



AUDREY
GRANT

TEACHERS'
MANUAL

BRIDGE BASICS 2

*Competitive
Bidding*

THE OFFICIAL BETTER BRIDGE SERIES

Bridge Basics 2: Competitive Bidding – Teachers' Manual

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Important Notes for Teaching This Course

Overview

Bridge Basics 2 introduces the modern style to competitive bidding. The material is designed to be used for players with a wide range of experience and skill. It has met with success with classes who have just completed Bridge Basics 1. It has been equally appealing to classes of experienced duplicate players. Many straightforward concepts included in the Teachers' Manual are as new to players being introduced to competitive bidding for the first time as they are to those with hundreds of masterpoints.

Students have raved about the competitive bidding course for many reasons. The material is outstanding and was developed with the co-operation of the best players and teachers in the world and with the talent of David Lindop who constructed the 32 practice deals. The teaching methods are unique and effective. The teachers who effectively present this material will have worked hard to develop the necessary skills.

The Cards-on-the-Table Method

The **CARDS-ON-THE-TABLE METHOD** is used to develop concepts in bidding, play and defense. It is the practical way to implement a highly evolved educational theory which offers the students an excellent way to learn the game. Using the cards has the following advantages:

Clarifies the Presentation

- Students can see a hand face-up on the table better than one written on a flip chart
- Bidding Boxes work better to complete the picture than the traditional blackboard

Provides for a Student-Focused Class

- Players face each other, rather than the teacher

Increases Class Energy

- Participants are moving the cards and moving the bids from the Bidding Box
- The position of having four people facing each other promotes conversation among the players

Encourages an Activity Based Approach

- Playing the pedals is an active way to experience the game
- Playing carefully constructed hands handles individual differences and allows the material to be presented to players with a wide range of experience and skill

Cards Enable a Play-Focused Lesson Series

- Bridge is a trick taking game; focusing on play is important
- Playing the cards develops sound card play techniques

A Frequently Used Layout – 13 Cards Face Up on the Table

This pattern is used to discuss bidding concepts. In place of using a flip chart, players construct a hand, dummy style, in front of one direction. After talking about the hand, moving the cards makes a few changes, and another hand is discussed.

1. Getting the Cards into Suits.

From the full deck, each player takes one suit. There are several methods of dividing a deck into four suits. One effective way is for the instructor to have the deck already sorted into suits and put in a duplicate board, or in front of each player. The players take the cards out of the pocket in front of them, or pick up the cards on the table, and are ready to construct the hand.

The instructions have to be clear. For example, if we're using the model of having the cards suited ahead of time, instructions could be:

Each player is going to have one suit. There are thirteen cards in one suit in the pocket of the duplicate board (or on the table) in front of you. Take these thirteen cards out of the pocket (pick up the cards). One player will now have all the spades; one player all the hearts; one player all the diamonds; and one player all the clubs.

Although this much detail might seem unnecessary, experience has shown that the students are appreciative of the time saved in class when specific instructions are given on the front end.

Another way to have the cards divided into suits is to start by having one player deal the cards. The instructions would then be as follows:

North, deal the cards so that each player has thirteen cards. Turn the cards face up on the table, in columns, dummy style. There will be 52 cards face up on the table. North, keep your hand intact. East, South, and West, put your spades on top of North's spades, your hearts on top of North's hearts, your diamonds on top of North's diamonds, and your clubs on top of North's clubs.

East, South, and West now take one suit from the North hand. North, pick up the remaining cards. You should each now be holding thirteen cards in one suit. One player is going to have all of the spades, one player all of the hearts, one player all of the diamonds, and one player all of the clubs.

2. Constructing a hand on the table.

Once each player has a suit, the age old maxim of “tell them what you are going to tell them, tell them, and tell them what you’ve told them” is very useful when directing four people at a table to construct a hand with thirteen cards, face up, in front of one direction. The following three tips can make it better for the presenter and the players.

a) Tell Them What You’re Going to Tell Them

Give instructions that set the objective.

We’re going to construct a hand in front of North, face up, and dummy style with the cards in columns. The high cards will be at the edge of the table, just as if this hand is the dummy. There will be 13 cards face up on the table. All other cards will be face down, and no one at the table will need to hold any cards. We’re going to look at interesting bidding ideas, and we’ll be able to see the cards more easily if they’re right in front of us on the table rather than on a flip chart.

b) Tell Them

There are several ways we could ask the player with spades to put the ♠A-7-6 face up on the table. We could simply say, “Put the Ace, 7, and 6 of spades on the table.” A statement like this is likely to lead to confusion. First of all, everyone has to listen to the numbers before the suit is given. This spends class energy in an unproductive manner. There is no information where or how the cards are to be placed. Better instructions would be:

The person with the spade suit will be first to put cards face up on the table. There are going to be three spades in the hand. The spades are the Ace and two low spades. Put them in a column, face up, in front of North. Turn the remaining ten spades face down on the table. Only three cards are on the table, the ♠A and two low spades. Are there any questions so far?

The instructions continue in a similar manner:

The player with hearts will go next. You’ll put four hearts in front of North, face up, beside the spades. There are two high cards and two low cards. Put the ♥K, ♥Q and two low hearts in front of North. There should now be seven cards face up on the table in front of North: three spades and four hearts. Are there any questions?

Although this might seem far too tedious and time consuming, experience has shown that the opposite is true; it saves time. If we give the instructions only once, the hands are unlikely to be accurately constructed at many tables and there will be questions! “What were the spades?” “We only have twelve cards, could you read the hand again?” “How many diamonds were there?” “Could you come over here and tell us the hand again.”

c) Tell Them What You’ve Told Them

Once the hand has been constructed, review it with the entire class. The instructions could be:

There should now be thirteen cards face up on the table. In spades there are three cards, the ♠A and two low spades. In hearts there are four cards, the ♥K, ♥Q and two low hearts. In diamonds there are four low cards. Finally, there should be two low clubs.

Now there are unlikely to be any questions. If we’re not working with an assistant, however, we should have a hand made up ahead of time, in a board in the North pocket with the other directions sorted into suits. We can take away the deck of cards that the students were using and replace them with the board.

Once we carefully give instructions for the first hand, there are few problems moving cards to get to another hand pattern. The participants are ready to be an active part of constructing a hand.

3. Team Work at the Table

Even with clear-cut instructions, there will be times when, for example, one player puts the ♠A-x-x face up on the table, and leaves the remaining ten spades also face up, creating table clutter! Or, a player could throw the suit carelessly on the table. We can simply say:

If there are any cards face up on the table other than the 13 cards, or if any suit is not arranged so that it can be seen easily, could any player at the table adjust the cards.

Although this could sound intrusive because one player might handle another player’s cards, it is usually not seen as this. The alternative is to be at the mercy of any player who, for some reason, can’t hear instructions or can’t arrange the cards in a neat manner. In practice, the four players are being directed - almost being given permission - to work with each other ... to work as a team.

In the manual, such specific instructions for constructing each hand are not given. For example, here is the information for the first hand in Lesson One:

Take the cards and sort them into suits. Each player take one suit.

Construct the following hand in front of East.

EAST			
♠	x	x	x
♥	A	K	
♦	A	K	x x
♣	A	K	x x

The teacher needs to know how to direct the students to put thirteen cards face up on the table. Although this seems like such an easy thing to do, it requires practice and skill.

13 Cards for developing a play Concept

Thirteen cards in a single suit can be used to illustrate a play point, such as how to take sure tricks or how to use promotion, length, or the finesse to develop the tricks needed to make the contract. Usually this pattern develops from having 27 cards face up on the table: the opening lead, the declarer, and the dummy. To move from 27 cards to a single suit face up, the following instructions could be given:

North and South turn your hearts, diamonds, and clubs face down. Leave the spades face up. East and West turn your spades face up; all other cards including the lead are face down. There should now be 13 cards only face up on the table, all of the spades. All other suits are turned face down.

Playing a Deal

There are thirty-two deals for the Bridge Basics 2 book. Four are at the end of each lesson. An additional sixteen deals are at the back of the book. There are **COLOR CODED CARDS** that accompany Bridge Basics 2: Competitive Bidding. The deals are used to show the bidding concepts in the context of an entire deal, along with some play concepts. To distribute a deal, give the students the following information:

We're going to play the first deal, Deal #1. The first step is to put the directional guide card (North/South/East/West) in the middle of the table. North is shaded red, East is blue, South is yellow, and West is green.

Now look at the back of one of the cards. The numbers are from 1 to 32. We're going to distribute Deal #1, in the top left corner. Deal #1 will be shaded one of four colors: red, blue, yellow, or green. If you have a card in which Deal #1 is shaded red, put it face down in front of North. If Deal #1 is shaded blue, put the card face down in front of East. If Deal #1 is shaded yellow, put the card face down in front of South. If Deal #1 is shaded green put the card face down in front of West.

After the cards are distributed, each player should have thirteen cards. If you're sitting North, all thirteen cards will be shaded red in Deal #1. East will have 13 cards in which Deal #1 is shaded blue; South will have Deal #1 shaded yellow; West will have Deal #1 shaded green.

Bid and play Deal #1. North is the dealer. You have 7½ minutes to play as many cards as you can.

If you finish before that time, turn all four hands face up, dummy style, and discuss the deal with the others at your table. You can consider the best contract for both sides and how the auction should go.

52 Cards Face Up on the Table

After the deal has been played all fifty-two cards are placed face up on the table. There is a caution to using the cards to illustrate bidding concepts when all the cards are face up. The cards have to be visible for all of the players: neatly arranged, in columns, dummy style. To achieve this, instructions have to be detailed. The same techniques are used. The teacher tells the class what will happen:

We're going to have 52 cards face up on the table so that we can talk about the bidding and play on this deal. So that all the players at the table can see the cards, we're going to place the hands in front of each player, dummy style: in columns with the high cards about three inches in from the edge of the table. Your hand will be "upside down" but you will be able to see the other three hands, which are "right side up"; it's a good trade.

Then we tell them:

Put your cards face up on the table, dummy style.

Finally, we tell them what we've told them:

There should be fifty-two cards neatly turned face up on the table. Each hand should be dummy style in columns. If you see a card that is face down on the table, even if it is in front of another player, you can turn it face up. If any hand is difficult to see, any player at the table can adjust it.

In the Manual, all this is covered with an instruction such as:

It's time to look at the deal so, even if you haven't completed the play, turn your hand face up and arrange it dummy style in front of you.

All 52 cards should be face up on the table, arranged neatly in columns, dummy style, in front of each player.

Discussing the Hand

When all fifty-two cards are face up on the table, the bidding and play are discussed. During the bidding conversation, the key is to focus the players' attention on the appropriate hand. In the Manual, directions to the class are in boxes:

Focus on the East hand.

The section on play instructs the students to have only the lead and two hands face up on the table, and to arrange the suits so that they face each other. Here's an example for Deal #1:

East and West, turn your hands face down.

North, keep the order of your suits intact. South, place your suits, dummy style, opposite North's suits: spades opposite spades; hearts opposite hearts; etc.

East, lead the \spadesuit K.

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

NORTH (Declarer)	
\spadesuit K Q J 10 9 8 7	
\heartsuit 10 5	
\diamondsuit 6 3	
\clubsuit 8 6	
WEST	EAST
	\diamondsuit K
SOUTH (Dummy)	
\spadesuit 4	
\heartsuit Q J 8 4	
\diamondsuit A 9 7	
\clubsuit J 10 9 7 4	

Since the course is on competitive bidding, after the play in one direction is discussed, the play in the other direction might be discussed. For example:

North and South, turn your hands face down. East and West, turn your hands face up.

South, lead the \spadesuit 4.

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	EAST
\spadesuit 6 3	\spadesuit A 5 2
\heartsuit A K 7 2	\heartsuit 9 6 3
\diamondsuit 8 5 4 2	\diamondsuit K Q J 10
\clubsuit A Q 2	\clubsuit K 5 3
SOUTH	
\spadesuit 4	

Card by Card

A unique feature of these lesson plans is a card-by-card description of how the hand is to be played. The students are very enthusiastic about “watching” a hand being played. This is a time for clear instructions. We want to let the students know what is going to happen.

We’re going to play the cards one at a time. Take the guide card and push it toward East, who will be the dummy on this hand. Who is on lead, if the declarer is West? (North)

The diagram for the card-by-card looks like this:

Trick					Notes
1	North ♠Q	East ♠3	South ♠2	West ♠A	We'll assume North leads the top of the solid sequence in spades.
2	West ♦4	North ♦2	East ♦9	South ♦K	Declarer wants to establish extra tricks in diamonds right away. It doesn't matter whether declarer plays the ♦Q, ♦J, ♦10, or ♦9 from dummy ... any of them is high enough to drive out the ♦A or ♦K.
3	South ♠7	West ♠4	North ♠8	East ♠K	South might now lead a heart. However, it's generally a good idea to return partner's suit unless there is clearly a better choice. The defenders want to work together when establishing tricks.
4	East ♦Q	South ♦A	West ♦5	North ♦3	Declarer continues with the plan of promoting winners in the diamond suit.
5	South ♥Q	West ♥K	North ♥2	East ♥4	North's spades are established as winners but South has no spade to lead. This is the problem with North's lead of the ♠Q. North can establish winners in the suit but has no entry - high card - with which to regain the lead. Let's assume South now leads a heart.
After winning this trick, declarer has seven more tricks to take ... another heart, three established diamond winners, and three clubs. Declarer takes ten tricks in total: two spades, two hearts, three diamonds, and three clubs. Declarer makes 3NT with an overtrick.					

The key is to say the direction first and then the card played. For example:

North, ♠Q. East, ♠3. South, ♠2. West, ♠A. Who won the first trick? (West). Turn the first trick face down ...

STEAM: The Teachers' Checklist for Success

The goal of the **STEAM** checklist is to keep focused on aspects of teaching that make sure our players are satisfied customers – pleased they have decided to invest in bridge lessons. The letters are not in order of importance; the word could have been TEAMS or anything else. **STEAM** seemed like the best choice

Safety

It's critical to keep the participants comfortable. There are several important techniques to accomplish this:

- At the beginning of each class let them know that, unless they volunteer, they won't be asked a question
- Allow for different opinions and avoid the "right answer." For example, some players already know and prefer to play a 16–18 INT range. Bridge Basics introduces the more popular 15–17 point range. The responses are the same, so respect the students' opinions and move the class along.
- **Keep Away from the Table.** A play-focused approach gives the participants a chance to experience the play of the hand. Don't watch them while they're playing, or come over to suggest a bid. This tends to make other players at the table uncomfortable.
- **Give Clear Instructions.** Take the time to become skilled at giving students the best instructions for constructing hands on the table so that they won't feel they aren't doing the right thing.
- Avoid interfering with the learning process by praising a student for work well done. It's one of the illusions of teaching that this enhances the desire to learn. Alfa Kohn's book, *Punished by Rewards*, is an excellent resource if you still aren't convinced.

Timing

It's important to respect time.

- Start on time, have a short break after about an hour, and finish on time. It's that straightforward.
- Give the participants 7½ minutes to bid and then play as many cards as they can in a deal ... keep the class moving.
- End on time; it's just as important as starting on time. Giving extra value doesn't apply when we go beyond the advertised time.
- Balance the class with time for the students to listen, talk about concepts, read information, and play deals.

Energy

Energy is important. Keep the atmosphere upbeat.

- Provide an opportunity for the students to talk to each other. In the first lesson, there is an icon placed in several spots to give the general idea. After that, the teacher has to be aware to regularly ask the students to talk among themselves.
- Play at least four deals in every two-hour lesson; avoid too much attention to bidding in isolation.
- Use a microphone.

Attitude

Play the odds for customer service. Small, seemingly unimportant habits can make a difference.

- Most classes prefer the teacher to be professionally dressed.
- Avoid questionable jokes and remarks.
- Be prepared. No matter how many times we have given the lesson, review the plans before the class.
- Have the material ready.
- Do your best, even though conditions will change from moment to moment.
- Continue to learn.
- Be aware of how the class is being received by the students: does your attendance increase, stay the same, or decrease – and why.

Material

Use the best bridge material and teaching philosophy available

- Offer several methods for learning. Some students prefer to read and will read ahead and reread material presented in the lesson; others use the textbook sporadically.
- Some are note-takers, writing down reactions and the material presented by the lecturer, even though the information is in the text. They write in the text, underline key points, record notes in the margin. Others don't have notebooks and would never write in a text. Some students have highly developed listening skills; others find it difficult to hear.
- Some find talking a powerful tool for absorbing information; others don't like to share thoughts with others.

Additional Deals

There are sixteen extra deals which can be used for practice play sessions after the first four lessons. They are carefully arranged with concepts from all the lessons.

The teacher could also choose to use these deals during some of the lessons to illustrate additional concepts. It's suggested that the deals only be used after the lessons as shown below to avoid bidding concepts that the students have not yet encountered. Here is a summary of the play and bidding concepts:

USE AFTER	DEAL #	DECLARER	NOTES
Lesson 2	26	E	1NT Overcall; Finesse
	27	S	Weak Jump Overcall (Two Level); Promotion
	28	W	Weak Jump Overcall (Three Level)
	30	E	Preemptive Opening; Overcall; Advancing an Overcall; Length
Lesson 3	17	N	Preemptive Opening; Takeout Double; Advancing a Takeout Double; Trumping Losers in Dummy
	21	N	Takeout Double; Takeout Doubler's Rebid; Promotion; Trumping Losers in Dummy
	25	N	Takeout Double to Show a Strong Hand; Trumping Losers (High) in Dummy
	29	N	Weak Two-Bid; Takeout Double; Advancing a Takeout Double; Length
	32	W	Takeout Double; Advancing a Takeout Double
Lesson 4	18	E	Overcall; Negative Double; Length; High Card from Short Side
	19	S	Takeout Double; Responder's Preemptive Raise; Trumping Losers in Dummy
	20	W	Overcall; Responder's Cuebid; Length
	22	E	Two-Level Overcall; Responder's Preemptive Raise; Trumping Losers in Dummy
	23	S	Takeout Double; Impact of Redouble; Finesse
	24	W	Takeout Double; Redouble; Penalty Double
	31	S	Takeout Double; Responder's Preemptive Raise; Cuebid by Advancer

Course Schedule

Although the Teachers' Manual is broken into four lessons, the material can be adapted in a number of ways. The challenge in writing a manual is to have just the right amount of material to fit into a two-hour lesson, or two one-hour segments. However, there is no such thing as an ideal class and the teacher will need to be flexible in adjusting the lessons to meet the needs of the class.

The Four-Week Course

Each lesson is 2 hours long. The four deals are played in the two hours, with the focus on the bidding and the play of the hand. The text can be used to look again at the four deals in the lesson and the students are introduced to "reading" a bridge hand, putting the bidding and play together.

The Six-Week Course

There are sixteen extra deals in the text that are ideally suited for two lessons of supervised play. The deals can be played, turned up dummy style, and discussed. The students look at all fifty-two cards, and discuss the bidding and play. The declarer's ABC's for planning the play can be reviewed and applied to each hand. Or, the students can "bid" the hand first and then turn it face up, ready for discussion.

The Eight-Week Course

After the first four weeks, introduce four weeks of supervised play. First, replay the sixteen deals from the four chapters, with the complete auction and play. Then bid and play the extra deals. Practice using Declarer's Plan on each deal.

Length of Individual Lessons

The lessons are designed for a two-hour class. They can also be used for two one-hour classes.

It's not advisable to have classes of more than two hours in length, although it may seem as if the players are appreciative of the extra time we spend. More important is to present what was advertised. If the class is advertised as two hours, it's important to deliver the material in that time.

The Bridge Basics Series

Overview

The Bridge Basics Series introduces students to up-to-date methods that represent the way the game is played today. The material has been well tested and has met with rave reviews. We look forward to your comments. The series is for beginning players and those who wish to brush up on fundamentals of the game. There will be five textbooks/courses, each with four chapters/lessons and sixteen additional practice deals.

1. An Introduction

- The Basics
- Notrump Opening Bids and Responses
- Major Suit Opening Bids and Responses
- Minor Suit Opening Bids and Responses
- Additional Practice Deals

2. Competitive Bidding

- Preemptive Opening Bids
- Overcalls and Advances
- Takeout Doubles and Advances
- The Competitive Auction
- Additional Practice Deals

3. Popular Conventions

- The Stayman Convention
- Transfer Bids
- Blackwood and Gerber
- Strong Two-Bids
- Additional Practice Deals

4. Declarer Play

- Sure Tricks, Promotion, and Length
- The Finesse
- Trumping and Discarding Losers
- Planning and Strategy
- Additional Practice Deals

5. Defense

- Opening Leads
- Second and Third Hand Play
- Signals
- Planning and Strategy
- Additional Practice Deals

The Student Text

Each student textbook is designed with the reader in mind. There are several special features.

The Binding

The binding is referred to as autobound and has an air pocket in the spine. It can be bent so that the back cover meets the front cover – something we don't generally want to do because it causes the pages to fall out. With autobinding, however, the pages stay in place and the book can now lie flat on a surface. This makes it easy to complete exercises and to read the bridge deals.

Two Colors

Two-color printing makes the text more attractive: the suits are easier to read and the key points can be highlighted.

Footnotes

There are footnotes throughout the books which describe other ways of doing things. The first one on page 2 of Bridge Basics I, for example, references the opening lead, giving the information that in some forms of the game the opening lead is made face down.

Exercises

There are plenty of exercises. They are on facing pages to make it straight-forward for the students to check the answers after completing each exercise.

Practice Deals

There are four practice deals at the end of each chapter. They highlight the concepts introduced during the chapter and include a discussion of the suggested bidding, play, and defense. In each set of four hands, every player is declarer once.

Additional Deals

Sixteen additional deals are included in each book. They're carefully constructed so that:

- Each group of four hands has a different declarer.
- They include a variety of contracts.
- They provide a variety of card play techniques.

