> <table style="margin-left: 40px;"> <tr> <td style="width: 50%;">SOUTH</td> </tr> <tr> <td>♠ K 7 3 2</td> </tr> <tr> <td>♥ Q 10 4</td> </tr> <tr> <td>♦ K Q 10 4</td> </tr> <tr> <td>♣ 10 3</td> </tr> </table>	WEST	EAST	♠ —	♠ Q J 10 9	♥ 9 8 5 3	♥ A 6	♦ J 8 2	♦ 9 7 6 3	♣ J 9 8 7 5 2	♣ A K 4	SOUTH	♠ K 7 3 2	♥ Q 10 4	♦ K Q 10 4	♣ 10 3	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 25%;">WEST</td> <td style="width: 25%;">NORTH</td> <td style="width: 25%;">EAST</td> <td style="width: 25%;">SOUTH</td> </tr> <tr> <td>Pass</td> <td>1♠</td> <td>Pass</td> <td>3♠</td> </tr> <tr> <td>Pass</td> <td>4♠</td> <td>Double</td> <td>Pass</td> </tr> <tr> <td>Pass</td> <td>Pass</td> <td></td> <td></td> </tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%;">DECLARER: North</td> </tr> <tr> <td>OPENING LEAD: ♣A by East</td> </tr> </table>	WEST	NORTH	EAST	SOUTH	Pass	1♠	Pass	3♠	Pass	4♠	Double	Pass	Pass	Pass			DECLARER: North	OPENING LEAD: ♣A by East
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DECLARER: North																																		
OPENING LEAD: ♣A by East																																		

Bid and play Deal #16.

After 7½ minutes have the students turn all 52 cards face up following the instructions given for Deal #1 at the top of page 11.

The Bidding

Focus on the West hand - West is the dealer.

Q. What opening call would West make?

A. Pass.

- West has only 2 high-card points plus 2 length points for the six-card club suit.

Focus on the North hand.

Q. What call would North make after West passes?

A. 1♠.

- North has 14 high-card points plus 1 length point for the five-card spade suit.
- With a five-card major suit, North opens 1♠.

Focus on the East hand.

Q. What call would East make after North opens 1♠?

A. Pass.

- East doesn't have a five-card or longer suit to overcall.
- East doesn't have support for all the unbid suits, especially hearts.

Focus on the South hand.

Q. What call would South make after North opens 1♠ and East passes?

A. 3♠.

- South has four-card support for spades.
- South has 10 high-card points and can add 1 dummy point for the doubleton club.
- South can make an invitational ... limit ... jump raise to 3♠, showing about 11-12 points and support for spades.

Focus on the West hand.

Q. What call would West make?

A. Pass.

Focus on the North hand.

Q. What call would North make after South makes a limit raise to 3♠?

A. 4♠.

- South is showing spade support and about 11-12 points.
- North 14 high-card points plus 1 length point. The partnership should have about 26 combined points, enough to try for game.
- North accepts South's invitation and bids 4♠.

Focus on the East hand.

Q. What call would East make after North bids 4♠?

A. Double.

- East expects to defeat 4♠, taking two spade tricks and the ♥A and ♣A-K.
- The contract might be defeated more than two tricks if West has a little something.

Focus on the South hand.

Q. What call would South make after East doubles the 4♠ contract?

A. Pass.

Focus on the West hand.

Q. Is East's double for takeout?

A. No.

- East has doubled a game contract.
- If East wanted to make a takeout double of spades, East would have doubled 1♠.

Q. What call does East make?

A. Pass.

- East has no reason to overrule partner's decision.

Focus on the North hand.

Q. What call would North make?

A. Pass.

The Play

- Let's see how North would do in a contract of 4♠. We'll go through the ABC's.

