

## **Competitive Bidding**

### **Over-bidding or overcalling**

The overcall is supposed to be a good suit at least 5 cards. Usually it should have two of the top three honours or 3 of the top five honours. Points for all practical purposes should be 8-15 for a non-vulnerable call and 10-15 for a vulnerable call. Two level overcalls would require more points or more number of cards.

If partner has made an overcall, support him with 3 card support. Also since he may have 15 points for his call you should normally keep the bidding open with 10 or more points.

Over-call is a useful way to compete with the opponents and you can benefit in the following ways:-

- 1) The opponents may end up too high and you gain a profit when they cannot make the contract.
- 2) You may find a fit and are able to make the contract.
- 3) You may not make your contract yet have a net gain by losing less points than the opponents' contract.
- 4) When you are too weak, but since vulnerability is in your favour you may be able to sacrifice.
- 5) Your partner will be able to lead your suit and it solves a difficult problem for him.

The only disadvantage is that you may give information to the opponents about your distribution and about your points. It is but a very small disadvantage as you have much more to gain.

### **Take-out Double**

It is another way to compete with the opponents and you need the following requirements for that:-

Opening points usually 12 or more.

Shortness in opponent's suit at the most 2 cards.

Hand good enough to play in the other 3 suits.

It forces partner to choose the best of the three suits of-course major first if possible.

However if your right hand opponent makes a bid now you are not forced to bid.

You may only bid if you wish to compete and have 6 or more points.

It is advisable to compete if you have support for any of partner's 3 suits.

Responses to take out double are as explained below:-

Suit bid shows usually 4 or more cards however sometimes can be 3 cards. Points are usually 0-9. Major suit bid with a jump shows 5 cards and 8-10 points.

1 no-trump bid shows 8-10 points with a stopper in opponent's suit. Cue-bid of opponent's suit shows 11 or more points. Please note do not pass your partner's double unless you feel on your own you can take enough tricks to defeat the opponent's contract.

### **The 1 No-trump over-bid**

It shows 16-18 points sometimes good 15 points and a stopper in opponent's suit. It is advised you play all calls as natural. Cue-bid of opponent's suit can be used as Stayman if you wish. 9 or more points with you may be enough for game. 7-8 points will be invitational but make sure you have two stoppers in opponent's suit if you wish to play in 2 or 3 No-trumps.

### **Defence to opponent's 1 No-trump opening**

You must be aware that often allowing opponents to play 1 No-trump gives you a poor result so it is important to have methods to not allow them to play in 1 No-trump. There are several methods to dislodge 1 No-trump but for the moment the scheme mentioned below should suffice. Dislodging 1 No-trump itself is dangerous but you need to use your own common-sense and judgement.

Double shows 15 or more points and normally partner passes converting the double into penalty. Please note the double is not take-out as compared to over a suit opening. The partner should only bid his best suit if he is really very weak say 0-3 points but since partner may have plenty of points sometimes it is a very difficult decision.

Any suit bid is usually opening hand with 5 or more cards. It is preferred you bid with six cards. Any suit bid at 3 level is pre-emptive and shows 7 card suit and fairly weak hand.

2 Clubs can be played to show both majors at least 4-4 with more points 5-4 with slightly less points and 5-5 with still less points. It is conventional known as Landi and should be alerted. Partner chooses the suit with a fairly weak hand or can bid 2 No-trumps or 3 of the major with 11 or more points. Sometimes even game can be bid with a reasonable hand.