The deals could be used for two supervised play classes following the regular set of classes.

Appendices

Additional information is included in appendices. In Bridge Basics 2, for example, a detailed discussion of scoring is in the Appendix.

Glossaries

The glossary at the end of each book includes a reference to the first page on which each term is introduced.

The Courses

Each course includes the following:

Teachers' Manual

For each textbook there is an accompanying Teachers' Manual which provides detailed lesson plans for each chapter/lesson. Although the lesson plans are based on two-hour lessons, they can be easily adapted into one hour (or forty/forty-five minute) lessons. The additional practice deals can be used for supervised play.


The Lessons in the Teachers' Manual are formatted to make them easy to follow during the presentation:

The italics are notes to the teacher.

- Information in point form is the bridge theory the teacher presents to the class.

The boxes contain instructions given to the class.

Textbook references are shaded.

 This graphic indicates a **key point**.

Color-Coded Cards

COLOR-CODED CARDS are available for each book covering the thirty-two practice deals.

Lesson Plans

Lesson 1

Preemptive Opening Bids

Lesson One: Preemptive Opening Bids

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); Name Tags.
- Class Organization:** Arrange the students with (ideally) four people at each table.
- Teacher Tools:** BRIDGE BASICS 2 – TEACHERS’ MANUAL; microphone.

Content

Exercise One	The Preemptive Opening Bid
Exercise Two	Deal #1: A Preemptive Opening Bid in Action
Exercise Three	Scoring
Exercise Four	The Theory of Preempts and the Guideline of 500
Exercise Five	A Practical Guideline for Three-Level Preemptive Openings
Exercise Six	Responding to Three-Level Preemptive Openings
Exercise Seven	Deal #2: Responding to a Preemptive Opening Bid
Exercise Eight	The Weak Two-Bid
Exercise Nine	Deal #3: The Weak Two-Bid in Action
Exercise Ten	Responding to a Weak Two-Bid
Exercise Eleven	Deal #4: The Obstructive Value of a Weak Two-Bid

A note to the teacher

The success of these lesson plans depends on the teacher reading **Important Notes for Teaching This Course**. There is information about using the “cards on the table” method that applies to every lesson. There are tips on how to adapt the lesson plans depending on the experience and skill level of the class. The material is useful for players with a wide range of ability.

The concepts introduced in Lesson One are:

- The concept of preemptive bidding
- Scoring: vulnerability, penalties
- Preemptive opening bids at the three level or higher
- Responding to preemptive opening bids
- Preemptive opening bids at the two level (weak two-bids)
- Responding to weak two-bids
- Review of Declarer’s Plan


The lesson plans are like a script – the teacher/presenter is the actor bringing life to the words through a positive, energetic, professional, well-paced lesson.

A reminder: The italics are notes to the teacher.

- Information in point form is the bridge theory the teacher presents to the class.

The boxes contain instructions given to the class.

Textbook references are shaded.

 This graphic indicates a **key point**.




This graphic indicates that the students could be discussing the question among themselves.

Q./A. Questions are posed in a Socratic style while presenting the material. The key is to avoid naming anyone in particular to give a response. Students can discuss a point for a few minutes. Usually, the class answers all at once. This is important to give an opportunity for “Energy” (see STEAM in the introduction).

Lesson Introduction

Briefly (re)introduce yourself.

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

- In this series of lessons, we're going to look at what happens when both sides are competing for the contract.
 - It's an exciting aspect of the game, so let's get started.
-  • During this series, 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 – The Preemptive Opening Bid

Teachers' Key Point

- To review hand valuation, focusing on high-card points
- To introduce hand valuation based on 'trick-taking' ability.

Student Textbook Reference: pages 1-2.

Opening Remarks

- We're going to look at two hands which, at first glance, appear to have nothing in common. Yet a closer look will reveal that there is a similarity – and that will become a key to how we think about competitive bidding.

Group Activity

Take the cards and sort them into suits. Each player take one suit.

Construct the following hand in front of East.

EAST	
♠	x x x
♥	A K
♦	A K x x
♣	A K x x

Make sure you have read the sections on constructing hands in **Important Notes for Teaching This Course**. To effectively have the participants construct and modify hands requires highly developed skills.

Q. How many high-card points are in the East hand?

A. 21.

- An ace is worth 4 points, a king 3, a queen 2, and a jack 1.
- There are 7 high-card points in hearts – 4 for the ♥A and 3 for the ♥K.
- There are also 7 high-card points in diamonds and in clubs for a total of 21.

Q. How many high-card points are in the remaining three hands?

A. 19.

- There are 40 high-card points in the deck, 10 in each suit. $40 - 21 = 19$.

Q. Does East expect to win the auction?

A. Yes.

- East has the majority of the high cards. Even if West has 0 points, East-West have more high-card points than North-South.

- If the remaining high cards are approximately evenly divided among the other three hands, West should hold about 6 or 7 points, giving East-West a combined total of 27 or 28 points.
- A partnership needs only about 25 or 26 combined points for a reasonable chance to make a game contract, so East can expect the partnership is headed for game unless West has a very weak hand.

Q. Does East expect to make whatever contract the partnership reaches?

A. Yes.

- This is a strong hand.

Q. If North-South outbid East-West during the auction, does East expect to defeat them?

A. Yes, probably.

- East can expect to take at least 6 tricks on defense unless the North-South hands are very distributional – with singletons or voids.
- West may contribute one or more defensive tricks.

Q. How many playing tricks does East have?

A. 6.



- A **playing trick** is one that we expect to take during the play if our side wins the auction in our choice of trump suit or notrump.
- East expects to win at least six tricks: the ♥A-K, the ♦A-K, and ♣A-K.

Pick up your suit from the East hand.

Construct the following hand in front of North.

NORTH	
♠	K Q J 10 9 8 7
♥	x
♦	x x x
♣	x x

Q. How many high-card points does North have?

A. 6.

- 3 points for the ♠K, 2 points for the ♠Q, and 1 point for the ♠J.

Q. How many high-card points are in the remaining three hands?

A. 34.

- There are a total of 40 high-card points in the deck. $40 - 6 = 34$.

Q. Does North expect to win the auction?

A. Unlikely.

- If the remaining 34 high-card points are approximately evenly divided among the other three players, South would hold about 11 or 12 points, giving North-South a total of 17 or 18 high-card points.
- That would leave East-West with about 22 or 23 points, the majority of the high-card strength.

Q. Does North expect to make the contract if North and South do win the auction?

A. Unlikely.

- Unless South has a strong hand, East and West are likely to have enough high-card strength to defeat any contract that North-South reach.

Q. If East and West win the auction, does North expect to defeat the contract?

A. Unlikely.

- North doesn't have a single sure trick to contribute on defense.
- Even if North can promote spade winners by driving out the ♠A, North can't regain the lead to take the winners.

Q. How many playing tricks does North have?

A. Six.

- With this hand, North-South would want to make spades the trump suit.
- Once the ♠A is driven out, North's six remaining spades are all winners.

Q. What does this hand have in common with the East hand we constructed?

A. Both have six playing tricks.

- Since bridge is a trick-taking game, the fact that this hand has as many playing tricks as a hand with 21 high-card points is an important concept.
- We would like to compete for the contract with this hand as much as we would want to compete with the 21-point hand.

Q. If North were the dealer, could North open the bidding with 1♠ with this hand?

A. No.

- An opening bid of 1♠ would promise a hand worth about 13 or more points.
- This hand is only worth 9 points: 6 high-card points plus 3 length points for the seven-card suit.
- Partner would expect more strength if we were to open 1♠ and we might get the partnership too high on the Bidding Ladder.

Preemptive Opening Bids

- We'd like to compete for the contract with this type of hand, where we have a long suit worth lots of playing tricks but less than the values for an opening bid at the one level.
 - To take advantage of such hands, we can make a **preemptive opening bid** at the three-level, 3♠!
 - We're going to look at the guidelines for preemptive opening bids in more detail later.
- For now, it's enough to know that an opening bid of 3♣, 3♦, 3♥, or 3♠ shows:



- A good seven-card suit and ...
- Fewer than 13 points.

If a student asks why the three level is used and not the two level, mention that opening bids at the two level will be discussed later.

- One of the advantages of a three-level preemptive opening bid is that it is descriptive. It tells partner that we have a good seven-card suit with about six playing tricks provided our suit becomes the trump suit, but we also have less than the values for an opening bid at the one level.
- At the same time, a preemptive opening bid also makes it difficult for the opponents to reach their best contract if they have the majority of the strength.

Pick up your suit from the North hand.

North, take the 3♠ bid from the Bidding Box and put it in front of you.

Construct the following hand in front of East.

NORTH

3♠

EAST

♠ x x

♥ A K x x x

♦ A J x x

♣ Q x

- We can see that North's 3♠ opening bid creates a challenge for East.
- East is going to have to make a bidding decision at the three level or higher.
- Talk among yourselves and decide what call East might make.



There will be three different answers: Pass, 4♥, or Double. If this course is being given right after Bridge Basics 1, they will choose between Pass and 4♥.

Q. What is East's best call?

A. It's unclear.

- S. J. Simon, over fifty years ago, in his book WHY YOU LOSE AT BRIDGE, gave advice that is relevant today:

“It's a paradox that the secret of satisfactory defense against nuisance (preemptive) bids is that there isn't one.”

- He says this about East's decision:

“No getting away from it. You are in a spot. You can bid 4♥ and you may come an unholy cropper or you can pass and perhaps miss a slam. Whatever you do, you may get a filthy result. The point to realize is this: Abandon all hope of a scientifically reached par result.”

- What would gold medalist – and Bill Gate's coach - Fred Gitelman bid with this hand?

“4♥ is certainly a dangerous overbid, but you gotta do what you gotta do! If I pass, I can't depend on my partner to come into the auction on a lot of hands where 4♥ is a good spot.”

- Henry Francis, Hall of Fame member and editor of THE OFFICIAL ENCYCLOPEDIA OF BRIDGE, has this to say:

“Pass. 4♥ is too unilateral. Partner still has a bid coming.”

If you're giving this course to an experienced group, you could mention that Shawn Quinn, one of the world's top-ranked female players, and Andrew Robson, European and North American Champion, chose to double.

- S. J. Simon made a good point. There is no clear call after an obstructive 3♠ opening. It's a matter of opinion.

Observations

- Bridge is a trick-taking game, so it seems reasonable that hands with a good source of playing tricks should be able to compete for the contract.
- An opening bid at the three level in a suit is a preemptive opening bid. It shows a hand with less than the values for an opening bid at the one level but a long suit with a lot of playing tricks.
- The advantage of a preemptive opening bid is that it is both constructive – describing the hand to partner – and obstructive – interfering with the opponents' bidding.

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 Two – Deal #1: A Preemptive Opening Bid in Action

👉 Teachers' Key Point

- To let the students experience, without interference from the instructor, the obstructive nature of a preemptive opening bid.

Student Textbook Reference: Deal #1: pages 34-35.

Opening Remarks

- We're going to play a deal that puts us into the middle of a competitive auction.

Group Activity

Distribute the **COLOR-CODED CARDS** for Deal #1. The players turn their 13 cards face down and distribute them according to color, following the Guide Card in the middle of the table.

Refer to the Introduction for notes on instructing the students on how to use the **COLOR-CODED CARDS**.

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

Bid and play Deal #1. North is the dealer. You have 7½ minutes to play as many cards as you can.

If you finish before that time, turn all four hands face up, dummy style, and discuss the deal with the others at your table. You can consider the best contract for both sides and how the auction should go.

After 7½ minutes give the following instructions:

It's time to look at the deal so, even if you haven't completed the play, turn your hand face up and arrange it dummy style in front of you.

All 52 cards should be face up on the table, arranged neatly in columns, dummy style, in front of each player.

This format will be the same for all the deals, but these directions won't be repeated in the Manual.

The Bidding

Focus on the North hand - North is the dealer.

Q. What opening bid could North choose to make?

A. 3♠.

- North has only 6 high-card points plus 3 length points for the six-card suit. The total of 9 points is not enough to open the bidding at the one level.
- However, North has a good seven-card suit, worth six playing tricks.

Focus on the East hand.

Q. If East were the dealer, what would East bid?

A. 1♦.

- East has 13 high-card points, enough to open the bidding at the one level.
- With no five-card major suit, East would open the longer minor suit, 1♦.

Q. What would East do after North opens 3♠?

A. Pass?

- East doesn't want to bid 4♦, starting the auction for East-West at the four level and contracting for 10 tricks.
- We'll look at other options for East later in the course, but it would be reasonable for East to simply pass, perhaps hoping to defeat North's 3♠ contract.

Students taking the course directly after Bridge Basics 1 are not yet familiar with the double. Even if they were, it isn't clear to take any action with the East hand.

Focus on the South hand.

Q. What does South know about North's hand?

A. Weak with a good seven-card suit.

Q. Does South have a better contract to suggest?

A. No.

- South has only one spade, but North is describing a hand with a seven-card suit, so the partnership has an eight-card fit.

Q. What call should South make?

A. Pass.

Focus on the West hand.

Q. If West were the dealer, what would West bid?

A. 1♦.

- West has 13 high-card points, enough to open the bidding at the one level.

Q. What would West do after North opens the bidding 3♠ and East and South pass?

A. Pass?

- West is in an uncomfortable spot. There isn't a clear right answer.
- Even the experts would have different opinions.

Again, the students might not be familiar with the double. West could make a takeout double with this hand, but it's not clear cut and it's uncertain how the East-West auction might go thereafter.

The Play

- Let's see what happens if North plays in a contract of 3♠.

East and West, turn your hands face down.

North, keep the order of your suits intact. South, place your suits, dummy style, opposite North's suits: spades opposite spades; hearts opposite hearts; etc.

East, lead the ♦K.

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

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

- Let's count the playing tricks North will take with spades as the trump suit.

Spades	6 – after the ♠A is driven out
Hearts	0
Diamonds	1
Clubs	0
Total	7

Q. The 3♠ contract will be defeated two tricks. Is this a bad result for North-South?

A. Not necessarily.

- East-West will score points for defeating the 3♠ contract.
- However, East-West might have scored even more points if they were able to play in their best contract.
- Let's see what contract East-West might reach if North had passed instead of opening 3♠.

North and South, turn your hands face down. East and West, turn your hands face up.

South, lead the ♠4.

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	EAST
♠ 6 3	♠ A 5 2
♥ A K 7 2	♥ 9 6 3
♦ 8 5 4 2	♦ K Q J 10
♣ A Q 2	♣ K 5 3
SOUTH	
♠4	

- Let's count the playing tricks in the combined hands.

Spades	1
Hearts	2
Diamonds	3 – After the ♦ A is driven out.
Clubs	3
Total	9

Q. What game contract could East-West make?

A. 3NT.

- A game contract of 3NT requires nine tricks.

Q. If North had passed, what would East bid?

A. 1♦.

- With 13 high-card points and no five-card major suit, East opens the longer minor suit.

Q. What would West respond?

A. 1♥.

- West can bid a four-card or longer suit at the one level.
- The 1♥ response – a new suit – is forcing. East must bid again.

Q. What would East rebid?

A. 1NT.

- With a balanced hand, East could rebid 1NT.

Q. What would West rebid?

A. 3NT.

- West has 13 high-card points and East has also promised 13 points. West knows **HOW HIGH**, game.
- The partnership doesn't have an eight-card or longer major suit fit, so West also knows **WHERE**, notrump.



It's a good idea to have the class play 3NT with East as the declarer. They can then experience why North doesn't take many spade tricks. (There's no need to discuss the value of holding up with the ♠A on this deal. That's a concept that can be left until Bridge Basics 3.)

Observations

- East and West could bid and make a game contract of 3NT on this deal.
- If North and South win the auction in 3♠, they will be defeated two tricks.
- Which is the better result for North-South? To answer this question, we need to take a closer look at how the game is scored.

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 all 13 cards in your suit and turn them face down on the table, ready to use after we discuss scoring.

Exercise Three – Scoring

Teachers' Key Point

- To show how the scoring impacts competitive bidding decisions.
- To introduce the terms vulnerability and double.

Student Textbook Reference: pages 3-5.

Opening Remarks

- There are both advantages and risks in making a preemptive bid. North's 3♠ opening on the previous deal made it difficult for East-West to reach their best contract of 3NT. However, North was defeated two tricks in the 3♠ contract. Was the opening preemptive bid effective? The answer lies in understanding how the game is scored.

Group Activity

- Points are scored in three ways:
 - **Trick score** – points are awarded for the tricks taken when we make our contract.
 - **Bonuses** – extra points are awarded for bidding and making various contracts, such as a game contract of 3NT.
 - **Penalties** – points are awarded for defeating the opponents' contract.
- The exact bonuses that are awarded depend on the format in which the game is played and scored: duplicate bridge, rubber or social bridge, or Chicago. There are details about the differences in Appendix 1 of the textbook. For our purposes, we will focus on duplicate bridge scoring.

Trick Score

Look at the section on Trick Score on page 4 of the textbook.

- Minor suit contracts – clubs and diamonds – are worth 20 points per trick.
- Major suit contracts – hearts and spades – are worth 30 points per trick.
- Notrump contracts are worth 40 points for the first trick and 30 points for each subsequent trick.
- We get the trick score for the tricks we bid, not the number of tricks we actually have to take to make the contract. The first six tricks – the book – don't count in the trick score.
- A contract of 1♦ is worth 20 points.
- We have to take seven tricks to make 1♦ but we only get the trick score for the 'one' that we bid. The first six tricks don't count toward the trick score.
- A contract of 2♠ is worth 60 (30 + 30) points.
- A contract of 3NT is worth 100 points (40 + 30 + 30).

Game

- A total trick score of 100 or more points is a **game**.
- So, a contract of 3NT is a game contract ($40 + 30 + 30 = 100$).
- A contract of 4♥ or 4♠ is worth 120 points ($30 + 30 + 30 + 30$).
- A contract of 5♣ or 5♦ is worth 100 points ($20 + 20 + 20 + 20 + 20$).

Vulnerability

- One factor that affects bonuses and penalties is **vulnerability**.
- A partnership can be **non vulnerable** or **vulnerable**.
- How vulnerability is assigned depends on the format of the game. In duplicate bridge, vulnerability is assigned on each deal.
- The key point about vulnerability is that bonuses and penalties are higher when we are vulnerable than when we are non vulnerable.

If you have duplicate boards available, you can show the students how the vulnerability is marked on each board.

Bonuses

Look at the section on Bonuses on page 4 of the textbook.

- The bonus for bidding and making a non vulnerable game contract is 300 points.
- The bonus for making a vulnerable game is 500 points.
- The bonus for making a **partscore** – a contract with a trick value of less than 100 points – is 50 points. It doesn't depend on vulnerability.
- The total score – trick score plus bonus – for bidding and making a contract of 3NT when the partnership is non vulnerable is 400.
 - The trick score is 100 ($40 + 30 + 30$).
 - The non vulnerable game bonus is 300 points.
- The score for bidding and making 4♥ when vulnerable is 620.
 - The trick score is 120 ($30 + 30 + 30 + 30$).
 - The vulnerable game bonus is 500 points.
- If we took ten tricks in a vulnerable 3♥ contract we would get 170 points.
 - The trick score for 3♥ is 90 ($30 + 30 + 30$).
 - We only get a partscore bonus of 50 points since we did not bid to a game contract.
 - The extra trick is called an **overtrick** and we simply get the trick value of 30 points added to the total score.

The Double

- Another factor that can affect the size of bonuses and, more importantly, the size of penalties is the **penalty double**.
- The side that doesn't win the auction can double the contract if it feels that declarer can't make the required number of tricks.
- ☞ • We'll discuss the double in more detail later. For now, the key point is that double can dramatically affect the size of the penalty if the contract is defeated.

Penalties

Look at the section on Penalty Points on page 5 of the textbook.

- The penalty awarded for defeating a contract depends on both the vulnerability and whether the contract is doubled.
- If we are not doubled, the penalty is 50 points per trick if our side is non vulnerable and 100 points per trick if we are vulnerable.
- If we are doubled and defeated, we could lose a lot – it happens on occasion to the best players in the world!

Observations

- Let's see how all this information about scoring impacts North's decision to open with a preemptive bid of 3♠ on Deal #1.
- Let's assume that both sides are non vulnerable.
- The penalty for North being defeated two tricks non vulnerable and undoubled is 100.
 - The penalty is 50 points per trick when non vulnerable and undoubled.
 - East-West would get 100 points for defeating the contract two tricks.
- If East-West bid and made a non vulnerable contract of 3NT, they would get 400 points.
 - The trick score would be 100 points (40 + 30 + 30).
 - The bonus for bidding and making a non vulnerable game is 300 points.

Q. Would North's preemptive opening bid of 3♠ have been successful if that was the final contract?

A. Yes.

- North-South would have lost only 100 points instead of 400 points.

Q. Looking at the table at the bottom of page 5, would North's 3♠ bid still have been successful if it had been doubled for penalty by East-West?

A. Yes.

- East-West would receive a penalty of 300 points (100 + 200) for defeating 3♠ by two tricks non vulnerable.
- North-South would have lost only 300 points instead of 400 points for letting East-West bid and make their 3NT contract.



- In conclusion, preemptive bids can be effective, even if we are defeated ... provided we know how much we can afford to lose in comparison to the value of the opponents' potential contract.
- The textbook has exercises which can be used to practice scoring. For now, we'll simply look at preemptive bidding from the general perspective of how the game is scored.

Closing Instructions

Each player should have one suit.

Exercise Four – The Theory of Preempts and the Guideline of 500

Teachers' Key Point

- Briefly discuss the theory of preempts and the Guideline of 500 and the Rule of Two and Three.

Student Textbook Reference: page 6.