<p>East and West, turn your hands face down.</p> <p>East, lead the ♣A.</p> <p>Only 27 cards are face up on the table ... the North and South hands and East's lead. Focus on the North-South hands.</p>	<table style="width: 100%; border-collapse: collapse;"> <tr> <td colspan="2" style="text-align: center;">NORTH (Declarer)</td> </tr> <tr> <td style="text-align: center;">♠</td> <td style="text-align: center;">A 8 6 5 4</td> </tr> <tr> <td style="text-align: center;">♥</td> <td style="text-align: center;">K J 7 2</td> </tr> <tr> <td style="text-align: center;">♦</td> <td style="text-align: center;">A 5</td> </tr> <tr> <td style="text-align: center;">♣</td> <td style="text-align: center;">Q 6</td> </tr> <tr> <td style="text-align: center; vertical-align: middle;">WEST</td> <td style="text-align: center; vertical-align: middle;">EAST</td> </tr> <tr> <td></td> <td style="text-align: center;">♣A</td> </tr> <tr> <td colspan="2" style="text-align: center;">SOUTH (Dummy)</td> </tr> <tr> <td style="text-align: center;">♠</td> <td style="text-align: center;">K 7 3 2</td> </tr> <tr> <td style="text-align: center;">♥</td> <td style="text-align: center;">Q 10 4</td> </tr> <tr> <td style="text-align: center;">♦</td> <td style="text-align: center;">K Q 10 4</td> </tr> <tr> <td style="text-align: center;">♣</td> <td style="text-align: center;">10 3</td> </tr> </table>	NORTH (Declarer)		♠	A 8 6 5 4	♥	K J 7 2	♦	A 5	♣	Q 6	WEST	EAST		♣A	SOUTH (Dummy)		♠	K 7 3 2	♥	Q 10 4	♦	K Q 10 4	♣	10 3
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- South starts by assessing the situation.

Q. What is North's goal as declarer in a 4♠ contract?

A. Ten tricks.

- Let's count the sure tricks.

Spades	2
Hearts	0
Diamonds	3
Clubs	0
Total	5

- When there are not enough tricks to make the contract, declarer moves to the next stage of the plan — Browse Declarer's Checklist.

Q. How would declarer plan to get extra tricks from the spade suit?

A. Through length.

- North-South have nine combined spades.
- If the missing spades are divided 2-2, declarer will have three extra spade tricks through length after drawing the defenders' trumps with the ♠A and ♠K.
- If the missing spades are divided 3-1, declarer will have to lose one spade trick but will then have two extra tricks through length.
- If the missing spades are divided 4-0, declarer will have to lose two spade tricks and can only develop one extra trick through length.
- A lot will depend on how the missing spades are divided.

Q. How would declarer plan to get extra tricks from the heart suit?

A. Through promotion.

- Once the opponents' ♥A is driven out, declarer's remaining hearts will be promoted into winners.
- The third stage of Declarer's Plan is to Consider the Order.

Q. Which suit should declarer plan to lead after gaining the lead?

A. Spades.

- Declarer's priority is to draw trumps when they aren't needed for other purposes.
- Let's see how the play might go.

Turn all four hands are face up on the table, dummy style.

Q. Who is on lead against North's 4♠ contract?

A. East.

Q. Which card might East choose as the opening lead?

A. ♣A.

- East can lead the top of the touching high cards in the suit.

Walk the students through the play, trick by trick, as outlined below. After each trick, have the students turn all four cards face down before proceeding to the next trick.

Trick					Notes
1	East ♣A	South ♣3	West ♣2	North ♣6	
2	East ♣K	South ♣10	West ♣5	North ♣Q	East will probably continue with the second winner in the club suit.
3	East ♥A	South ♥4	West ♥3	North ♥2	East will then probably take the heart winner.
4	East ♥6	South ♥10	West ♥5	North ♥7	Let's assume East decides to lead another heart.
5	South ♠2	West ♣7	North ♠A	East ♠9	Declarer has lost three tricks, so everything now depends on how the missing spades are divided.
Declarer finds out the the spades are splitting badly ... and the reason for East's double. There's nothing declarer can do about the 4-0 trump division. East will eventually get two spade tricks and the contract is defeated two tricks.					

Q. Was 4♠ a bad contract?

A. Not really.

- Declarer would have made the 4♠ contract if the missing spades had divided 2-2 ... slightly against the odds, but not unreasonable.

Observations

- When the opponents bid too much, the penalty double is useful to increase the size of the penalty.
- On this deal, East-West would get only 200 points ... 100 points per undertrick since North-South are vulnerable ... if East had not doubled.
- East's double increases the penalty to 500 points ... 200 for the first trick and 300 for the second. That's a substantial gain for East-West.

Closing Instructions

Pick up all the cards and put them back as a single deck.

- Competitive bidding is an adventure.
- By using the bidding tools that are available, such as the double and the cuebid, we can be more comfortable when both sides are in the auction.
- Combine this with an understanding of preemptive raises and we are ready for competitive auctions.