Opening Remarks

- The rationale behind a preemptive opening bid is that we are expecting to be defeated – unless partner has a strong hand – but are hoping the penalty will be less than the value of the potential contract the opponents could make.
- Deliberately **overbidding** is referred to as a **sacrifice**. We are willing to sacrifice a few penalty points in exchange for the larger score the opponents would get for bidding and making their game, or even slam, contract.
- However, we don't want to be penalized for more than the value of the opponents' potential contract.
- Let's see how this works for a preemptive opening bid at the three level.

Group Activity

- The total score for bidding and making a non vulnerable 3NT game is 400.
 - The trick score is 100 points (40 + 30 +30).
 - The non vulnerable game bonus is 300 points.
- The score for bidding and making a vulnerable 3NT game is 600.
 - The trick score is 100 points (40 + 30 +30).
 - The vulnerable game bonus is 500 points.



- So, **the value of a game contract is approximately 500 points.**
- We can assume that, if we can't make our contract, the opponents can likely make a game contract.
- So, we are willing to sacrifice up to 500 points to prevent the opponents from reaching their game contract, but we don't want to sacrifice more than 500 points.
- This is referred to as the **Guideline of 500** ... or, less accurately, the **Rule of 500**.
- How do we know how many tricks we can take? Let's go back to the North hand from Deal #1.

Construct the following hand in front of North.

NORTH							
♠	K	Q	J	10	9	8	7
♥	x	x					
♦	x	x					
♣	x	x					

Q. How many playing tricks does North have?

A. Six.

- Once the ♠A is driven out, North will have six promoted winners with spades as the trump suit.

Q. Suppose North is non vulnerable. Is it safe to open with a preemptive bid of 3♠?

A. Yes.

- If the opponents double 3♠ for penalty, they will get at most 500 points (100 + 200 + 200).
- So, the hand falls within the Guideline of 500.

Observations

- The theory behind opening a preemptive bid with this type of hand is that we have a lot to gain and very little to lose.
- At worst, we break even, when the opponents double and collect a penalty approximately equal to the value of the contract they could make.
- At best, the opponents will misjudge what to do:
 - They may be unable to double for penalty ... as on Deal #1.
 - They may not be able to defeat our contract if partner can provide some tricks.
 - Since we have taken away a lot of bidding room, they may bid too much or too little and finish in the wrong contract.
- The Guideline of 500 is sometimes referred to as the **Rule of Two and Three**, since we can generally afford to overbid by two tricks when vulnerable and three tricks when non vulnerable. The penalty in both cases would be 500 points if we were doubled.

Closing Instructions

Leave the North hand face up on the table for the next exercise.


Exercise Five – A Practical Guideline for Three-Level Preemptive Openings

Teachers' Key Point

- Introduce a more straightforward guideline for preemptive opening bids.

Student Textbook Reference: pages 7-9.

Opening Remarks

- The Guideline of 500 is the general idea behind preemptive opening bids but, in practice, it's a challenge to apply.
- It isn't always easy to estimate the number of playing tricks we have or to take into account factors such as vulnerability.
-  • Instead, most players use a more straightforward guideline to decide whether to open a preemptive bid at the three level:
 - **A long suit** – usually a seven-card suit with two of the top three or three of the top five cards in the suit.
 - **A weak hand** – less than the values for an opening bid at the one level.
- Let's take a closer look.

Group Activity

Look at the hand in front of North.

NORTH	
♠	K Q J 10 9 8 7
♥	x x
♦	x x
♣	x x

If necessary, have the students construct the hand.

Q. Does this hand meet the straightforward guideline for a preemptive opening bid of 3♠?

A. Yes.

- It has a good seven-card suit with two of the top three honors, the ♠K and ♠Q.
- There are only 6 high-card points plus 3 for length – less than values for an opening bid at the one level.
- With this hand, it is also easy to determine that we have exactly six playing tricks.

Change the North hand:

In spades: take away the ♠Q; add the ♠A.

In hearts: take away a low heart.

In diamonds: add a low diamond.

NORTH

♠ A K J 10 9 8 7

♥ x

♦ x x x

♣ x x

Q. What would North open with this hand?

A. 3♠.

- North has a good seven-card suit with two of the top three honors, the ♠A and ♠K.
- North has only 8 high-card points plus 3 length points, for a total of 11 – less than the values for an opening bid at the one level.

Q. How many playing tricks does North have?

A. Six or seven.

- North can take at least six spade tricks. After playing the ♠A and ♠K, four more tricks can be promoted by driving out the ♠Q if it has not already appeared.
- There is a good chance that North might take seven tricks with this hand. The ♠Q might fall when the ♠A and ♠K are played – if the six missing spades are divided 2-2-2 in the other three hands, for example.
- This would be a sound preemptive opening bid even if North is vulnerable. Since North is likely to take seven tricks, the penalty would be no more than 500 points – down 2 doubled and vulnerable. So it falls within the Guideline of 500.

Change the North hand:

In spades: take away the ♠A; add a low spade.

NORTH

♠ K J 10 9 8 7 x

♥ x

♦ x x x

♣ x x

Q. What would North open with this hand?

A. 3♠.

- The hand still qualifies for a preemptive opening bid at the three level.
- North has a good suit with three of the top five honors, the ♠K, ♠J, and ♠10.
- North has less than the values for an opening bid at the one level ... 4 high-card points plus 3 length points.

Q. How many playing tricks does North have?

A. Five?

- North should take at least five spade tricks even if South has no help in the suit. The ♠K can be used to drive out the ♠A and the ♠J can be used to drive out the ♠Q, promoting North's remaining five spades into winners.
- North might even take six spade tricks with the help of a finesse by leading a spade from the South hand. North might be able to trap the ♠Q in the West hand, for example.

You could illustrate this by laying out the missing spades with ♠Q-x in the West hand to review the concept of a finesse.

- We can see why it can become challenging to estimate the number of playing tricks in a hand. It's easier to use the guideline of a good seven-card suit and a weak hand.
- Since there might be only five playing tricks, this is the type of hand where we might want to consider the vulnerability. If our side is vulnerable, the penalty could be more than 500 points if we choose to open a preemptive 3♠ with this hand. We might choose to pass.

You can mention that the modern style is to be fairly 'liberal' about the Guideline of 500. Many of today's players would open 3♠ with this hand even when vulnerable. There's generally more to gain than to lose.

Change the North hand:

**In spades: take away the ♠K, ♠10, and ♠9;
add three low spades.**

NORTH

♠ J 8 7 x x x x
♥ x
♦ x x x
♣ x x



Q. What would North do with this hand as the dealer?

A. Pass.

- The hand has a seven-card suit and less than the values for an opening bid at the one level, but the suit isn't good enough for a preemptive opening bid at the three level.
- There's no guarantee of taking more than about three or four tricks with spades as the trump suit. If North were to be doubled in 3♠, the penalty could be much greater than 500 points.

Change the North hand:

**In spades: take away two low spades;
add the ♠A and ♠Q.**

**In diamonds: take away two low diamonds;
add the ♦A and ♦Q.**

NORTH

♠ A Q J 8 7 x x
♥ x
♦ A Q x
♣ x x



Q. What would North open with this hand?

A. 1♠.

- There is a good seven-card suit but the hand has enough strength to open the bidding at the one level.
- There are 13 high-card points plus 3 length points for the seven-card suit.
- Preemptive opening bids describe hands unsuitable for an opening bid at the one level.

Observations



- A three-level preemptive opening bid – 3♣, 3♦, 3♥, or 3♠ – serves two purposes.
 - It's an obstructive bid designed to make it more difficult for the opponents to enter the auction and find their best contract.
 - It's also a descriptive – constructive – bid, showing a good seven-card suit but fewer than 13 points.



- Typically, the preemptive opening bid promises about six playing tricks if the contract is played in the long suit.
- Now we'll see how responder – the preemptor's partner – uses this information to decide **HOW HIGH** and **WHERE** the partnership belongs.

Closing Instructions

Pick up your suit from the North hand. Each player has one suit.

Exercise Six – Responding to Three-Level Preemptive Openings

Teachers' Key Point

- Responder's decision focuses on playing tricks rather than high-card points.

Student Textbook Reference: pages 10-14.

Opening Remarks

- When partner opens with a preemptive bid at the three level, responder imagines about six playing tricks in partner's hand.
- Responder then focuses on the possible combined number of tricks to decide **HOW HIGH** and **WHERE** the partnership belongs.

Group Activity

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

East, place a Pass in front of you.

Construct the following hand in front of South.

NORTH		
3♠		
		EAST
		PASS
SOUTH		
♠	—	
♥	K x x x x	
♦	K Q x	
♣	A J x x x	

Q. Approximately how many tricks does North's 3♠ opening bid show?

A. Six.

- North could have as few as five or as many as seven tricks, but six is a reasonable assumption.

Q. How many tricks can we contribute to the partnership?

A. Two or three.

- The ♣A is a sure trick.
- The ♦K-Q can be used to promote a winner in that suit.
- The ♥K might produce a trick if the ♥A is favorably located.

Q. How many combined tricks is the partnership likely to make?

A. Eight or nine.

- North has about six tricks and South has two or three.
- That isn't enough for the partnership to make a game contract in spades.

Q. Why should South not consider a notrump contract?

A. It's better to play with spades as the trump suit.

- North has only promised about six playing tricks if spades is the trump suit.
- In a notrump contract, North's hand might provide no tricks at all.
- There may be no way to reach North's hand since South doesn't have a single spade to lead.
- Even if South could get to North's hand once to lead spades and establish some winners, there will no way to get back to North's hand to take those winners.
- In general, don't consider playing in notrump with no fit for partner's suit.

Q. What call should South make?

A. Pass.

- The partnership is already high enough – or perhaps too high – in a contract of 3♠.
- South has 13 high-card points plus 1 length point for the five-card heart suit and 1 length point for the five-card club suit. That's enough to open the bidding at the one level but, when responding to a preemptive opening bid, we focus on tricks, not points.

Change the South hand:

In spades: add the ♠K, ♠Q, and a low card.

In diamonds: take away ♦K, ♦Q, and low card.

NORTH

3♠

EAST

PASS

SOUTH

♠ K Q x

♥ K x x x x

♦ —

♣ A J x x x

Q. What should South respond with this hand when North opens 3♠?

A. 4♠.

- This hand has exactly the same high-card strength and distribution as the previous hand but, with the fit in spades, it is likely to provide enough tricks for the partnership to make a game.
- Both the ♠K and ♠Q are likely to provide tricks because they are in partner's long suit.
- The ♣A is a sure trick and the ♥K might provide a trick if the ♥A is favorably located.
- In addition, North should be able to trump a diamond with a low spade in the dummy – the South hand – because of the diamond void.
- So, the South hand is likely to provide four or five tricks in a spade contract, enough for the ten-trick game when North has five or six tricks.



- In general, the better the fit responder has for opener's suit, the more responder can afford to bid.
- This can even be true when responder has a weak hand ... but for a different reason.
- Let's see why.

Change the South hand:

In spades: take away the ♠Q; add two low cards.

In hearts: take away the ♥K and two low cards.

In diamonds: add a low card.

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

NORTH

3♠

EAST

PASS

SOUTH

♠ K x x x

♥ x x

♦ x

♣ J x x x x x

Q. Does South expect to make game when North opens 3♠?

A. No.

- South can expect to provide one trick with the ♠K and North may be able to ruff one or two diamonds or hearts in the South hand, but the partnership is very unlikely to have enough tricks to make 4♠.

Q. Why might South consider bidding 4♠ anyway?

A. As a further preemptive action.

- One reason for North's preemptive opening bid is to make it difficult for the opponents to find their best contract.
- When responder has a good fit but a weak hand, responder can raise to make it even more difficult for the opponents to reach their best contract.
- **Responder raises out of weakness rather than strength as a further preemptive action.**
- Let's see why that can be effective.



Leave the South hand on the table and construct the following hand in front of North.

NORTH

♠ A Q J x x x x

♥ x x

♦ x x x

♣ x

SOUTH

♠ K x x x

♥ x x

♦ x

♣ J x x x x x

- North has a reasonable 3♠ opening bid with a good seven-card suit and less than the values for an opening bid at the one level.

Q. How many high-card points do East and West have?

A. 29.

- North has 7 high-card points and South has 4, for a total of 11.
- There are 40 high-card points in the deck, so East and West have 29 (40 – 11).

Q. Do East-West have enough combined strength for a game contract?

A. Yes.

- About 25 or more points are usually enough for a game contract.

Q. Do East-West have a suitable trump fit?

A. Yes.

- Since North and South have only four hearts between them, East and West have a nine-card fit in hearts.
- Similarly, East and West have a nine-card fit in diamonds.
- **So, East-West should be able to make at least a game contract with hearts or diamonds as the trump suit.**
- In fact, surprising as it may seem, East-West can take at least 12 tricks with either hearts or diamonds as the trump suit – a small slam!

Turn the North and South hands face down.

Shuffle the remaining 26 cards and deal them to East and West.

Turn the East and West hands face up, dummy style on the table.



Q. If East-West are in a contract with hearts as trumps, how many tricks will they make?

A. 12 or 13.

- East and West can take at least 12 tricks with hearts as the trump suit.
- East and West could also take at least 12 tricks with diamonds as the trump suit.



- In summary, when partner opens with a preemptive bid and we have a good fit but a weak hand, consider raising out of weakness rather than strength. The opponents can certainly make at least a game contract and perhaps a slam contract – which gets them a large bonus.

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

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 all 13 cards in your suit.

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

East, place a Pass in front of you.

Construct the following hand in front of South.

NORTH	
3♦	
	EAST
	PASS
SOUTH	
♠ A K J x x x	
♥ A Q J x x	
♦ x	
♣ x	

Q. North opens 3♦ and East passes. Is it possible that North-South can make a game contract in spades or hearts?

A. Yes.

- Although North has a seven-card diamond suit, North could still hold two or three spades or hearts and the partnership could have an eight-card major suit fit.
- When responder isn't sure **HOW HIGH** and **WHERE** the contract belongs after partner opens with a preemptive bid at the three level, responder can bid a new suit.
- **A new suit by responder below the game level is forcing** – opener must bid again.

Q. What could South respond to get more information when North opens 3♦?

A. 3♠.

- The response in a new suit is forcing.
- Since South is suggesting a different trump suit, knowing that North has a long diamond suit, South will typically have at least a good five-card suit and likely a six-card suit or longer. So, North can raise with two- or three-card support.
- If North doesn't like spades and rebids 4♦, South could next try 4♥, trying to get North to choose one of the major suits.
- This type of auction is rare. Responder usually passes or raises opener's suit. Responding in notrump or a new suit is unusual. However, the key point is for opener to know that a new suit by responder is forcing, if the situation does arise.

Observations

- A three-level preemptive opening bid is very descriptive: a good seven-card suit with fewer than 13 points and typically about six playing tricks.
- Responder uses this information to decide **HOW HIGH** and **WHERE** the partnership belongs.
- With less than three-card support, responder usually passes except with enough tricks to expect to make game – about four or more tricks.
- With three-card or longer support, responder can raise for one of two reasons:
 - Expecting to make the contract or
 - Out of weakness, trying to make it even more challenging for the opponents to find their best contract.
- If responder is unsure **HOW HIGH** and **WHERE** the partnership belongs, responder can bid a new suit. A new suit – below the game level – is forcing.

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 #2: Responding to a Preemptive Opening Bid

Teachers' Key Point

- To let the students experience a preemptive opening bid and response.

Student Textbook Reference: Deal #2: pages 36-37.

Opening Remarks

- We're going to play a deal that illustrates how to reach the best contract after partner opens with a preemptive bid.

Group Activity

Distribute the **COLOR-CODED CARDS** for Deal #2.

<p>DEAL: 2 DEALER: EAST VUL: <b style="color: red;">N-S</p> <div style="border: 1px solid black; padding: 5px; margin: 10px 0;"> <p style="text-align: center;">WEST</p> <p>♠ A K 4 2 ♥ 9 ♦ A J 8 2 ♣ A 8 5 2</p> </div>	<p style="text-align: center;">NORTH</p> <p>♠ 9 6 5 ♥ A 6 ♦ K 10 7 5 ♣ K Q J 9</p> <p style="text-align: center;">SOUTH</p> <p>♠ Q J 10 8 ♥ 5 4 2 ♦ Q 9 4 3 ♣ 6 3</p>	<table border="1" style="width: 100%; text-align: center; border-collapse: collapse;"> <tr> <td style="padding: 5px;">WEST</td> <td style="padding: 5px;">NORTH</td> <td style="padding: 5px;">EAST</td> <td style="padding: 5px;">SOUTH</td> </tr> <tr> <td style="padding: 5px;">4♥</td> <td style="padding: 5px;">Pass</td> <td style="padding: 5px;">3♥ Pass</td> <td style="padding: 5px;">Pass Pass</td> </tr> </table> <div style="border: 1px solid black; padding: 5px; margin-top: 10px;"> <p>DECLARER: East OPENING LEAD: ♠Q by South</p> </div>	WEST	NORTH	EAST	SOUTH	4♥	Pass	3♥ Pass	Pass Pass
WEST	NORTH	EAST	SOUTH							
4♥	Pass	3♥ Pass	Pass Pass							

Bid and play Deal #2.

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. East and West are not vulnerable. What opening call could East choose to make?

A. 3♥.

- East has only 6 high-card points plus 3 length points for the seven-card suit. The total of 9 points is not enough to open the bidding at the one level.
- However, East has a good seven-card suit with two of the top three honors.
- The East hand has six playing tricks with hearts as the trump suit.
- Since East-West are non vulnerable, the East hand falls within the Guideline of 500. Even if East is doubled and defeated three tricks, the penalty would be only 500 points (100 + 200 + 200).
- So, East's hand is ideal for starting with a preemptive opening bid at the three level, 3♥.

Focus on the South hand.

Q. What call would South make after East opens 3♥?

A. Pass.

- East has only 5 high-card points and no interest in entering the auction.

Focus on the West hand.

Q. What does West know about East's hand?

A. Weak with a good seven-card suit and about six playing tricks.

Q. How many tricks can West provide?

A. Four.

- West has four sure tricks – the ♠A, ♠K, ♦A, and ♣A.

Q. How many combined tricks can East visualize the partnership making?

A. Ten.

- East has six tricks and West has four tricks, for a total of ten.

Q. **WHERE does the partnership belong?**

A. Hearts.

- East has seven hearts and West has one. So the partnership has an eight-card major suit fit.
- Also, East's hand is only likely to provide six playing tricks if hearts is the trump suit.

Q. What call should East make?

A. 4♥.

- 4♥ will give the partnership a game bonus if East can make it.

Focus on the North hand.

Q. What call would North have made as dealer?

A. 1♦ (1♣).

- North has 13 high-card points, enough to open the bidding at the one level.
- With no five-card major, North would open a minor suit. With four clubs and four diamonds, the guideline is to open 1♦.

Q. What call would North make after East opens 3♥ and West raises to 4♥?

A. Pass.

- North doesn't have enough strength to want to enter the auction at the four level or higher.

Focus on the East hand.

Q. What call would East make after West has raised to 4♥?

A. Pass.

- East has already described the hand with the 3♥ opening bid.
- West hasn't asked for any more information, which West could have done by bidding a new suit.
- East doesn't know whether West has raised because of strength – expecting to make a game contract – or out of weakness – trying to prevent North-South from finding their best contract.
- 👉 • As a general guideline, we **never bid again after making a preemptive bid unless partner makes a forcing bid**. We have already described our hand, and any further bidding is left to our partner. Partner knows what we have; we don't know what partner has.

Focus on the South hand.

Q. What call does South make?

A. Pass.

- South's pass ends the auction.

The Play

- Let's see what happens if East plays in a contract of 4♥.

<p>North and South, turn your hands face down.</p> <p>South lead the ♠Q.</p> <p>Only 27 cards are face up on the table ... the East and West hands and South's lead. Focus on the East-West hands.</p>	<p>NORTH</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%;">WEST (Dummy)</td> <td style="width: 50%;">EAST (Declarer)</td> </tr> <tr> <td>♠ A K 4 2</td> <td>♠ 7 3</td> </tr> <tr> <td>♥ 9</td> <td>♥ K Q J 10 8 7 3</td> </tr> <tr> <td>♦ A J 8 2</td> <td>♦ 6</td> </tr> <tr> <td>♣ A 8 5 2</td> <td>♣ 10 7 4</td> </tr> </table> <p>SOUTH</p> <p>♠Q</p>	WEST (Dummy)	EAST (Declarer)	♠ A K 4 2	♠ 7 3	♥ 9	♥ K Q J 10 8 7 3	♦ A J 8 2	♦ 6	♣ A 8 5 2	♣ 10 7 4
WEST (Dummy)	EAST (Declarer)										
♠ A K 4 2	♠ 7 3										
♥ 9	♥ K Q J 10 8 7 3										
♦ A J 8 2	♦ 6										
♣ A 8 5 2	♣ 10 7 4										

- Let's count the playing tricks East, as declarer, will take with hearts as the trump suit.

Spades	2
Hearts	6 – After driving out the ♥A
Diamonds	1
Clubs	1
Total	10

Q. If South leads the ♠Q, which suit should declarer play after winning a trick with one of dummy's high spades?

A. Hearts.

- As a general guideline, declarer wants to try and draw the defenders trumps as quickly as possible unless the trumps are needed for some other purpose.

Q. How many tricks would East-West take if West had chosen to play in a notrump contract instead of hearts?

A. Four.

- The only sure tricks are the ♠A-K, ♦A, and ♣A.
- It would be possible to promote six heart winners in the East hand but, unless the opponents help out, there is no way for West to reach those winners after the defenders take their ♥A.

Observations

- A preemptive opening bid can be constructive, helping responder decide **HOW HIGH** and **WHERE** the partnership belongs.
- With enough strength to consider game, responder estimates the number of combined tricks the partnership can take rather than counting the combined high-card points.
- The partnership will usually want to play with opener's long suit as trumps rather than in notrump.

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 – The Weak Two-Bid

Teachers' Key Point

- Introduce the concept of the weak two-bid.

Student Textbook Reference: pages 15-16.

Opening Remarks

- A preemptive opening bid at the three level typically shows a seven-card suit.
- Preemptive opening bids are so effective, that the modern approach is to use them in other situations as well.

Group Activity

Construct the following hand in front of North.

NORTH	
♠	x
♥	K Q J 10 9 8
♦	x x x
♣	x x x

Q. What similarity does this hand have to the types of hands we have been discussing for three-level preemptive opening bids?

A. A weak hand but good suit.

- There are only 6 high-card points plus 2 length points for the six-card suit. The hand is too weak to open at the one level.
- The hand has a good suit which will provide a lot of playing tricks – five – if hearts is the trump suit.

Q. Why doesn't this hand meet the general guideline for a preemptive opening bid of 3♥?



A. Only a six-card suit.

- A preemptive opening bid at the three level typically shows a seven-card suit.
- The danger of opening 3♥ with this hand is that it is outside the Guideline of 500.
- With only five playing tricks, North could be doubled and defeated four tricks. Even non vulnerable, that would be a penalty of 800 points (100 + 200 + 200 + 300).

Q. If North wants to describe this type of hand, what would be a reasonable compromise between opening 1♥ - showing a stronger hand – and 3♥ - showing a longer suit?

A. 2♥.

- The popular modern style is to treat opening bids at the two level as a “mini-preempt”, typically with a six-card suit.
- This is referred to as a **weak two-bid**.

- 
 An opening bid of 2♦, 2♥, or 2♠ shows:
 - A good six-card suit – usually two of the top three or three of the top five cards in the suit.
 - About 5-11 points – less than the values for an opening bid at the one level.
- The main differences between preemptive opening bids at the three level and weak two-bids are:
 - A three-level preemptive opening typically shows a seven-card suit; a weak two-bid typically shows a six-card suit.
 - A three-level preemptive opening can be made in any suit; a weak two-bid can only be made in diamonds, hearts, or spades.
- 
 An opening bid of 2♣ is reserved for handling very strong hands of about 22 or more points. That's a topic for a future series of lessons.

Change the North hand:

**In hearts: take away the ♥K and ♥Q;
add the ♥A and a low heart.**

NORTH

♠ x
♥ A J 10 9 8 x
♦ x x x
♣ x x x

Q. Does this hand qualify as a weak two-bid in hearts?

A. Yes.

- North has a good heart suit – three of the top five cards in the suit.
- There are only 5 high-card points plus 2 length points for the six-card suit, but that's fine. A weak two-bid typically shows about 5-11 high-card points.

Q. How many playing tricks does this hand have?

A. Four/Five?

- It's challenging to estimate the number of playing tricks on a hand like this. That's why it's usually easier to follow the straightforward guideline of a good six-card suit and less than the values for an opening bid at the one level.
- North can expect to take at least four heart tricks. After taking the ♥A, the ♥J can be used to drive out the ♥Q and the ♥10 can be used to drive out the ♥K, promoting North's remaining three hearts into winners.
- It may also be possible to get five tricks from this suit with the help of the finesse ... perhaps trapping an opponent's ♥K or ♥Q.

Change the North hand:

**In hearts: take away the ♥10; add the ♥K.
In diamonds: take away the three low diamonds;
add the ♦A, ♦Q, and ♦J.**

NORTH

♠ x
♥ A K J 9 8 x
♦ A Q J
♣ x x x

Q. What would North open with this hand?

A. 1♥.

- North has a good six-card heart suit but also has enough strength to open the bidding at the one level: 15 high-card points plus 2 length points for the six-card suit.

Change the North hand:

**In hearts: take away the ♥A, ♥K, and ♥J;
add three low hearts.**

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

NORTH

♠ x
♥ 9 8 x x x x
♦ A Q J
♣ Q x x

Q. What would North open with this hand?

A. Pass.

- North has less than the values for an opening bid at the one level: 9 high-card points plus 2 length points for the six-card suit.
- There are six hearts. However, the heart suit is very weak. There's no guarantee that this hand could take more than two or three tricks with hearts as the trump suit.
- It would be very risky to open a weak 2♥ with this hand.

Change the North hand:

In hearts: take away three low hearts.

**In diamonds: take away the ♦A; add the ♦10
and three low diamonds.**

NORTH

♠ x
♥ 9 8 x
♦ Q J 10 x x x
♣ Q x x

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

A. 2♦/Pass.

- This would be a borderline weak 2♦ opening.
- North has three of the top five diamond honors and only 5 high-card points.
- However, the hand may only provide four playing tricks in diamonds once the ♦A and ♦K are driven out ... perhaps fewer if the missing diamonds are badly divided.
- With this type of hand, North should probably take the vulnerability into account.
- North should pass if vulnerable but might consider opening 2♦ when non vulnerable.

Change the North hand:

In diamonds: take away the ♦Q, ♦J, and ♦10.

In clubs: add the ♣A, ♣10, and a low club.

NORTH

♠ x
♥ 9 8 x
♦ x x x
♣ A Q 10 x x x

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

A. Pass.

- With a good six-card suit and less than the values for opening at the one level, this looks like a suitable hand for a weak two-bid.
- However, an opening bid of 2♣ is reserved for strong hands.
- So, North should probably pass since an opening bid of 3♣ would typically show a seven-card suit.

Observations



- An opening bid of 2♦, 2♥, or 2♠ is a weak two-bid showing:
 - A good six-card suit.
 - Less than the values for an opening bid at the one level.
- An opening bid of 2♣ is not used as a preemptive opening bid. It is reserved for very strong hands.
- Since a weak two-bid is generally made with a six-card suit rather than a seven-card suit, it typically shows about one less playing trick than a three-level preemptive opening – about five playing tricks instead of six.

Closing Instructions

Pick up your suit from the North hand. Each player has one suit.

Exercise Nine – Deal #3: The Weak Two-Bid in Action

👉 Teachers' Key Point

- To let the students experience a preemptive opening bid and response.
- To review the ABC's of Declarer Play.

Student Textbook Reference: Deal #3: pages 38-39, and Declarer's Plan: pages 23-26.

Opening Remarks

- Let's see how a competitive auction might go now that we know about preemptive opening bids at both the two level and the three level.

Group Activity

Distribute the **COLOR-CODED CARDS** for Deal #3.

<p>DEAL: 3 DEALER: SOUTH VUL: E-W</p>	<p>NORTH ♠ 10 4 ♥ A Q 7 6 ♦ A 10 8 5 ♣ K 9 3</p>	<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 style="text-align: center;">Pass</td> <td style="text-align: center;">Pass</td> <td style="text-align: center;">Pass</td> <td style="text-align: center;">2♠</td> </tr> </table>	WEST	NORTH	EAST	SOUTH	Pass	Pass	Pass	2♠
WEST	NORTH	EAST	SOUTH							
Pass	Pass	Pass	2♠							
<p>WEST ♠ 3 2 ♥ K 9 4 3 ♦ K J 9 ♣ Q J 10 7</p>	<p>SOUTH ♠ K Q J 9 8 6 ♥ 8 2 ♦ 6 3 ♣ 6 4 2</p>	<p>EAST ♠ A 7 5 ♥ J 10 5 ♦ Q 7 4 2 ♣ A 8 5</p>								
		<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%;">DECLARER:</td> <td style="width: 50%;">South</td> </tr> <tr> <td>OPENING LEAD:</td> <td>♣Q by West</td> </tr> </table>	DECLARER:	South	OPENING LEAD:	♣Q by West				
DECLARER:	South									
OPENING LEAD:	♣Q by West									

Bid and play Deal #3.

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. North and South are non vulnerable. What opening call could South choose to make?

A. 2♠.

- South has only 6 high-card points plus 2 length points for the six-card suit. The total of 8 points is not enough to open the bidding at the one level.
- However, South has a good six-card spade suit with two of the top three honors.
- South can describe the hand by opening with a weak two-bid, 2♠.

Focus on the West hand.

Q. What call does West make after South opens the bidding 2♠?

A. Pass.

- West has 10 high-card points, not enough to compete for the contract.

Focus on the North hand.

Q. Approximately how many playing tricks has South shown with the 2♠ opening?

A. Five.

- A preemptive opening at the three level shows about six tricks; a preemptive opening at the two level shows about five playing tricks.

Q. How many tricks can North contribute to the partnership?

A. 2 or 3.

- North has two sure tricks, the ♥A and ♦A.
- North might get a trick with the ♥Q if the ♥K is favorably placed with West or North might get a trick with the ♣K if the ♣A is favorably placed with West.
- On balance, the North hand will probably provide about three tricks.

Q. What call should North make as responder to the weak 2♠ bid?

A. Pass.

- The partnership likely has a total of only seven or eight tricks. Ten tricks would be needed for the partnership to make a game contract of 4♠. North can settle for a partscore contract of 2♠.
- Looked at from the point of view of high-card points, North has 13 high-card points but South has about 5-11. The partnership won't have the combined total of 25 or 26 that is typically needed to make a game contract.
- However, opposite a preemptive opening bid, it is usually better to think in terms of tricks rather than points.

Focus on the East hand.

Q. What call would East make in the auction?

A. Pass.

- East has only 11 high-card points, not enough to consider entering the auction at the two level or higher.
- East's pass will end the auction.

The Play

- Let's consider the play with South as declarer in a 2♠ contract.

East and West, turn your cards face down.

West, lead the ♣Q.

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

Focus on the North-South hands.

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

- Declarer should always make a plan after the dummy is put down on the table.
- Let's review the ABC's of Declarer Play.

Turn to page 23 of the textbook.



Q. What are the three stages of Declarer Plan?

- **A**ssess the Situation.
- **B**rowse Declarer's Checklist to Develop Extra Tricks.
- **C**onsider the Order.



- The first stage – assessing the situation – is to consider the goal, count the sure tricks, and determine the number of extra tricks that are needed.

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. Sure tricks are those that can be taken without giving up the lead.

Spades	0
Hearts	1
Diamonds	1
Clubs	0
Total	2



- When declarer doesn't have enough sure tricks to make the contract, the next stage of the plan is to Browse Declarer's Checklist, looking for ways to develop extra tricks.

Turn to page 24 of the textbook.

Q. What are some of the techniques we can use as declarer to develop extra tricks?

- Promotion – driving out the opponents higher-ranking cards to develop our cards into winners.
- Length – continuing to lead a suit until the defenders have no cards left in the suit so that our remaining cards are winners.
- The Finesse – developing tricks with our high cards when the defenders hold higher-ranking cards. We'll look at some examples in a moment.
- Trumping in Dummy – using dummy's trumps to ruff one or more low cards in declarer's hand that would otherwise be lost. We'll look at an example of this later.
- Let's look at each suit in turn to see what opportunities declarer has to develop extra winners.

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

A. Promotion.

- The ♠A is missing but declarer has all the other high cards in the suit.
- Once the ♠A is driven out, declarer's remaining spades will be winners.

Q. How many tricks can declarer develop in the spade suit?

A. Five.

- Declarer will have five spade winners once the opponents' ♠A is driven out.
- Notice that this is equivalent to the five playing tricks South was counting on when opening with a weak 2♠ bid.

Q. What technique might declarer use in the heart suit to try to develop an extra trick?

A. The finesse.

- Declarer already has one sure trick in the heart suit but would like to make use of the ♥Q to get a second trick in the suit.

- However, the defenders have the ♥K, so simply leading the ♥Q won't work.
- The basic idea behind the finesse is to lead toward the card we hope will take a trick. In this case, declarer wants to lead a low heart from the South hand toward dummy's ♥Q.
- This will trap the ♥K if it is in the West hand.

East and West, turn your hearts face up.

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

Q. If declarer leads a low heart toward dummy what can West do?

A. Nothing.

- If West plays the ♥K, North can win with the ♥A and the ♥Q is now a winner.
- If – as is more likely – West plays a low heart, declarer finesses dummy's ♥Q and it wins the trick since East doesn't have a higher heart.
- Declarer gets two tricks from the heart suit with the help of the finesse.

East and West, turn your hearts face down.

Q. Can declarer get any extra tricks from the diamond suit?

A. No.

- Declarer has only the ♦A. The defenders have the remaining high cards in the suit.

Q. What technique might declarer use in the club suit to try to develop an extra trick?

A. The finesse.

- The ♣K isn't a winner since the defenders have the ♣A.
- However, declarer can try leading a low club from the South hand toward dummy's ♣K, hoping West has the ♣A. Dummy's ♣K could then be established as a winner.

East and West, turn your clubs face up.

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

Q. Will the club finesse work on this hand?

A. No.

- If South leads a low club and plays dummy's ♣K, East will win the trick with the ♣A, so declarer can't get a trick with the ♣K.
- The finesse relies on a favorable location of the opponents' high cards. Some finesses will work – as with the heart suit on this hand – and some will fail – as with the club suit on this hand.

East and West, turn your clubs face down.

Q. In total, how many tricks can declarer make in the 2♠ contract?

A. Eight.

- Declarer can promote five winners in the spade suit to go with the ♥A and ♦A.
- Together with a successful heart finesse, declarer will finish with eight winners.



- The last stage in declarer's plan is to Consider the Order in which to play the tricks.

Turn to page 26 of the textbook.

Q. What are some of the considerations that might apply on this deal?

- **Draw trumps** – declarer will want to play the spade suit as soon as possible to get rid of the defenders' trumps. That ensures that they won't be able to trump any of declarer's other winners.
- **Develop extra tricks early** – declarer will have to lose a trick to the opponents while promoting winners in the spade suit. Declarer shouldn't be afraid to do that right away since declarer's priority is to draw trumps.
- **Be in the right place at the right time** – declarer needs to lead a heart from the South hand toward dummy's ♥A-Q to take the finesse. Declarer should plan to do that when a suitable opportunity arises. Declarer doesn't want to lead the heart suit from the dummy.

Observations

- The weak two-bid is very descriptive ... a good six-card suit with less than 13 points.
- On this deal, the opening 2♠ bid immediately got North and South to their best contract. North knew the partnership belonged in a partscore in spades.
- When playing the hand, declarer should always take the time to make a plan, following the ABCs of declarer play.

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 Ten – Responding to a Weak Two-Bid

Teachers' Key Point

- Show how responding to weak two-bids is similar to responding to three level preemptive opening bids.
- Briefly discuss the additional options for responding to a weak two-bid.

Student Textbook Reference: pages 17-22.

Opening Remarks

- Since a weak two-bid is similar to a preemptive opening bid at the three level, responder can follow the same principles when deciding what to do.
- When partner opens with a weak two-bid, responder imagines about five playing tricks in partner's hand.
-  Responder then focuses on the combined number of tricks to decide **HOW HIGH** and **WHERE** the partnership belongs.

Group Activity

North, place the 2♠ bid front of you.

East, place a Pass in front of you.

Construct the following hand in front of South.

NORTH		
2♠		
	EAST	
	PASS	
SOUTH		
♠	x	
♥	K Q x x x	
♦	Q x x	
♣	K x x x	

Q. Approximately how many tricks does North's 2♠ opening bid show?

A. Five.

- North could have as few as four or as many as six tricks, but five is a reasonable assumption for a weak two-bid.

Q. How many tricks can South contribute to the partnership?

A. One or two.

- South has no sure tricks.
- The ♥K-Q should provide a trick.
- The ♦Q is unlikely to produce a trick since the opponents probably have the ♦A and ♦K.
- The ♣K might produce a trick if the ♣A is favorably located.

Q. Will the partnership have enough combined tricks to make a game contract?

A. No.

- Ten tricks are needed to make a game contract of 4♠.
- The partnership is likely to be too high already.

Q. Should South consider trying to improve the contract?

A. No.

- North's hand is only likely to produce playing tricks with spades as the trump suit.
- It's usually not a good idea to consider a notrump contract with no fit for partner's long suit. We may not be able to get to any winners in partner's hand.
- A new suit response, such as 3♥, is forcing and will take the partnership even higher on the Bidding Ladder.

Q. What call should South make?

A. Pass.

- The partnership is already high enough – or perhaps too high – in a contract of 2♠.
- If South passes, it's possible the opponents will enter the auction. With this hand, South would prefer to be on defense, trying to defeat any contract East-West bid.

Change the South hand:

In spades: add the ♠K and a low card.

In diamonds: take away ♦Q and a low card.

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

NORTH

2♠

EAST

PASS

SOUTH

♠ K x x

♥ K Q x x x

♦ x

♣ A K x x

Q. How many tricks can South expect to provide with this hand?

A. Five or six.

- The ♠K is likely to be a trick since it is in partner's long suit.
- The ♥K-Q should provide a trick.
- The ♣A-K should provide two tricks.
- The singleton diamond should also provide one or two tricks. If North has three low diamonds, for example, North should be able to trump one or two diamonds in the South hand to gain tricks.

Q. What should South respond with this hand when North opens 2♠?

A. 4♠.

- The partnership should have a good chance of taking ten tricks or more.

Change the South hand:

In spades: add a low spade.

In hearts: take away the ♥K; add a low card.

In clubs: take away the ♣A and ♣K; add a low card.

NORTH

2♠

EAST

PASS

SOUTH

♠ K x x x

♥ Q x x x x

♦ x

♣ x x x

Q. How many tricks can South expect to provide with this hand?

A. Two or three.

- The ♠K is likely to be a trick since it is in partner's long suit.
- Partner may be able to trump one or two diamonds in the South hand to gain tricks.

Q. What should South consider responding with this hand?

A. 4♠!

- Remember, there are two reasons for raising partner's preemptive opening bid:
 - We are strong enough that we expect to make game.
 - We are weak enough that the opponents can likely make a game or a slam.
- With this hand, it's unlikely North and South can take more than one or two tricks if the opponents bid to a game contract such as 5♣ or 5♦.
- South raises to make it more difficult for the opponents to find their best contract.

Change the South hand:

In spades: take away the ♠K.

In hearts: take away two low hearts; add the ♥A.

In diamonds: add the ♦Q.

In clubs: take away a low club; add the ♣A and ♣K.

NORTH

2♠

EAST

PASS

SOUTH

♠ x x x

♥ A Q x x

♦ Q x

♣ A K x x

Q. How many tricks can South expect to provide with this hand?

A. Three, four, or five.

- The ♥A is a sure trick and the ♥Q might provide a trick if the ♥K is favorably located.
- The ♦Q is unlikely to be of value but if North has three diamonds, it may be possible to trump a diamond in the South hand.
- The ♣A and ♣K are two sure tricks.

Q. What is the possibility that North-South can make a game contract?

A. Difficult to tell.

- There may be enough tricks if North has a maximum weak two-bid ... five or six tricks and about 9-11 points.

- There may not be enough tricks if North has a minimum weak two-bid ... four or five tricks and 5-8 points.
- A response of 2NT to a weak two-bid has a special – **conventional** – meaning. It asks opener for a further description of the hand:
 - With a minimum weak two-bid, opener simply rebids the suit at the three level.
 - With a maximum weak two-bid, opener can bid a new suit to show a **feature** in that suit – such as an ace or king – or bid 3NT to show a very good suit with no outside feature.

Q. What response could South make with this hand to help decide **HOW HIGH and **WHERE** the partnership belongs?**

A. 2NT.

- If North shows a minimum hand by rebidding 3♠, South can pass and settle for partscore.
- If North shows a maximum weak two-bid by bidding 3♦ or 3♥, for example, South can go for the game bonus by bidding 4♠.

If the students seem confused by this, tell them not to worry about it. They can simply guess whether to stop in partscore or go for the game bonus. Don't focus on the 2NT response, which rarely comes up.

Observations

- A weak two-bid is very descriptive: a good six-card suit with fewer than 13 points and typically about five playing tricks.
- Responder uses this information to decide **HOW HIGH** and **WHERE** the partnership belongs.
- With less than three-card support, responder usually passes except with enough tricks to expect to make game – about five or more tricks.
- With three-card or longer support, responder can raise for one of two reasons:
 - Expecting to make the contract or
 - Out of weakness, trying to make it even more challenging for the opponents to find their best contract.
- If responder is unsure **HOW HIGH** and **WHERE** the partnership belongs, responder can bid a new suit or use the conventional 2NT response to ask for a further description of opener's 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 Eleven – Deal #4: The Obstructive Value of a Weak Two-Bid

Teachers' Key Point

- To let the students experience the obstructive nature of a preemptive opening bid.

Student Textbook Reference: Deal #4: pages 40-41.

Opening Remarks

- Let's see how a preemptive opening bid can make the auction challenging for the opponents.

Group Activity

Distribute the **COLOR-CODED CARDS** for Deal #4.

<p>DEAL: 4 NORTH</p> <p>DEALER: WEST ♠ 7 5</p> <p>VUL: BOTH ♥ A 9 7 5 2</p> <p style="margin-left: 100px;">♦ A 5</p> <p style="margin-left: 100px;">♣ K 7 6 ③</p> <p style="margin-left: 40px;">WEST</p> <p style="margin-left: 40px;">♠ A K J 10 9 4</p> <p style="margin-left: 40px;">♥ J 8 4</p> <p style="margin-left: 40px;">♦ 9 4</p> <p style="margin-left: 40px;">♣ 10 5</p> <p style="margin-left: 100px;">SOUTH</p> <p style="margin-left: 100px;">♠ 2</p> <p style="margin-left: 100px;">♥ K Q 6 3</p> <p style="margin-left: 100px;">♦ K 8 2</p> <p style="margin-left: 100px;">♣ A Q 9 4 2</p>	<table style="width: 100%; border: 1px solid black; text-align: center;"> <tr> <td style="padding: 5px;">WEST</td> <td style="padding: 5px;">NORTH</td> <td style="padding: 5px;">EAST</td> <td style="padding: 5px;">SOUTH</td> </tr> <tr> <td style="padding: 5px;">2♠</td> <td style="padding: 5px;">Pass</td> <td style="padding: 5px;">4♠!</td> <td style="padding: 5px;">Pass(?)</td> </tr> <tr> <td style="padding: 5px;">Pass</td> <td style="padding: 5px;">Pass</td> <td></td> <td></td> </tr> </table> <table style="width: 100%; border: 1px solid black; text-align: center;"> <tr> <td style="padding: 5px;">EAST</td> </tr> <tr> <td style="padding: 5px;">♠ Q 8 6 3</td> </tr> <tr> <td style="padding: 5px;">♥ 10</td> </tr> <tr> <td style="padding: 5px;">♦ Q J 10 7 3</td> </tr> <tr> <td style="padding: 5px;">♣ J 8</td> </tr> </table> <table style="width: 100%; border: 1px solid black; text-align: center;"> <tr> <td style="padding: 5px;">DECLARER: West</td> </tr> <tr> <td style="padding: 5px;">OPENING LEAD: ♣3 by North</td> </tr> </table>	WEST	NORTH	EAST	SOUTH	2♠	Pass	4♠!	Pass(?)	Pass	Pass			EAST	♠ Q 8 6 3	♥ 10	♦ Q J 10 7 3	♣ J 8	DECLARER: West	OPENING LEAD: ♣3 by North
WEST	NORTH	EAST	SOUTH																	
2♠	Pass	4♠!	Pass(?)																	
Pass	Pass																			
EAST																				
♠ Q 8 6 3																				
♥ 10																				
♦ Q J 10 7 3																				
♣ J 8																				
DECLARER: West																				
OPENING LEAD: ♣3 by North																				

Bid and play Deal #4.

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 could West choose to make?

A. 2♠.

- West has only 9 high-card points plus 2 length points for the six-card suit. The total of 11 points is not enough to open the bidding at the one level.
- However, West has a good six-card suit with the top two honors.
- The West hand has five playing tricks with spades as the trump suit and might even take six tricks if the ♠Q falls under the ♠A and ♠K ... or perhaps with the help of a finesse.
- So, West's hand is ideal for starting with a preemptive weak two-bid, 2♠.

Focus on the North hand.

Q. What call would North make after West opens 2♠?

A. Pass.

- North has 11 high-card points plus 1 length point for the five-card suit.
- That's almost enough to open the bidding at the one level but not enough to consider entering the auction at the two or three level.

Focus on the East hand.

Q. What does East know about West's hand?

A. Weak with a good six-card suit and about five playing tricks.

Q. Can East expect the partnership to make a game contract?

A. No.

- The ♠Q is likely to be useful since it is in West's long suit.
- The singleton heart should be useful. If West has three low hearts, for example, West should be able to trump a couple of hearts in the East hand.
- However, East can't expect the partnership to take ten tricks.

Q. Why might East consider raising anyway?

A. Out of weakness.

- The East hand is so weak that it is unlikely East and West can take many tricks if North and South bid to their best contract. North and South should be able to make at least a game contract and perhaps a slam.
- East can raise to make it even more difficult for North and South to enter the auction.

Q. How high might East raise?

A. 3♠/4♠.

- East might raise to the three level but an even more effective bid might be a jump to the four level!
- Let's see what happens if East bids 4♠.

Focus on the South hand.

Q. What call is South going to make after West opens 2♠, North passes, and East jumps to 4♠?

A. Pass? Double?

- South has 14 high-card points plus 1 length point for the five-card club suit.
- That's enough to open the bidding at the one level but now South would have to bid at the four level or higher.
- In a later lesson, we'll look at South's options with this type of hand.
- For now, we can see how difficult East-West's actions have made it for North and South to enter the auction. South can't even be sure that East has a weak hand. East might be raising to 4♠ with a strong hand, expecting to make the contract.
- Let's assume South passes for now.
- West and North also pass, ending the auction.

The Play

- Let's see what happens if West plays in a contract of 4♠. We'll go through the ABCs.

North and South, turn your hands face down.

North, lead the ♣3.

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

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

- West starts by assessing the situation.

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

A. Ten tricks.

- Let's count the sure tricks.

Spades	6
Hearts	0
Diamonds	0
Clubs	0
Total	6

- When there aren't enough tricks to make the contract, the next stage of the plan is to Browse Declarer's Checklist, looking for ways to develop extra tricks.

Q. What technique could declarer use to get extra tricks from the heart suit?

A. Trumping in dummy.

- With more hearts in declarer's hand than in the dummy, West could plan to give up a heart trick to the defenders and then use dummy's spades to ruff the remaining two hearts.
- By trumping two hearts in the East hand, declarer will finish with a total of eight trump tricks since there will still be the six spade tricks in the West hand.

Q. Are there any other possibilities for developing extra tricks?

A. Diamonds.

- West might consider trying to promote winners in the diamond suit by driving out the $\spadesuit A$ and $\spadesuit K$.
- That won't actually help on this hand, since the defenders will presumably take their heart winner, two diamond winners, and two club winners before West can make use of the diamond suit in dummy.
- West won't be able to take more than eight tricks.
- The last stage of the plan is to Consider the Order.

Q. Is there anything declarer needs to consider when taking the tricks?

A. Yes, to leave enough trumps in dummy.

- Since declarer plans to trump two hearts with dummy's trumps, declarer can't afford to take all the spade winners right away.
- West can afford to draw two rounds of trumps but must then give up a heart trick – if the defenders haven't already taken their heart winner – and eventually lead the hearts and trump them in dummy.

Declarer might also be able to discard the two hearts on the diamond winners in dummy after the $\spadesuit A$ and $\spadesuit K$ are gone. If the students can't see how to take eight tricks as declarer on this hand, you can walk them through the play.

Q. Assuming West takes only eight tricks and is defeated two tricks in the $4\spadesuit$ contract, is that a poor result?

A. Not necessarily.

- It's not bad to go down in a contract if the opponents could score more points by bidding and making a contract of their own.

- Let's see what North and South could make if East and West had not preempted in the auction.

East and West, turn your cards face down.

North and South, turn your cards face up.

West, lead the ♠A.

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

NORTH		
♠ 7 5		
♥ A 9 7 5 2		
♦ A 5		
♣ K 7 6 3		
WEST		EAST
♠ A		
SOUTH		
♠ 2		
♥ K Q 6 3		
♦ K 8 2		
♣ A Q 9 4 2		

Q. How many points does North have?

A. 12.

- North has 11 high-card points plus 1 length point for the five-card heart suit.

Q. How many points does South have?

A. 15.

- South has 14 high-card points plus 1 length point for the five-card club suit.

Q. Does North-South have enough combined strength for a game contract?

A. Yes.

- North-South have 27 combined points.

Q. Does North South have a suitable trump fit?

A. Yes.

- North-South have a nine-card fit in hearts.
- They also have a nine-card fit in clubs.

Q. How many tricks can North-South make if they play with hearts as trumps?

A. Twelve.

- North and South can take five heart tricks, five club tricks, and the ♦ A and ♦ K.
- So they can make at least a game.
- In fact, they can make a small slam!

Observations

- A preemptive opening bid can be obstructive, making it challenging for the opponents to find their best contract.
- On this deal, if East-West start with a weak two-bid and make a preemptive raise to 4♠, they will be defeated two tricks. Since they are vulnerable, the penalty would be 200 points ... 100 points per trick.
- Even if North-South were to double 4♠, the penalty would only be 500 points (200 + 300).
- This is an excellent result for East-West since North-South can make at least a vulnerable game with two overtricks. That would be worth 680 points: 120 trick score + 500 bonus for the vulnerable game + 60 for the two overtricks.
- If North-South were to bid to a slam contract, they would get an even larger score (1430 points), so the East-West sacrifice of 200 or even 500 points is worthwhile.
- Preemptive opening bids and responses can be a very effective competitive tool.

Closing Instructions

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

- Preemptive bids are an important part of competitive bidding.
- We'll see them again, in different forms, as we experience bidding when both partnerships are in the auction.

Lesson 2

Overcalls and Advances

Lesson Two: Overcalls and Advances

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	The Overcall
Exercise Two	Deal #5: An Overcall in Action
Exercise Three	The Guideline for an Overcall at the One Level
Exercise Four	The Guideline for an Overcall at the Two Level
Exercise Five	Deal #6: The Advantage of Making an Overcall
Exercise Six	Advancing an Overcall with Support and 6-9 Points
Exercise Seven	Deal #7: Preemptively Raising an Overcall
Exercise Eight	Advancing an Overcall with Support and 10+ Points
Exercise Nine	Advancer’s Other Options
Exercise Ten	Rebids by the Overcaller
Exercise Eleven	Deal #8: Advancing in a New Suit
Exercise Twelve	Other Overcalls

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 Two are:

- *Requirements for a simple overcall*
- *Advancing an overcall with support*
- *Advancing in a new suit*
- *Advancing in notrump*
- *Requirements for a INT overcall*
- *Requirements for a preemptive jump overcall*

Lesson Introduction

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

- When both partnerships are bidding for the privilege of naming the trump suit or notrump, we have a competitive auction.
- In this lesson, we're going to look at one way to compete when the opponents have opened first.
- It's another exciting aspect of the game, so let's get started.

Exercise One – The Overcall

Teachers' Key Point

- To introduce the concept of the overcall.

Student Textbook Reference: pages 43-44.

Opening Remarks

- One way to compete after the opponents open the bidding is to bid over the opponent's bid. This is referred to as an **overcall**.

Group Activity

Take the cards and sort them into suits.

Construct the following hand in front of South.

SOUTH
♠ x x
♥ A K Q 10 9
♦ x x x
♣ A x x

Q. If South is the dealer, what call would South make?

A. 1♥.

- South has 13 high-card points plus 1 length point for the five-card suit, enough to open.
- With a five-card major suit, South would open 1♥.

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

Q. Suppose East is the dealer, not South. What call would South make after East opens the bidding 1♦?

A. 1♥.

- South's call over East's opening bid is referred to as an **overcall**.
- Overcalling at the cheapest available level is called a **simple overcall**.

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

East, replace the 1♦ bid with 1♠.

Q. East opens 1♠. What call does South make?

A. 2♥.

- To suggest hearts as trumps, South has to bid 2♥.
- This is still a simple overcall since it is at the cheapest available level, but it is a **two-level overcall**.

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

Observations

- When the opponents open the bidding, one way to enter the auction is to make a simple overcall – an overcall at the cheapest available level.
- An overcall has a similarity to an opening bid in that it starts the auction for our side.
- However, there are also differences between an overcall and opening bid. For example, we can't always make an overcall at the one level. It depends how high the auction already is when it reaches us.

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 #5: An Overcall in Action

Teachers' Key Point

- To let the students experience a competitive auction.

Student Textbook Reference: Deal #5: pages 82-83.

Opening Remarks

- Let's play a deal that involves a competitive auction.

Group Activity

Distribute the **COLOR-CODED CARDS** for Deal #5.

<p>DEAL: 5 DEALER: NORTH VUL: NONE</p>	<p>NORTH ♠ 7 2 ♥ A K 8 7 3 ♦ 9 6 3 ♣ K Q 5</p>	<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>2♠</td> <td>1♥</td> <td>1♠</td> <td>2♥</td> </tr> <tr> <td></td> <td>Pass</td> <td>Pass</td> <td>Pass</td> </tr> </table>	WEST	NORTH	EAST	SOUTH	2♠	1♥	1♠	2♥		Pass	Pass	Pass				
WEST	NORTH	EAST	SOUTH															
2♠	1♥	1♠	2♥															
	Pass	Pass	Pass															
<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; text-align: center;">WEST</td> <td style="width: 50%;"></td> </tr> <tr> <td>♠ K 9 3</td> <td></td> </tr> <tr> <td>♥ Q 9 4</td> <td></td> </tr> <tr> <td>♦ A 10 4</td> <td></td> </tr> <tr> <td>♣ 8 7 6 2</td> <td></td> </tr> </table>	WEST		♠ K 9 3		♥ Q 9 4		♦ A 10 4		♣ 8 7 6 2		<p>EAST ♠ A Q J 10 5 ♥ 10 2 ♦ K Q 8 ♣ 10 9 4</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td>DECLARER:</td> <td>East</td> </tr> <tr> <td>CONTRACT:</td> <td>2♠</td> </tr> <tr> <td>OPENING LEAD:</td> <td>♥5 by South</td> </tr> </table>	DECLARER:	East	CONTRACT:	2♠	OPENING LEAD:	♥5 by South
WEST																		
♠ K 9 3																		
♥ Q 9 4																		
♦ A 10 4																		
♣ 8 7 6 2																		
DECLARER:	East																	
CONTRACT:	2♠																	
OPENING LEAD:	♥5 by South																	
<p>SOUTH ♠ 8 6 4 ♥ J 6 (5) ♦ J 7 5 2 ♣ A J 3</p>																		

Bid and play Deal #5. North is the dealer.

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. 1♥.

- North has 12 high-card points plus 1 length point for the five-card suit. The total of 13 points is enough to open the bidding at the one level.
- With a five-card major suit, North opens 1♥.

Focus on the East hand.

Q. If East were the dealer, what call would East make?

A. 1♠.

- East has 12 high-card points plus 1 length point for the five-card suit.
- With a five-card major suit, East would open 1♠.

Q. After North opens the bidding 1♥, does East want to compete for the contract?

A. Yes.

- East would prefer spades to be the trump suit rather than hearts.
- East wants to start describing the hand to West.

Q. How does East compete for the contract?

A. 1♠.

- East can make a simple overcall of 1♠ to get the partnership into the auction.

Focus on the South hand.

Q. Does South have support for North's heart suit?

A. Yes.

- South has three hearts, so the partnership must have at least an eight-card fit since North's 1♥ opening promises at least a five-card suit.

Q. What call does South make?

A. 2♥.

- South has 7 high-card points.
- South can show support for hearts and about 6-10 points by raising to 2♥.

Focus on the West hand.

Q. Does West want to compete for the contract?

A. Yes.

- West has 9 high-card points and three-card support for East's spade suit.
- West would prefer spades as trumps rather than hearts.

Q. What call might West make to compete for the contract?

A. 2♠.

- West can raise partner's overcall.
- West can bid at the two level since spades rank higher than hearts.

Focus on the North hand.

Q. Does North have any extra strength beyond that promised by opening the bidding 1♥?

A. No.

- North has a total of 13 points, the minimum for opening the bidding at the one level, and only a five-card suit.

Q. What call could North make to show a minimum opening bid?

A. Pass.

- To compete for the contract, North would have to bid 3♥, committing the partnership to nine tricks.
- With no extra strength, North can simply pass and hope to defeat the opponents' contract.

Focus on the East hand.

Q. Does East have enough strength to consider going for a game bonus?

A. No.

- East has 13 points and West's raise to the two level shows about 6-10 – similar to the raise of an opening bid – so the partnership doesn't have enough combined strength to consider a game contract.

Q. What call would East make?

A. Pass.

- East can settle for partscore.
- There's no need to bid any higher at this point since East-West are currently winning the auction.

Focus on the South hand.

Q. Does South have any extra strength or distribution for the raise to 2♥?

A. No.

- South has only three-card support and is close to the bottom of the 6-10 point range for raising to 2♥.

Q. What call might South make?

A. Pass.

- To compete further, South would have to bid at the three level. That would likely get the partnership too high.
- South will probably decide to pass and end the auction.
- There might be some merit in either North or South competing higher for the contract but it's reasonable for the auction to end at 2♠.

The Play

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

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

- 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	5
Hearts	0
Diamonds	3
Clubs	0
Total	8

- Another way to look at this is that declarer will lose five tricks. The defenders will likely take two heart tricks and three club tricks.

Q. Does East need to go through the second stage of Declarer's Plan?

A. No.

- With enough sure tricks to make the contract, East doesn't need to consider the second stage – Browse Declarer's Checklist to Develop Extra Tricks.
- Instead, declarer can skip to the third stage – Consider the Order.

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

A. Draw trumps.

- With enough tricks to make 2♠, declarer's priority is to draw the opponents' trumps.
- It will then be safe to take the winners in the other suits, such as the ♦A-K-Q.
- On the actual deal, declarer would be able to take the diamond winners before drawing trumps since North and South would have to follow suit each time. However, drawing trumps would protect declarer if one of the defenders had a singleton or doubleton diamond.

Q. What score would East-West receive, at duplicate bridge, for bidding and making 2♠?

A. 110.

- The trick score is 60 (30 + 30) and the bonus for partscore is 50.
- Let's see what would happen if North-South were to play in a heart contract.

East and West, turn your hands face down. North and South, turn your hands face up.

East, lead the ♦K.

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

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

- Let's count the sure tricks in the combined hands.

Spades	0
Hearts	2
Diamonds	0
Clubs	3
Total	5

Q. When Browsing Declarer's Checklist, which suit is likely to provide extra tricks?

A. Hearts.

The diamond suit might also provide an extra trick if the missing diamonds are divided 3-3 but it will be of no help on this deal, so it can be ignored.

East and West, turn your hearts face up.

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

Q. How many extra tricks can be developed in the heart suit?

A. Two.

- Two extra tricks can be developed through length by playing the ♥A-K and then giving up a heart trick to West's ♥Q.
- North's two remaining hearts become winners when the missing hearts are divided 3-2.

If a student asks if the ♥Q can be captured through a finesse, you can illustrate how West's ♥9 becomes a winner if South's ♥J is led and covered by West's ♥Q.

- So, North and South are likely to make seven tricks with hearts as the trump suit: four hearts and three clubs.
- Looked at another way, declarer has to lose six tricks: two spade tricks, one heart trick, and three diamond tricks.

Observations

- If North-South were left to play in a contract of 2♥, they would be defeated one trick and East-West would get 50 points.
- By using the overcall to get into the auction and compete for the contract, East-West can bid and make 2♠ for a score of 110 points.
- If North-South were to compete to 3♥, they will be defeated two tricks and East-West will get 100 points – or 300 points if they were to double for penalties.
- So, the overcall can be an effective way to get into the auction when the opponents open the bidding:
 - We might reach a contract we can make.
 - We might push the opponents to a contract they can't make.

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 – The Guideline for an Overcall at the One Level

Teachers' Key Point

- To discuss the advantages and risks of making an overcall.
- To provide a guideline for making a simple overcall at the one level.

Student Textbook Reference: pages 45-49.

Opening Remarks

- When there is no competition in the auction, the goal is straightforward: to try to reach the best contract by deciding **HOW HIGH** and **WHERE** the partnership belongs.
- In a competitive auction, however, other objectives come into play. If we can't win the auction, we might want to make it difficult for the opponents to reach their best contract. We might want to push them higher than they would like to be, for example, if they want to win the auction.
- Let's see how this affects the requirements for making an overcall.

Group Activity

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

Construct the following hand in front of South.

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

Q. If South is the dealer, what call would South make?

A. Pass.

- South has 9 high-card points plus 1 length point for the five-card suit. The total of 10 points isn't enough to open the bidding at the one level.

Q. If East opens the bidding 1♣, what are the advantages of overcalling 1♠?

- To compete for the contract. North-South might be able to make a spade contract.
- To interfere with the opponents.
 - By competing, North-South might be able to push the opponents to an uncomfortable level.
 - A 1♠ overcall could interfere with the opponents' auction by taking away room on the Bidding Ladder. For example, West can no longer respond 1♦ or 1♥. This may make it difficult for East-West to find their best spot.
- To suggest a lead. If East-West win the auction, North-South will be defending. South's 1♠ overcall may help the partnership find the best defense. If North has to make the opening lead, for example, South has suggested the spade suit.

Q. What are the risks of overcalling 1♠ with this hand?

- Being defeated. If South can't make the 1♠ contract, East-West will score points for defeating the contract.
- Helping declarer. South's overcall will give information to East and West which may be of value during the play of the hand if East-West wins the auction.

Q. On balance, are the potential gains likely to outweigh the potential risks?

A. Yes.

- Since the overcall is only at the one level, it's unlikely to be very risky.
- Since South has such a good five-card spade suit, it's unlikely the opponents will double for penalty ... or collect a large penalty if they do double.
- **As a general guideline, an overcall at the one level can be made with:**
 - A good five-card suit or a six-card or longer suit;
 - About 7-17 points.

If anyone asks, you can let the students know that we'll consider later how to show a hand too strong for an overcall at the one level – about 18 or more points.

Change the South hand:
In spades: add a low card.
In hearts: take away two low cards;
add the ♥Q.
In diamonds: take away a low card;
add the ♦A.

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

Q. If East opens 1♣, what call would South make?

A. 1♠.

- South has 15 high-card points plus 2 length points for the six-card suit.
- This is a very sound overcall at the one level, near the upper end of the range.

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

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

Q. If East opens 1♣, what call would South make?

A. 1♠.

- South has 7 high-card points plus 1 length point for the five-card suit.
- South has a good five-card suit with three of the top five honors.
- This is at the lower end of the range for an overcall at the one level.

Change the South hand:

**In spades: take away the ♠Q and ♠10;
add two low spades.**

In hearts: add the ♥Q.

In diamonds: take away a low diamond.

	EAST
	1♣
SOUTH	
♠ J 9 x x x	
♥ Q x x	
♦ A x x	
♣ x x	

Q. If East opens 1♣, what call would South make?

A. Pass.

- Although there are 7 high-card points, the five-card suit is weak with only one of the top five honors.
- There would likely be more to lose than to gain by risking an overcall with this hand.

Change the South hand:

**In spades: take away the ♠J; add
the ♠K and a low spade.**

In hearts: take away a low heart.

	EAST
	1♣
SOUTH	
♠ K 9 x x x x	
♥ Q x	
♦ A x x	
♣ x x	

Q. If East opens 1♣, what call would South make?

A. 1♠.

- Although the suit does not have two of the top three or three of the top five honors, the sixth card in the suit makes up for the lack of quality.

Change the South hand:

In spades: take away two low cards; add ♠Q.

In hearts: take away the ♥Q.

In diamonds: add the ♦Q and a low diamond.

	EAST
	1♣
SOUTH	
♠ K Q 9 x x	
♥ x	
♦ A Q x x x	
♣ x x	

Q. If East opens 1♣, what call would South make?

A. 1♠.

- With a choice between two five-card suits, the guideline for an overcall is similar to that for opening the bidding:
 - Overcall the higher-ranking of two five-card – or six-card – suits.

Observations

- Because there are advantages to competing in the auction after the opponents open the bidding, **an overcall *at the one level* can be made with less the values for an opening bid** – as little as about 7 high-card points.
- To minimize the risk in overcalling, we should ideally have a good five-card suit – two of the top three honors or three of the top five honors – or a six-card or longer suit.
- With a borderline hand, we can consider the vulnerability, being more cautious when vulnerable.
- With a choice between two five-card or six-card suits, overcall the higher-ranking 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 – The Guideline for an Overcall at the Two Level

👉 Teachers' Key Point

- To provide a guideline for making a simple overcall at the two level.

Student Textbook Reference: pages 49-53.

Opening Remarks

- An overcall at the one level doesn't carry a lot of risk but as the level increases, the higher the level, the risk increases.
- 👉 To overcall at the two level, or higher, in addition to a good five-card or longer suit, we typically need at least the equivalent of an opening bid ... about 13 or more points.
- A two-level overcall shows about 13-17 points.
- Let's see some examples.

Group Activity

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

Construct the following hand in front of South.

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

Q. If East opens the bidding 1♠, what call would South make with this hand?

A. 2♣.

- South can't make an overcall at the one level, however, South has a good enough suit and enough strength to make a simple overcall at the two level.

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

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

Q. If East opens 1♠, what call would South make?

A. Pass.

- South has a decent five-card club suit with two of the top three honors.
- However, with only 9 high-card points plus 1 length point for the five-card club suit, South doesn't have enough strength to make a two-level overcall. It's too risky.

Change the South hand:
In hearts: add the ♥A.
In diamonds: take away a low diamond.

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

Q. If East opens 1♠, what call would South make?

A. 2♥.

- With 13 high-card points plus 1 length point for each five-card suit, South has enough strength to make an overcall at the two level.
- With a choice between two five-card suits, South overcalls the higher-ranking, hearts.

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

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

Q. If East opens 1♠, what call would South make?

A. 2♥.

- South has a good five-card suit and enough strength to overcall at the two level.

East, replace the 1♠ bid with 1♦.

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

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

A. 1♥.

- Although South has enough strength to overcall at the two level, there is no need.
- South can make a simple overcall at the one level.
- A one-level overcall can be made with anywhere from about 7 to 17 points.

East, replace the 1♦ bid with 1♥.

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

Q. If East opens 1♥, what call would South make?

A. Pass.

- East has picked the suit that South likes best as trumps.
- When the opponents open the bidding, we don't have to bid just because we have 13 or more points.

Change the South hand:

In hearts: take away the ♥A and a low card.

In diamonds: add the ♦K and a low diamond.

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

Q. If East opens 1♥, what call would South make?

A. Pass.

- Although South has 13 high-card points, there is no five-card suit to overcall.
- Even though South would open the bidding 1♦ with this hand, it's not necessary to overcall when an opponent opens the bidding.
- Passing can be a difficult call with 13 or more points, but it's a better choice than overcalling a weak four-card suit at the two level.



- **In a competitive auction, sometimes passing with 13 or more points is the best call.**

Change the South hand:

In spades: take away the ♠J.

In hearts: take away the ♥K.

In diamonds: add the ♦A and ♦J.

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

Q. If East opens 1♥, what call would South make?

A. 2♦.

- South has a strong enough hand and good enough suit to overcall at the two level.

East, put the 1♥ bid back in the Bidding Box.

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

North, place a Pass in front of you.

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

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

Q. West opens 1♥, North passes, and East responds 1♠. What call would South make?

A. 2♦.

- An overcall can be made after both opponents have bid.

East, replace the 1♠ bid with 2♥.

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

A. 3♦.

- An overcall can be made at any level.
- The higher the level, the better the suit and the stronger the hand we need, ideally.
- However, we have to weigh the potential gain against the potential risk.
- Here, there is little risk in overcalling at the three level with such a good suit, even if North and South are vulnerable.

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

Observations

- To make an overcall at the two level or higher, we need:
 - a good five-card suit or longer;
 - about 13-17 points.
- If our hand is unsuitable for an overcall, we can pass, even with 13 or more points.

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 #6: The Advantage of Making an Overcall

👉 Teachers' Key Point

- To illustrate one of the advantages of making an overcall.

Student Textbook Reference: Deal #6: pages 84-85.

Opening Remarks

- Let's see how the decision on whether or not to overcall can have a significant impact on a deal.

Group Activity

Distribute the **COLOR-CODED CARDS** for Deal #6.

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

Bid and play Deal #6.

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. 1♦.

- East has 13 high-card points plus 1 length point for the five-card suit, enough to open the bidding at the one level.
- With no five-card major suit, East opens the longer minor suit, 1♦.

Focus on the South hand.

Q. What call would South make after East opens 1♦?

A. 1♠.

- East has only 10 high-card points plus 1 length point for the five-card suit, not enough to open the bidding at the one level.
- However, with a decent five-card with three of the top five honors, South can make an overcall at the one level.
- North-South are non vulnerable, so there is not much risk and some potential advantages.

Focus on the West hand.

Q. Does West know **HOW HIGH the partnership belongs?**

A. Yes, game.

- West has 14 high-card points and East has shown at least 13 with the 1♦ opening bid.
- The partnership has at least 27 combined points, enough for a game contract.

Q. Does West know **WHERE the partnership belongs?**

A. Yes, likely - notrump.

- Although West has a four-card heart suit, South has bid that suit. So, there isn't any reason for West to bid hearts.
- The partnership is unlikely to have an eight-card fit in a major suit.
- West has some length and strength in hearts, the suit bid by South, so notrump seems like the best strain.

Q. What call could West make?

A. 3NT.

- Since West knows the partnership belongs in game in notrump, West can take the partnership directly to 3NT.

Q. What call would North make after West bids 3NT?

A. Pass.

Focus on the North hand.

- North has only 3 high-card points plus 1 length point for the five-card suit.

Focus on the East hand.

Q. What call would East make after West has bid 3NT and North has passed?

A. Pass.

- East has already described the hand with the 1♦ opening bid.
- East can accept West's decision to play in 3NT.

Focus on the South hand.

Q. What call does South make?

A. Pass.

- South's pass ends the auction.

The Play

- Let's see what happens if West plays in a contract of 3NT.

Q. If West is declarer in 3NT, which player makes the opening lead?

A. North.

East, West, and South, turn your cards face down.

Only 13 cards are face up ... the North hand.

NORTH	
♠	Q J 10 8 6
♥	7 2
♦	8 3 2
♣	9 6 3

Q. What is North's opening lead?

A. ♠Q/♥7.

- With no help from the auction, North would lead the ♠Q, top of the solid sequence in North's longest suit.
- However, since South has shown a good heart suit and some strength, North could lead the ♥7, top of the doubleton in partner's suit.
- Let's first see what would happen if North leads the ♠Q.

North, leave the ♠Q on the table face up and turn your remaining cards face down.

East and West, turn your cards face up.

Only 27 cards are face up on the table ... the East and West hands and the ♠Q lead from North. Focus on the East-West hands.

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

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

Q. How many tricks does West need to take in a 3NT contract?

A. Nine.

- Let's count the sure tricks.

Spades	2
Hearts	2
Diamonds	0
Clubs	3
Total	7

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

Q. Which suit offers the potential to develop extra tricks?

A. Diamonds.

- Declarer can plan to promote extra tricks in the diamond suit by driving out the opponents' ♦A and ♦K.
- Once the ♦A and ♦K are driven out, declarer will have three extra winners ... more than enough to make the contract.

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

Q. Should declarer plan to take the winners first before developing tricks in the diamond suit?

A. No.

- One of the guidelines under Consider the Order is to “take the losses early.”

- Declarer wants to give up the lead to the opponents in diamonds while still having winners in the other suits with which to regain the lead.
- Let's see how this works by going through the deal trick by trick.

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

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	North ♠Q	East ♠3	South ♠2	West ♠A ¹	We'll assume North leads the top of the solid sequence in spades.
2	West ♦4	North ♦2	East ♦9	South ♦K	Declarer wants to establish extra tricks in diamonds right away. It doesn't matter whether declarer plays the ♦Q, ♦J, ♦10, or ♦9 from dummy ... any of them is high enough to drive out the ♦A or ♦K.
3	South ♠7	West ♠4	North ♠8	East ♠K	South might now lead a heart. However, it's generally a good idea to return partner's suit unless there is clearly a better choice. The defenders want to work together when establishing tricks.
4	East ♦Q	South ♦A	West ♦5	North ♦3	Declarer continues with the plan of promoting winners in the diamond suit.
5	South ♥Q	West ♥K	North ♥2	East ♥4	North's spades are established as winners but South has no spade to lead. This is the problem with North's lead of the ♠Q. North can establish winners in the suit but has no entry - high card - with which to regain the lead. Let's assume South now leads a heart.
After winning this trick, declarer has seven more tricks to take ... another heart, three established diamond winners, and three clubs. Declarer takes ten tricks in total: two spades, two hearts, three diamonds, and three clubs. Declarer makes 3NT with an overtrick.					

- Let's go back and see if it makes a difference if North leads a heart instead of the ♠Q.

¹ The possibility of holding up on the first spade is outside the scope of declarer play at this point ... and would be a mistake on the actual deal. It also doesn't matter whether the first trick is won with the ♠A or ♠K. If anyone asks, you can mention that it's generally a good idea to keep a high card on the same side of the table as the long suit we are trying to establish.

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

- Since South overcalled 1♥, showing a good five-card or longer heart suit, let's have North lead the ♥7, top of the doubleton in partner's suit.

Trick					Notes
1	North ♥7	East ♥4	South ♥8	West ♥ <u>K</u>	Since the ♥9 is in dummy, South needs only to play the ♥8 to drive out the ♥K or ♥A in declarer's hand. As a guideline, third hand plays only as high as necessary to try to win the trick ² .
2	West ♦4	North ♦2	East ♦9	South ♦ <u>K</u>	Again, declarer needs to establish tricks in diamonds to make the contract and should go after that suit right away.
3	South ♥Q	West ♥ <u>A</u> ³	North ♥2	East ♥9	The ♥K has already been driven out, so South wants to drive out the ♥A to promote the remaining hearts as winners.
4	West ♦5	North ♦3	East ♦10	South ♦ <u>A</u>	Declarer doesn't have enough winners to make the contract, so declarer has to continue the plan of promoting winners in the diamond suit.
South is on lead and can now take the three promoted heart winners. Together with the ♦A and ♦K, the defenders defeat the 3NT contract.					

Observations

- If South had not overcalled during the auction, North would have no reason to lead a heart instead of the ♠Q.
- If North leads the ♠Q, West makes 3NT with an overtrick.
- If South overcalls 1♥, North can use this information to lead a heart – partner's suit – instead of a spade.
- North knows that South has a good five-card or longer heart suit and that South will likely have some additional strength with which to gain the lead and take the heart winners.
- If North leads a heart, the defenders win the race to promote winning tricks in their long suit and to take them. Otherwise, declarer wins the race.

² In fact, North's ♥7 is sufficient to drive out one of declarer's winners, but South should overtake in case North's ♥7 is a singleton. Also, declarer might hold up winning the first heart trick but it doesn't matter on this deal. So, there's no need to discuss all this.

³ Again, declarer might hold up winning this trick but, since it doesn't matter on the actual deal, there's no need to discuss this concept.

- South's 1♥ overcall didn't carry much risk. Even if East-West had doubled for penalty, they can only defeat a 1♥ contract by one trick ... not much compensation for their potential game contract.
- So, this deal illustrates one of the advantages of making an overcall even with less than the values for an opening bid. It may help the partnership on defense if they do not win the auction.

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 – Advancing an Overcall with Support and 6-9 Points

Teachers' Key Point

- Introduce the term *advancer*.
- Discuss the guideline for raising overcaller's suit with support and about 6-9 points.

Student Textbook Reference: pages 55-58.

Opening Remarks

- There are similarities between opening bids and overcalls, but there are many differences.
- The partner of the overcaller is called the **advancer**.
- The overcaller is showing a good five-card or longer suit. Advancer's priority is to show support with three or more cards in the suit.
- Let's consider what advancer does with support for partner's suit and about 6-9 points.

Group Activity

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

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

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

Construct the following hand in front of South.

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

Q. West opens the bidding 1♥, North overcalls 1♠, and East bids 2♥. What is South called in this auction?

A. The advancer.

- West is the opener.
- North is the overcaller.
- East is the responder to the opening bidder.
- South is the advancer – the partner of the overcaller.

Q. What call would South make with this hand?

A. 2♠.

- North has suggested competing for the auction with spades as the trump suit and is promising a five-card or longer suit.

- South has three-card support for partner's suit and enough strength to want to compete further for the contract. Why let East-West win the auction in a comfortable contract of 2♥?
- By raising to 2♠, North-South might win the auction or might push East-West higher than they would like to be.

Q. If North does become declarer in a 2♠ contract, who will be the dummy?

A. South.

- When valuing the hand in support of partner's suit, advancer can count **dummy points** for shortness instead of length points:
 - Void – 5 dummy points
 - Singleton – 3 dummy points
 - Doubleton – 1 dummy point

Q. What is the value of South's hand in support of spades?

A. 7 points.

- South has 6 high-card points plus 1 dummy point for the doubleton heart.
- **Advancer's raise to the two level shows three-card support and about 6-9 points.**

East, replace the 2♥ bid with a Pass.

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

A. 2♠.

- South should still raise to 2♠ to show three-card support and about 6-9 points.
- It's unlikely North-South have enough combined strength to make a game contract since North has at most about 17 points.
- However, there are two reasons South is raising:
 - Constructively – to describe the hand to partner in case partner wants to bid more.
 - Obstructively – to make it more difficult for the opponents to find their best contract.

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

- 👉 • A useful guideline in competitive auctions is that is generally safe to **compete to the level of the combined trumps held by the partnership.**

This is based on the Law of Total Tricks. Although this concept is outside the scope of the course if it is being given after Bridge Basics 1, a practical approach is helpful.

- Let's assume North has a five-card suit for the 1♠ overcall.

	Combined Trumps	Level
3-card support	5 + 3 = 8	Two level
4-card support	5 + 4 = 9	Three level
5-card support	5 + 5 = 10	Four level

- So, with the hand on the table, South has three-card support and should be willing to raise to the three-level.

East, replace the Pass with a 2♥ bid.

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

NORTH		
1♠		
WEST		EAST
1♥		2♥
SOUTH		
♠ K x x x		
♥ x x		
♦ Q 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♠.

- South has 5 high-card points plus 1 dummy point for each doubleton.
- With four-card support, South can make an obstructive – preemptive – jump raise to 3♠ to try and make it more challenging for East-West to find their best spot.

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

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

Q. After West opens 1♥, North overcalls 1♠, and East raises to 2♥, what call could South make with this hand?

A. 4♠.

- It seems surprising for South to jump all the way to 4♠ with only three high-card points, but South has a good distributional hand with 3 dummy points for the singleton heart and 1 dummy point for the doubleton club.
- With a weak distributional hand, advancer can make a preemptive raise to the four level with five-card support ... competing to the level of the combined number of trumps held by the partnership (5 + 5 = 10 → ten tricks → four level).

Observations

- The overcaller's partner is the advancer, and the guidelines for advancer are different than those for responder.
- The partnership has two goals in a competitive auction: getting to its best contract and keeping the opponents out of their best contract.
- With fewer than 10 points ... about 6-9 points, counting dummy points ... advancer should be willing to compete to the level corresponding to the number of combined trumps held by the partnership.

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 #7: Preemptively Raising Partner’s Overcall

Teachers’ Key Point

- To let the students experience a preemptive raise of partner’s overcall.

Student Textbook Reference: Deal #7: pages 86-87.

Opening Remarks

- Let’s see how advancer can make the auction challenging for the opponents.

Group Activity

Distribute the **COLOR-CODED CARDS** for Deal #7.

<p>DEAL: 7 DEALER: SOUTH VUL: E-W</p> <p>NORTH ♠ A Q 10 9 7 ♥ 8 6 3 ♦ K Q J ♣ 8 5</p> <p>WEST ♠ 5 ♥ A K J 7 5 2 ♦ A 10 5 ♣ A J 3</p> <p>SOUTH ♠ K J 8 6 3 ♥ 9 ♦ 8 2 ♣ 10 9 6 4 2</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <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;">1♠</td> <td style="padding: 5px;">2♥</td> <td style="padding: 5px;">Pass</td> </tr> <tr> <td style="padding: 5px;">Pass(?)</td> <td style="padding: 5px;">Pass</td> <td style="padding: 5px;">Pass</td> <td style="padding: 5px;">4♠</td> </tr> </table> <p>EAST ♠ 4 2 ♥ Q 10 ④ ♦ 9 7 6 4 3 ♣ K Q 7</p> <p>DECLARER: North OPENING LEAD: ♥4 by East</p>	WEST	NORTH	EAST	SOUTH	1♥	1♠	2♥	Pass	Pass(?)	Pass	Pass	4♠
WEST	NORTH	EAST	SOUTH										
1♥	1♠	2♥	Pass										
Pass(?)	Pass	Pass	4♠										

Bid and play Deal #7.

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. Pass.

- South has only 4 high-card points plus 1 length point for each five-card suit.

Focus on the West hand.

Q. What call does West make after South passes?

A. 1♥.

- West has 17 high-card points plus 2 length points for the six-card suit.

Focus on the North hand.

Q. What call can North make after West opens 1♥?

A. 1♠.

- With a good five-card spade suit and 12 high-card points, North can make a simple overcall at the one level, 1♠.

Focus on the East hand.

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

A. 2♥.

- East is the responder.
- East has 7 high-card points and can add 1 dummy point for the doubleton spade.
- With three-card support for hearts, East can raise to the two level, showing about 6-10 points.

Focus on the South hand.

Q. What is South called when the auction has gone this way?

A. Advancer.

- South is the partner of the overcaller.

Q. What call could South make?

A. 4♠.

- With a weak distributional hand and five-card support for North's spade suit, South can make a preemptive jump raise to 4♠ - competing to the level of the number of combined trumps ($5 + 5 = 10 \rightarrow$ four level).

Focus on the West hand.

Q. What call was West planning to make if South had passed?

A. 4♥.

- West has 19 points and East's raise to 2♥ shows about 6-10, so the partnership should have enough combined strength for a game contract.
- West knows **HOW HIGH** and **WHERE**.

Q. What call does West make when South jumps to 4♠?

A. Pass/5♥/Double.

- South's preemptive jump raise has created a difficult challenge for West.
- West could pass, not being willing to go any higher to try and win the auction.
- West could bid 5♥, hoping the partnership can make eleven tricks with hearts as trumps.
- West could make a penalty double. We'll be discussing penalty doubles in more detail a little later in the lessons.

- Let's assume for now that West passes. We'll discuss shortly what would happen if West were to take some other action.

Focus on the North hand.

Q. What call would North make?

A. Pass.

Focus on the East hand.

Q. What call would East make?

A. Pass.

- East has already described the hand with the raise to 2♥.

The Play

- Let's consider the play with North as declarer in a 4♠ contract.

East and West, turn your cards face down.

East, lead the ♥4.

Only 27 cards are face up ... the North and South hands and East's lead.

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

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

Q. What is North's goal as declarer?

A. Ten tricks.

- To make 4♠, North will have to take ten tricks.
- Let's count the sure tricks in the combined North-South hands.

Spades	5
Hearts	0
Diamonds	0
Clubs	0
Total	5

- 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 extra winners in the diamond suit?

A. Promotion.

- The ♦A is missing but once it is driven out, declarer will have two promoted winners in the suit.

Q. Is there any chance for extra tricks in the heart suit?

A. Yes.

- Since there are two more hearts in declarer's hand than in dummy, declarer can plan to develop two extra winners by trumping in dummy.
- Let's see how this works.

Turn the diamonds and clubs in the North-South hands face down.

Q. What does declarer have to do before trumping a heart in dummy?

A. Give up a heart trick.

- Declarer has to give up a heart trick to make dummy void in hearts before a heart can be trumped – ruffed – in dummy
- This is part of the third stage of Declarer’s Plan, Consider the Order.
- Sometimes declarer won’t have to do that since the defenders may take their winner in the suit early in the play.

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

Turn North’s ♥3 and South’s ♥9 face down.

Q. Once dummy is void in hearts, is there anything else declarer must be careful about when considering the order?

A. Leaving trumps in dummy; being in the right place at the right time.

- Declarer has to make sure there are enough trumps left in dummy to ruff the hearts.
- So, declarer can’t afford to take all the spade winners right away.
- On this deal, declarer can afford to draw the defenders trumps but must then leave at least two spades in dummy to ruff two hearts.
- Also, declarer must be in the right place at the right time to trump a heart. Declarer has to lead a heart from the North hand and trump it in dummy.
- Declarer will then have to get back to the North hand to lead the remaining heart and trump it in dummy.
- On this deal, that won’t be much of a challenge. North can use the spade suit as an entry, or perhaps one of the established diamond winners, or trump one of dummy’s clubs.

Turn all the North and South cards face up.

Q. How many tricks does declarer have in total?

A. Nine.

- Declarer has five spade winners and can promote two diamond winners and trump two hearts in dummy.
- Looked at another way, East-West will get a heart trick, a diamond trick, and two club tricks to defeat the 4♠ contract one trick.

Q. Is being defeated one trick in a 4♠ contract a poor result for North-South?

A. Not necessarily.

- If East-West can make something, the penalty for being defeated in 4♠ may be less than the value of East-West’s potential contract.
- Let’s see what East and West can make.

North and South, turn your cards face down.

North, lead the \spadesuit K.

East and West, turn your cards face up.

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

NORTH	
\spadesuit K	
WEST (Declarer)	EAST (Dummy)
\spadesuit 5	\spadesuit 4 2
\heartsuit A K J 7 5 2	\heartsuit Q 10 4
\diamondsuit A 10 5	\diamondsuit 9 7 6 4 3
\clubsuit A J 3	\clubsuit K Q 7
SOUTH	

- Let's suppose West is allowed to be the declarer in a $4\heartsuit$ contract.

Q. What is West's goal as declarer in a $4\heartsuit$ contract?

A. Ten tricks.

- Let's count the sure tricks in the combined East-West hands.

Spades	0
Hearts	6
Diamonds	1
Clubs	3
Total	10

- So, East-West can make a game contract of $4\heartsuit$ if allowed to play there.

Observations

- On this deal, East-West are vulnerable, so a game contract of $4\heartsuit$ would be worth 620 points – 120 trick score + 500 vulnerable game bonus.
- North-South are non vulnerable, so being defeated one trick in a sacrifice of $4\spadesuit$ would cost only 50 points.
- Even if North-South were doubled, the $4\spadesuit$ sacrifice would cost only 100 points.
- It's also possible that South's preemptive jump to $4\spadesuit$ might cause East-West to misjudge and bid $5\heartsuit$. $5\heartsuit$ can be defeated one trick and now North-South would get 100 points.
- So, the combination of North's overcall and South's preemptive raise with five-card support but a weak hand will lead to an excellent result for North-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 Eight – Advancing an Overcall with Support and 10+ Points

Teachers' Key Point

- Show how advancer shows support with 10 or more points.
- Introduce the cuebid.

Student Textbook Reference: pages 59-61.

Opening Remarks

- We've seen what advancer does with support for partner's overcalled suit and fewer than 10 points.
- Let's look at what advancer does with support and about 10 or more points.
- We'll be introducing an exciting new concept.

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

Q. West opens 1♦, North overcalls 1♠, and East passes. Does South have support for North?

A. Yes.

- North has promised at least a five-card spade suit and South has three-card support.
- South also has 11 high-card points.

Q. Why can't South raise to 2♠?

A. Too strong.

- A raise to the two level would show only about 6-9 points.

Q. Why can't South raise to 3♠?

A. Too strong.

- A jump raise to the three level would show four-card support and fewer than 10 points.

Q. Why can't South raise to 4♠?

A. Too strong.

- A jump raise to the four level would be preemptive, showing five-card support and fewer than 10 points.
- If advancer's immediate raise to any level shows fewer than 10 points, we need a way for responder to show about 10 or more points and support for partner's suit.

Q. Which suit is North-South unlikely to want to play in as a trump suit after West opens 1♦?

A. Diamonds.

- Since it would be unusual to want to play in the same suit that an opponent has suggested as a trump suit, a bid of the opponent's suit is called a **cuebid** and can given a special – conventional – meaning.
- After partner makes an overcall:



- A cuebid of the opponent's suit shows about 10 or more points and interest in reaching game if the overcaller is near the top of the range.

Q. So, what call does South make with this hand after West opens 1♦, North overcalls 1♠, and East passes?

A. 2♦.

- The 2♦ cuebid of the opponent's suit shows about 10 or more points and interest in reaching game.

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

West, place a Pass in front of you.

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

Q. What call do we think would be reasonable for North to make with a minimum overcall and no interest in reaching game?

A. 2♠.

- North simply rebids the original suit with nothing extra, 2♠.

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

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

East, place a Pass in front of you.

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

Q. What call will South make if North simply rebids 2♠ after the cuebid?

A. Pass.

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

- South, with 11 points, has shown interest in game, but North has shown a minimum overcall – less than an opening bid, about 7-12 points.
- South can settle for partscore in 2♠.
- Remember, North could have as few as 7 points for a one-level overcall.
- So, the cuebid allows the partnership to stop safely at the two level.

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

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

Q. How many points is this hand worth in support of spades?

A. 14.

- There are 13 high-card points plus 1 dummy point for the doubleton heart.

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

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

A. 2♦.

- With 10 or more points, South starts with a cuebid to show interest in reaching game.
- If North had opened 1♠, South would have enough to take the partnership to game in spades since North would have at least 13 points.
- South can't afford to jump to game in this situation since North has only overcalled 1♠.

Q. If West passes and North rebids 2♠, what call can South make as a further invitation to game?

A. 3♠.

- Even though North's rebid shows a minimum overcall with about 7-12 points, the partnership might still have enough combined strength for game if North has 11 or 12 points.
- Raising to 3♠ is highly invitational, but North can still pass with a bare minimum.

Change the South hand:
In hearts: take away the ♥K.
In diamonds: add the ♦A.
In clubs: take away the ♣J;
add the ♣Q.

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

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

Q. What is this hand worth opposite partner's 1♠ overcall?

A. 18 points.

- South has 15 high-card points plus 3 dummy points for the singleton heart.

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

A. 2♦.

- The cuebid shows at least interest in game.

Q. West passes, North rebids 2♠, and East passes. What call does South make?

A. 4♠.

- Even if North has a minimum overcall with about 7 or 8 points, there should be enough combined strength for game.

Q. Why didn't South simply jump to 4♠ right away?

A. Too strong.

- An immediate jump to 4♠ would be preemptive, showing a weak hand.
- South wants to show a strong hand in case North has enough to consider a slam contract or to bid again if East-West compete to 5♦, for example.

Observations

- With support for partner's suit and about 10 or more points, advancer cuebids the opponents' suit to show interest in reaching game.
- The cuebid allows the partnership to stop at a safe level when the overcaller has less than the values for an opening bid but to reach game if the overcaller or advancer has some extra strength.

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 – Advancer’s Other Options

Teachers’ Key Point

- Discuss advancer’s bid of a new suit.
- Discuss advancer’s bid of notrump.

Student Textbook Reference: pages 62-65.

Opening Remarks

- We’ve seen what advancer does with support for partner’s overcalled suit – raise with about 6-9 points and cuebid with about 10 or more.
- Let’s look at what advancer does without support for partner’s suit.

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

Q. West opens 1♣, North overcalls 1♥, and East passes. Does South have support for partner’s suit?

A. No.

- With only a doubleton heart, there’s no guarantee of an eight-card fit.

Q. What call could South make?

A. 1♠.

- Since North has already shown a good five-card or longer suit, advancer should have a good five-card or longer suit to suggest it as an alternative for trumps.
- A new suit advance at the one level shows about 6 or more points – similar to a response in a new suit.



- However, **an advance in a new suit is not forcing** – unlike a response in a new suit – since the overcall could be made on less than the values for an opening bid.

With a strong hand, advancer would have to start with a cuebid. However, some partnerships prefer a new suit response to be forcing. So, there's no need to get into too much detail at this point. It's enough for the students to know that they can bid a new suit in response to an overcall when they don't have a fit.

Change the South hand:

In spades: take away the ♠Q and ♠J.

In diamonds: add the ♦A and ♦J.

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

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

A. 2♦.

- A new suit advance at the two level shows about 11 or more points.
- A new suit advance at the two level is non forcing but shows at least interest in reaching a game.
- With a minimum overcall, North can pass and the partnership should be in a reasonable contract.
- Advancer has other options besides a new suit.

Change the South hand.

In diamonds: take away the ♦A and ♦Q.

In clubs: add the ♣K and ♣J.

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

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

A. 1NT.

- South has 9 high-card points but doesn't have support for North's heart suit.
- South doesn't have a good five-card or longer suit to suggest as an alternative trump suit.
- With some length and strength in the opponent's suit, clubs, South can make a descriptive advance of 1NT – the same bid South would make if North had opened 1♥.
- As a guideline:
 - An advance of 1NT shows about 6-10 points.
 - An advance of 2NT shows about 11-12 points.
 - With 13 or more points, advancer will usually start with a cuebid – advancer doesn't want to commit the partnership to game in 3NT after a simple one-level overcall.

At this stage, there isn't much point in going into a lot more detail. It's sufficient that the students know that bidding notrump is one of advancer's options.

Change the South hand:
In diamonds: add a low diamond.
In clubs: take away the ♣K.

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

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

A. Pass.

- Responder should usually bid with 6 or more points when right-hand opponent passes because opener could have as many as 20 or 21 points ... a game could be missed.
- Advancer doesn't have to bid with 6 or 7 points – or even 8 or 9 – with no good fit, no good suit to bid, and a no other reasonable alternative.
- It's unlikely that a game will be missed when the overcall is typically limited to about 17 points.

Observations

- Without support for partner's suit, advancer can bid a good five-card or longer suit at the one level with about 6 or more points, or at the two level with about 11 or more points.
- With no fit and no good suit to bid, advancer can bid 1NT with about 6-10 points or 2NT with about 11-12 points. With a stronger hand, advancer can start with a cuebid.
- Otherwise – if advancer has no fit, no good suit, and a hand unsuitable for bidding notrump – advancer can simply pass if a game contract appears unlikely.

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 Ten – Rebids by the Overcaller

👉 Teachers' Key Point

- Discuss how the overcaller continues after advancer makes a bid.

Student Textbook Reference: pages 65-69.

Opening Remarks

- Let's turn our attention back to the overcaller.

Group Activity

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

Construct the following hand in front of North.

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

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

A. 1♠.

- With a good five-card spade suit – two of the top three honors – North has enough to make a simple overcall at the one level, 1♠.

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

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.

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

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

WEST
 1♥

Q. After North overcalls 1♠, East passes, South advances to 2♠, and West passed. What call does North make now?

A. Pass.

- South's raise shows about 6-9 points and three-card support.
- Since North has only 8 high-card points plus 1 length point for the five-card suit, the partnership doesn't have enough combined strength for game. 2♠ should be high enough.

Change the North hand:

In spades: add a low spade.

**In clubs: take away three low clubs;
add the ♣A and ♣Q.**

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

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

A. 1♠.

- North has 15 high-card points plus 2 length points for the six-card spade suit.
- The hand is still in the range for a simple overcall at the one level.

NORTH

♠ A Q x x x x
♥ x x
♦ K x x
♣ A Q

Q. East passes, South raises to 2♠, and West passes. What call does North make now?

A. 3♠.

- With a near maximum for the one-level overcall, North can move toward a game contract.
- If South, advancer, has only 6 or 7 points, the partnership should probably stop in partscore.
- If South has 8 or 9 points, the partnership should have a chance for game.

Change the North hand:

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

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

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

A. 1♠.

Q. East passes, South raises to 2♠, and West passes. What call does North make now?

A. Pass.

- North has 11 high-card points plus 2 length points for the six-card suit, for a total of 13.
- Even if South has 8 or 9 points, the partnership doesn't have enough combined strength for game.

NORTH

♠ A Q x x x x
♥ x x
♦ K x x
♣ Q x

East, replace the Pass with 2♥.

West, replace the Pass with 3♥.

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

Q. West opens 1♥, North overcalls 1♠, East raises to 2♥, and South advances to 2♠. West now bids 3♥. What call does North make?

A. 3♠/Pass.

- Although North wasn't intending to bid 3♠ if West had passed, West's 3♥ call takes away North's option of playing a partscore in 2♠.
- North will now have to decide between passing and defending against 3♥ or competing further with 3♠.
- In competitive auctions, there are no clear-cut decisions but, with a six-card spade suit and South promising three-card support, North should probably follow the principle of competing to the level of the combined number of trumps: 9 combined trumps (6 + 3) → three level → 3♠.

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

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

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

Change the North hand:

In spades: take away the ♠A and two low cards.

In hearts: add the ♥K, ♥J, and ♥10.

In diamonds: take away the ♦K

In clubs: add a low club.

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

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

A. 1♥.

- With a good five-card heart suit, North has enough to overcall at the one level.

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

East, place a Pass in front of you.

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

West, place a Pass in front of you.

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

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

Q. After North overcalls 1♥, East passes. South bids 1♠ and West passes. What does North, the overcaller, do now?

A. Pass.

- A new suit advance is not forcing.
- With a minimum overcall, North can pass and settle for partscore in 1♠.

Change the North hand:

In spades: take away the ♠Q and a low card.

In hearts: add the ♥A.

In diamonds: add the ♦K

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

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

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

A. 1♥.

Q. After North overcalls 1♥, East passes. South bids 1♠ and West passes. What does North do now?

A. 2♥.

- North doesn't have to bid again but, with a good six-card heart suit and not much interest in spades, North can rebid the overcalled suit.

South, replace the 1♠ bid with 1NT.

Change the North hand:

In spades: add a low spade.

In hearts: take away the ♥K.

WEST	NORTH	EAST	SOUTH
1♦	1♥	PASS	1NT
PASS	?		

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

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

A. 1♥.

Q. After North overcalls 1♥, East passes, and South bids 1NT. What does North do now?

A. Pass.

- South's 1NT advance shows about 6-10 points.
- Since South didn't raise hearts, South likely has at most two hearts.
- 1NT looks to be a reasonable contract for North-South.

Change the North hand:

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

In clubs: add the ♣A and a low card.

WEST	NORTH	EAST	SOUTH
1♦	1♥	PASS	1NT
PASS	?		

NORTH

♠ x x
♥ A J 10 x x
♦ x
♣ A Q x x x

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

A. 1♥.

- With a choice between two five-card suits, North overcalls the higher-ranking.

Q. After North overcalls 1♥, East passes, and South bids 1NT. West passes. What does North do now?

A. 2♣.

- Since South doesn't have support for hearts, North can now show the second suit.
- South might prefer clubs as trumps to hearts as trumps.

Change the North hand:

In diamonds: add a low card.

In clubs: take away the ♣A.

WEST	NORTH	EAST	SOUTH
1♦	1♥	PASS	1NT
PASS	?		

NORTH

♠ x x
♥ A J 10 x x
♦ x x
♣ Q x x x

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

A. 1♥.

- Although North has only 7 high-card points, with a decent five-card suit, North can make a one-level overcall of 1♥.

South, replace the 1NT bid with 2♦.

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

Q. After North overcalls 1♥, East passes, and South bids 2♦. What is advancer's 2♦ bid?

A. Cuebid.

- Advancer's bid of the opponent's suit is a cuebid.
- It has nothing to do with diamonds.
- It shows about 10 or more points and interest in reaching a game contract.

NORTH

♠ x x
♥ A J 10 x x
♦ x x
♣ Q x x x

Q. What call does North make?

A. 2♥.

- With a minimum overcall and no interest in reaching game, North simply rebids the original suit.
- If South only has about 10 or 11 points, the partnership will stop safely at the two level.

Change the North hand:
In diamonds: take away a low card.
In clubs: add the ♣A.

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

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

A. 3♣.

- North has 11 high-card points plus 1 length point for each five-card suit, for a total of 13.
- South is interested in reaching game and North has more than a minimum overcall.
- North can show the second suit which should help South decide if the partnership belongs in a game contract.

NORTH

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

Change the North hand:
In hearts: add the ♥K.
In diamonds: add a low diamond.
In clubs: take away two low clubs.

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

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

A. 4♥.

- North has a maximum for the 1♥ overcall.
- Since South is showing interest in reaching game, North is willing to go for the game bonus after the cuebid.

NORTH

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

Observations

- After making an overcall, we don't have to bid again unless partner makes a forcing bid – a cuebid.
- With a minimum overcall – about 7-12 points – we will usually pass if partner raises, bids a new suit, or bids notrump.
- With more than a minimum – about 13 – 17 points – we will move toward game, or bid game, if advancer shows some interest.

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 – Deal #8: Advancing in a New Suit

👉 Teachers' Key Point

- To experience how the auction might progress after advancer bids a new suit.

Student Textbook Reference: Deal #8: pages 88-89.

Opening Remarks

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

Group Activity

Distribute the **COLOR-CODED CARDS** for Deal #8.

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

Bid and play Deal #8.

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. 1♦.

- West has 13 high-card points plus 1 length point for the five-card diamond suit.
- West opens the minor suit, 1♦.

Focus on the North hand.

Q. What call would North make after West opens 1♦?

A. 1♠.

- North has 13 high-card points plus 1 length point for the five-card suit.
- With a good five-card suit, North can make a simple overcall of 1♠.

Focus on the East hand.

Q. What call would East make after West opens 1♦ and North overcalls 1♠?

A. Pass.

- East has only 2 high-card points plus 2 length points for the six-card suit, not enough to respond.

Focus on the South hand.

Q. What call would South make to advance North's overcall?

A. 2♥.

- South has 12 high-card points plus 2 length points for the six-card heart suit.
- South has enough to bid since the partnership could have enough combined strength for game if North has about 12-13 points – although North could have less.
- South doesn't have three-card or longer support for North's suit.
- South has enough to bid a new suit at the two level, 2♥, suggesting that suit as trumps.

Focus on the West hand.

Q. What call would West make?

A. Pass.

- West described the hand with the opening bid and East has shown no interest in competing.

Focus on the North hand.

Q. What call would North make after South advances to 2♥?

A. 3♥.

- South's advance in a new suit is not forcing, although South is showing about 11 or more points to bid a new suit at the two level.
- North has more than a minimum hand for the overcall – 14 points – and support for South's suit.
- North can show some interest in reaching game by raising to 3♥.

Focus on the East hand.

Q. What call would East make?

A. Pass.

Focus on the South hand.

Q. What call would South make after North raises to 3♥?

A. 4♥.

- South has 14 points and North has shown support for hearts and more than a minimum overcall – about 13 or more points.
- South knows **HOW HIGH** – game – and **WHERE** – hearts – the partnership belongs.
- West, East, and North all pass, leaving South as declarer in 4♥.

The Play

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

East and West, turn your hands face down.

West, lead the ♦K.

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

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

- South starts by assessing the situation.

Q. What is South's goal as declarer in a 4♥ contract?

A. Ten tricks.

Spades	3
Hearts	6
Diamonds	1
Clubs	0
Total	10

- When there are enough tricks to make the contract, declarer can skip the next stage of the plan — Browse Declarer's Checklist — and move to the last stage of the plan — Consider the Order.

Q. What should be declarer's priority after gaining the lead?

A. Drawing trumps.

- With enough tricks to make the contract, declarer should draw trumps before taking the sure tricks in the other suits.

Q. Which card should declarer play first when taking the spade winners?

A. ♠Q.

- When taking winners in an unevenly divided suit, start with the high card from the short side.
- Declarer can then play the ♠3 over to dummy's ♠A and ♠K.
- Let's see how the play might go.

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

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 ♦K	North ♦ <u>A</u>	East ♦3	South ♦4	West can lead the top of a the solid three-card sequence, hoping to promote winners in the suit.
2	North ♥ <u>Q</u>	East ♥9	South ♥2	West ♥4	Declarer wants to draw trumps. North-South have nine hearts, leaving four for East-West. Declarer can start with the ♥Q, high card from the short side.
3	North ♥3	East ♣2	South ♥ <u>K</u>	West ♥8	There are still two trumps outstanding.

Trick					Notes
4	South <u>♥A</u>	West ♥10	North ♥5	East ♣3	Declarer draws the remaining trump.
5	South ♠Q	West ♠2	North ♠6	East ♠5	It's now safe to take the spade winners. Declarer starts with the high card from the short side.
6	South ♠3	West ♠4	North <u>♠K</u>	East ♠7	
7	North <u>♠A</u>	East ♠9	South ♦5	West ♦2	West doesn't follow on the third round of spades. If declarer hadn't drawn trumps first, West could trump this trick and declarer would fall one trick short.
Declarer has taken the first seven tricks and still has three winning hearts left. Declarer will lose only a diamond trick and two club tricks, making 4♥.					

Observations

- On this deal, North's overcall got the partnership into the auction.
- South's advance suggested a different trump suit and North and South were able to reach their best contract when the deal belonged to their side.

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 Twelve – Other Overcalls

Teachers' Key Point

- To introduce the notrump overcall.
- To introduce the weak jump overcall.

Student Textbook Reference: pages 70-73.

Opening Remarks

- So far, we've looked at the simple overcall in a suit at the one level or higher and how to advance it.
- There are other types of overcalls that can be made.
- Let's briefly look at a couple of examples.

Group Activity

Construct the following hand in front of North.

Q. If North is the dealer, what call would North make?

A. 1NT.

- North has a balanced hand – no voids, no singletons, and only one doubleton – and 16 high-card points.
- A 1NT opening bid shows a balanced hand with 15-17 points.

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

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

Q. Suppose West is the dealer and opens the bidding 1♥. What call does North make now?

A. 1NT.

- North can show a balanced hand with about 15-17 or 18 points by overcalling 1NT.

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

Q. Which suit is East likely to lead if North does become declarer in a notrump contract?

A. Hearts.

- West showed a five-card or longer heart suit with the 1♥ opening, so East is likely to lead partner's suit.
- One consideration when overcalling 1NT rather than opening 1NT is that we should have some strength in the opponents' suit.

- If West had opened 1♠ instead of 1♥, an overcall of 1NT would not be as attractive. We'll see later what alternative action we would have available.

The takeout double will be introduced in the next lesson.

- Let's see how advancer would handle an overcall of 1NT.

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

East, place a Pass in front of you.

WEST	NORTH	EAST	SOUTH
1♥	1NT	PASS	?

Leave the North hand face up.

Construct the following hand in front of South.

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

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

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

A. 3NT.

- Opposite a 1NT overcall, advancer can bid as though partner opened 1NT.
- South has a balanced with 10 high-card points plus 1 length point for the five-card club suit.
- Since North has at least 15 points, the partnership has at least 26 combined points.
- South knows **HOW HIGH** the partnership belongs – game – and **WHERE** – notrump.
- South can put the partnership in its best contract.

Q. How would North-South do in a contract of 3NT?

A. Nine tricks.

- They have one spade trick, two heart tricks, a diamond trick, and five club tricks – enough to make 3NT.

Pick up your suit from the North and South hands.

Pick up the bids and place them back in the Bidding Boxes.

Construct the following hand in front of North.

NORTH

♠ x
♥ A Q J 10 x x
♦ x x x
♣ x x x

Q. If North is the dealer and both sides are non vulnerable, what call would North make?

A. 2♥.

- North has a good six-card heart suit – with about five playing tricks – and less than the values for an opening bid at the one level.
- This is an ideal hand for a weak 2♥ opening bid.

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

NORTH

♠ x
♥ A Q J 10 x x
♦ x x x
♣ x x x

WEST

1♦

Q. Suppose West is the dealer and opens 1♦. What call could North make now?

A. 1♥/2♥.

- North could make a simple overcall of 1♥.
- However, a more effective bid might be a preemptive jump overcall of 2♥, to try to make it more challenging for East-West to find their best contract.



- The modern style is that a jump overcall is similar to a preemptive opening bid. It shows a weak hand with a long suit.

Change the North hand:

In hearts: add a low heart.

In diamonds: take away a low diamond.

NORTH

♠ x
♥ A Q J 10 x x x
♦ x x
♣ x x x

WEST

1♦

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

A. 3♥.

- A jump overcall to the three level is similar to a preemptive opening bid at the three level – a good seven-card suit and a weak hand.

Observations

- A 1NT overcall is similar to a 1NT opening bid – a balanced hand with about 15-17 or 18 points.
- A jump overcall is similar to a preemptive opening bid:
 - A jump overcall to the two level is like a weak two-bid – a good six-card suit and a weak hand.
 - A jump overcall to the three level is like a three-level preemptive opening bid – a good seven-card suit and a weak hand.

Closing Instructions

Pick up the bids and the cards on the table. Put all the cards back into a complete deck.

- In this lesson we've talked about simple overcalls at the one level or higher and advancer's choices after an overcall.
- In the next lesson, we look at another dynamic way to compete when the opponents open the bidding.

Lesson 3

Takeout Doubles and Advances

Lesson Three: Takeout Doubles and Advances

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

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Exercise Seven	Advancing a Takeout Double with 12+ Points
Exercise Eight	Deal #11: Advancing with 12+ Points
Exercise Nine	Advancing in Notrump
Exercise Ten	Rebids by the Takeout Doubler
Exercise Eleven	Deal #12: Advancing in Notrump
Exercise Twelve	Double to Show a Strong Overcall

A note to the teacher

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

The concepts introduced in Lesson Three are:

- *Requirements for a takeout double*
- *Advancing a takeout double*
- *Rebids by the takeout doubler*
- *The double to show a strong overcall*

Lesson Introduction

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

- In the previous lesson, the overcall was one way to enter the auction when the opponents have opened the bidding.
- In this lesson, we're going to look at another way to compete.
- It's the game's most versatile call.

Exercise One – The Takeout Double

Teachers' Key Point

- To introduce the concept of the takeout double.

Student Textbook Reference: pages 91-92.

Opening Remarks

- When we make an overcall, we are suggesting the suit that we would like as trumps.
- Sometimes, we would prefer to have partner choose the suit.

Group Activity

Take the cards and sort them into suits.

Construct the following hand in front of North.

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

Q. If North is the dealer, what call would North make?

A. 1♦.

- North has 13 high-card points.
- With no five-card major suit, North would open 1♦.

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

Q. Suppose West is the dealer, not North, and opens 1♣. Would North like to compete?

A. Yes.

- North has the values for an opening bid.

Q. Can North make an overcall?

A. No.

- North has no five-card or longer suit.

Q. Which suit would North prefer as trumps?

A. Spades, hearts, or diamonds.

Q. Which member of the partnership is in the best position to choose the trump suit?

A. South.

- North has support for all three of the **unbid** suits.
- Whichever of the three suits South chooses as trumps, North would be happy.

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

WEST
1♣

- So, North needs a call that shows the strength to compete but asks South to choose the trump suit.
- The bid that can be used is the double.
- Used this way, the double is referred to as a **takeout double**.
- Partner is being asked to take the double out into one of the unbid suits.

North, place a Double - the Red X
- in front of you.

East, place a Pass in front of you.

WEST	NORTH	EAST	SOUTH
1♣	DOUBLE	PASS	?

Leave the North hand face up.

Construct the following hand in front of
South.

NORTH

♠ A J x x
♥ K x x x
♦ K Q x x
♣ x

SOUTH

♠ x x x
♥ Q x
♦ A x x x x
♣ x x x

Q. Which suit would South choose as trumps when North doubles?

A. Diamonds.

- North's double asks South to choose the trump suit from among diamonds, hearts, and spades.
- South prefers diamonds.
- When South chooses diamonds, the partnership is in its best trump fit – the nine-card diamond fit.

Change the South hand:

In hearts: add the ♥A and a low card.

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

WEST	NORTH	EAST	SOUTH
1♣	DOUBLE	PASS	?

NORTH

♠ A J x x
♥ K x x x
♦ K Q x x
♣ x

SOUTH

♠ x x x
♥ A Q x x
♦ x x x
♣ x x x

Q. Which suit would South choose as trumps when North doubles?

A. Hearts.

- When South chooses hearts, the partnership has found its best trump fit – the eight-card heart fit.

Change the South hand:
 In spades: add the ♠K.
 In hearts: take away the ♥Q.

WEST	NORTH	EAST	SOUTH
1♣	DOUBLE	PASS	?

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

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

Q. Which suit would South choose as trumps when North doubles?

A. Spades.

- When South chooses spades, the partnership again has found its best trump fit – the eight-card spade fit.

Q. If South is the player who first bids spades for the partnership, which player would be the dummy?

A. North.

- The player who makes the takeout double will become the dummy since partner is the one choosing the trump suit.

Observations

- When an opponent opens the bidding, there are two ways to enter the auction: the overcall and the takeout double.
- If we make an overcall, we are suggesting the best trump suit for the partnership.
- If we make a takeout double, we are asking partner to choose the trump suit. We are showing support for whichever suit partner chooses.
- The takeout doubler will become the dummy when partner chooses the trump 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 Two – The Guideline for a Takeout Double

Teachers' Key Point

- To discuss the guideline for making a takeout double.

Student Textbook Reference: pages 93-98.

Opening Remarks

- To make a takeout double, there are two requirements:
 - **Support for the unbid suits.** Since we are asking partner to choose the suit, we want to have at least three-card support for whichever suit partner chooses – and preferably four-card support.
 - **13 or more points.** To make a takeout double at the one level, we should have at least the same values needed to open the bidding. However, since we will be the dummy when partner chooses the suit, we can count dummy points instead of length points: void – 5; singleton – 3; doubleton – 1.
- Let's look at some examples.

Group Activity

Construct the following hand in front of North.

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

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

Q. If West opens the bidding 1♦, what call would North make?

A. Double.

- North has an ideal hand for a takeout double – four-card support for whichever suit South chooses as trumps. If South has only a four-card suit to bid, the partnership will be in an eight-card fit.
- The North hand is worth 16 points – 13 high-card point plus 3 dummy points for the singleton diamond.
- North needs an opening bid or better since South may have no points at all – and may have to bid at the two level if South prefers clubs as the trump suit.

Change the North hand:
In diamonds: add a low diamond.
In clubs: take away a low club.

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

Q. If West opens 1♦, what call would North make?

A. Double.

- The hand is less ideal since there is only three-card support for clubs.
- The hand is also worth only 14 points – 13 high-card points plus 1 dummy point for the doubleton diamond.
- However, a takeout double is the best way to get the partnership competing in the auction.
- If South picks hearts or spades as trumps, North will put down four-card support in the dummy.
- If South picks clubs, North still has three-card support and, besides, South may have five or more clubs, so the partnership should be in a reasonable trump fit.

Change the North hand:
In diamonds: take away two low cards.
In clubs: take the ♣A; add three low cards.

NORTH	
♠	Q x x x
♥	A J x x
♦	—
♣	Q x x x x
WEST	
1♦	

Q. If West opens 1♦, what call would North make?

A. Double.

- North has support for all the unbid suits.
- Although North has only 9 high-card points, North can add 5 dummy points for the diamond void, making the hand worth enough for a takeout double.
- The double shows three suits at once.

Change the North hand:
In diamonds: add two low diamonds.
In clubs: take away two low clubs.

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

Q. If West opens 1♦, what call would North make?

A. Pass.

- North does have support for the unbid suits.
- However, the hand is only worth 10 points – 9 high-card points plus 1 dummy point for the doubleton diamond.
- The hand isn't strong enough for a direct takeout double of 1♦.

**Change the North hand:
In spades: take away a low spade;
add the ♠A.**

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

WEST
1♦

Q. If West opens 1♦, what call would North make?

A. Double.

- North has support for the unbid suits and 14 points – 13 high-card points plus 1 dummy point for the doubleton diamond.

West, replace the 1♦ with 1♠.

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

WEST
1♠

Q. If West opens 1♠, what call would North make?

A. Pass.

- North still has 13 high-card points – but can't dummy points for shortness in an unbid suit.
- North has support for hearts but doesn't have support for diamonds – one of the unbid suits – and has only three-card support for clubs.
- The hand is unsuitable for a takeout double and there is no five-card suit to overcall.
- With no suitable competitive action, North should pass for now, even with 13 points.
- North doesn't mind defending with spades as the trump suit and may get an opportunity to enter the auction later.

**Change the North hand:
In spades: add the ♠K.
In hearts: take away the ♥A.**

West, replace the 1♠ bid with 1♦.

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

WEST
1♦

Q. If West opens 1♦, what call would North make?

A. 1♠.

- Although North does have some support for hearts and clubs, North has a definite preference for spades as the trump suit.
- An overcall of 1♠ is more descriptive than a takeout double.

West, take away the 1♦ bid.

East place the 1♦ bid in front of you.

South place a Pass in front of you.

West place the 1♥ bid in front of you.

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

Change the North hand:
 In spades: take away a low spade.
 In clubs: add the ♣A.

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

A. Double.

- A takeout double can be made after both opponents have bid.
- North has support for the *two* unbid suits in this case, spades and clubs.
- North has 16 high-card points plus 1 dummy point for the doubleton diamond.
- North's double asks South to choose either spades or clubs as the trump suit.

Observations

- A takeout double shows:
 - Support for the unbid suits;
 - The values for an opening bid or better, counting dummy points.
- A takeout double can be made after one or both opponents have bid.
- If our hand is unsuitable for either an overcall or a takeout double, then we should pass, even with 13 or more points.

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 Three – Deal #9: A Takeout Double in Action

👉 Teachers' Key Point

- To let the students experience a takeout double.

Student Textbook Reference: Deal #9: pages 124-125.

Opening Remarks

- Let's see how a takeout double might work in a complete deal.

Group Activity

Distribute the **COLOR-CODED CARDS** for Deal #9.

<p>DEAL: 9 DEALER: NORTH VUL: NONE</p> <p style="text-align: center;">WEST</p> <p>♠ 10 6 3 ♥ J 8 2 ♦ A 10 9 3 ♣ K 3 2</p> <p style="text-align: center;">SOUTH</p> <p>♠ J 9 8 2 ♥ K 5 3 ♦ J 8 7 ♣ 7 6 5</p>	<p style="text-align: center;">NORTH</p> <p>♠ Q 5 ♥ A Q 10 9 4 ♦ Q 5 ♣ Q J 10 8</p> <p style="text-align: center;">EAST</p> <p>♠ A K 7 4 ♥ 7 6 ♦ K 6 4 2 ♣ A 9 4</p>
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WEST	NORTH	EAST	SOUTH
2♦	1♥ Pass	Double Pass	Pass Pass

DECLARER: West
CONTRACT: 2♦
OPENING LEAD: ♣Q by North

Bid and play Deal #9.

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. 1♥.

- North has 13 high-card points plus 1 length point for the five-card heart suit, enough to open the bidding at the one level.
- With a five-card major suit, North opens 1♥.

Focus on the East hand.

Q. After North opens the bidding 1♥, what call does East make?

A. Double.

- East has 14 high-card points and can add 1 dummy point for the doubleton heart.
- East has support for the three unbid suits: spades, clubs, and diamonds.
- East would like to compete for the contract.

Focus on the South hand.

Q. What call does South make?

A. Pass.

- South has three-card support for hearts but only 5 points, not enough to raise to the two level.

South might raise to 2♥, but it's reasonable to pass.

Focus on the West hand.

Q. What does East's double ask West to do?

A. Choose the trump suit.

- East's double is for takeout, showing the values for an opening bid and support for the unbid suits.

Q. Which of the unbid suits would West prefer as the trump suit?

A. Diamonds.

- West has four diamonds but only three cards in spades and in clubs.

Q. What call would West make?

A. 2♦.

- West has to go to the two level to bid diamonds.

Focus on the North hand.

Q. Does North have much extra strength beyond that promised by opening 1♥?

A. No.

- North has a total of 14 points, little more than the minimum for opening the bidding at the one level.

Q. What call could North make now to show a minimum opening bid?

A. Pass.

Focus on the East hand.

Q. Does East need to bid again?

A. No.

- East has described the hand by making a double and West has chosen the suit.
- We'll discuss rebids by the takeout doubler later but, for now, it's reasonable for East to pass and settle for partscore.

Focus on the South hand.

Q. Does call does South make?

A. Pass.

Again, it might be reasonable for South to compete to 2♥ but keep the auction straightforward for now. If North-South were to compete to 2♥, East-West can defeat that contract by taking two spades, two diamonds, and two club tricks.

The Play

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

North and South, turn your hands face down.

North, lead the ♣Q.

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

NORTH	
♣Q	
WEST (Declarer)	EAST (Dummy)
♠ 10 6 3	♠ A K 7 4
♥ J 8 2	♥ 7 6
♦ A 10 9 3	♦ K 6 4 2
♣ K 3 2	♣ A 9 4
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	2
Hearts	0
Diamonds	2
Clubs	2
Total	6

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

Q. How does the heart suit offer the potential for an extra trick?

A. Trumping in dummy.

- There are more hearts in declarer's hand than in the dummy.
- After two heart tricks have been lost, declarer can lead a third round of hearts and trump in the dummy.

Q. How does the diamond suit offer the potential for another trick?

A. Through length.

- There are eight combined diamonds in the East-West hands.
- If the five missing diamonds are divided 3-2, a trick can be developed through length by taking the ♦A and ♦K and then giving up a diamond trick to the opponents.

North and South, turn your diamonds face up.

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

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

A. Yes.

- After the ♦A and ♦K are played, the only diamond left in the North-South hands will be South's ♦J.
- If declarer then leads another round of diamonds to drive out the ♦J, the remaining diamonds in the East-West hand will represent a trick since they are the last two diamonds remaining.
- 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.

When diamonds are trumps, declarer doesn't need to play the third round of diamonds. South is entitled to one trick with the $\heartsuit J$ and declarer doesn't care when South takes it. Declarer can lead a third round of diamonds to force South to take the $\heartsuit J$ right away, or declarer can start taking winners and let South play the $\heartsuit J$ whenever South wants. This concept is likely beyond most of the students at this point.

Q. Why does declarer need to leave at least one trump in the dummy?

A. To trump a heart.

- Let's walk through the play to see how it might go.

Turn all the hands face up on the table.

Q. If West is declarer in $2\heartsuit$, which player is on lead?

A. North.

Q. What might North choose to lead?

A. $\clubsuit Q$.

- With a solid sequence in clubs, North might choose to lead the $\clubsuit Q$, top of the sequence.

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	North $\clubsuit Q$	East $\clubsuit 4$	South $\clubsuit 5$	West $\clubsuit K$	North has a solid sequence in clubs. Declarer can win with the $\clubsuit K$ or $\clubsuit A$.
2	West $\heartsuit A$	North $\heartsuit 5$	East $\heartsuit 2$	South $\heartsuit 7$	Declarer wants to start drawing trumps.
3	West $\heartsuit 3$	North $\heartsuit Q$	East $\heartsuit K$	South $\heartsuit 8$	
4	East $\heartsuit 4$	South $\heartsuit J$	West $\heartsuit 9$	North $\heartsuit 4$	Declarer doesn't need to draw the high trump, but it does no harm on this deal.
5	South $\clubsuit 7$	West $\clubsuit 2$	North $\clubsuit 10$	East $\clubsuit A$	Let's suppose South returns a club, the suit partner led. South might lead a heart, the suit partner bid but it won't matter.
6	East $\heartsuit 6$	South $\heartsuit 3$	West $\heartsuit J$	North $\heartsuit Q$	To trump a heart in dummy, declarer has to give up two heart tricks ... and leave a diamond in dummy.

Trick					Notes
7	North <u>♣J</u>	East ♣9	South ♣6	West ♣3	North takes the established club winner.
8	North ♥A	East ♥7	South ♥5	West ♥2	North may decide to take the heart winner.
9	North ♠5	East ♠K	South ♠2	West ♠3	Let's suppose North next decides to lead a spade.
10	East ♠A	South ♠8	West ♠6	North ♠Q	Declarer still can't afford to take the diamond winner. Instead, declarer simply plays spades and waits to trump a heart.
11	East ♠4	South ♠J	West ♠10	North ♣8	
12	South ♠9	West ♦10	North ♥9	East ♠7	
13	West ♥8	North ♥10	East ♦6	South ♥K	Finally, declarer gets to trump the heart in dummy.

The play could go in many different ways, depending on what North and South choose to do each time they gain the lead. However, declarer still followed the original plan. Declarer started with six winners and established a seventh winner in diamonds through length and an eighth winner by trumping a heart in dummy ... eventually.

Observations

- East used the takeout double to get the partnership into the auction.
- By soliciting West's advice on the choice of trump suit, the partnership found its eight-card diamond fit.
- By planning the play, declarer was able to make the contract and East-West get the trick score (40) and partscore bonus (50).

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 Four – Advancing a Takeout Double with 0-8 Points

Teachers' Key Point

- To discuss advancing a takeout double with about 0-8 points.

Student Textbook Reference: pages 99-102.

Opening Remarks

- The partner of the takeout doubler is the **advancer** – the same term used for the partner of the overcaller.
- Just as guidelines for advancing an overcall differ from those for responding to an opening bid – since an overcall is different from an opening bid – the guidelines for advancing a takeout double are different from those for advancing an overcall – since a takeout double is different from an overcall.
- When partner opens the bidding or makes an overcall, partner is suggesting a trump suit and we are invited to pass or to bid.
- When partner makes a takeout double, we are being asked to pick the trump suit.
- That's more than a request; it's a demand – a forcing bid.
- Let's see some examples of what advancer does with a weak hand.

Group Activity

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

North, place a Double in front of you.

East, place a Pass in front of you.

Construct the following hand in front of South.

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

- With such a weak hand, South wouldn't expect to have to bid during the auction – but let's see!

Q. West opens 1♦, North doubles, and East passes. If South passes, what will happen?

A. West will play in 1♦ doubled.

- West can pass and that will end the auction.
- The contract would then be 1♦ doubled with West as the declarer.

Q. Does North want to play with diamonds as the trump suit?

A. No.

- North's double says North wants to play with any suit *except* diamonds as the trump suit.
- North likely has at most two diamonds, perhaps one or none.

Q. How will West do in a contract of 1♦ doubled?

A. Very well.

- West will be playing in a suit that West suggested as trumps.
- West will likely make the contract, probably with several overtricks.

Q. What call should South make instead of passing?

A. 1♠.

- North has asked South to choose a trump suit and South prefers spades.
- South can bid even with no high-card points since North's double has simply asked South to pick a trump suit for the partnership.
- **With a weak hand, about 0-8 points, advancer bids at the cheapest available level.**
- North has at least the values for an opening bid and may have a lot more strength.

Change the South hand:

In spades: take away three low spades.

In hearts: add the ♥J.

In clubs: add the ♣A and ♣Q.

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

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

A. 1♥ (2♣).

- With 7 high-card points, South is more comfortable bidding.
- South has a choice of four-card suits: hearts and clubs.
- Although South's clubs are stronger than the hearts, a useful guideline for advancer is:



- **With a choice of suits, bid the higher-ranking.**

- By bidding 1♥, the auction stays at the one level.
- To bid clubs, South would have to advance to the two level, 2♣.
- Also, with a choice of suits, the major suit is preferable. Major suit contracts are worth more than minor suit contracts and fewer tricks are required if the partnership goes for the game bonus.

Change the South hand:

In hearts: take away a low heart.

**In clubs: take away the ♣A; add the ♣J
and a low club.**

**Q. West opens 1♦, North doubles, and East passes.
What call would South make?**

A. 2♣.

- Sometimes the cheapest available level is the two level.
- Although South is bidding a new suit at the two level, 11 or more points are not needed when advancing a takeout double.
- In fact, advancer may have to bid at an even higher level.

West, replace the 1♦ bid with 2♦.

**Q. West opens 2♦, North doubles, and East passes.
What call would South make?**

A. 3♣.

- West's 2♦ opening is a weak two-bid.
- North's double is still for takeout.
- With a hand that falls into the 0-8 point range, South chooses the trump suit at the cheapest available level which happens to be the three level in this situation.
- North should have a stronger hand to double at the two level rather than the one level, so the partnership should be okay in 3♣.
- Advancer doesn't always have to bid with a weak hand.

West, replace the 2♦ bid with 1♥.

East, replace the Pass with 2♥.

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

A. Pass.

- If East had passed, South would have to advance 2♣ to prevent the opponents from playing in 1♥ doubled.
- When East bids, advancer is no longer forced to bid.
- With a weak hand, advancer can pass.

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

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

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

Observations

- When partner makes a takeout double, it is forcing. If the next player passes, advancer must bid.
- With about 0-8 points, advancer bids at the cheapest level.
- With a choice of suits to bid, advancer bids the higher-ranking.

Closing Instructions

Pick up all the cards and bids. Sort the cards into suits. Give one suit to each player.

Exercise Five – Advancing a Takeout Double with 9-11 Points

Teachers' Key Point

- To discuss advancing a takeout double with about 9-11 points.

Student Textbook Reference: pages 103-104.

Opening Remarks

- Since the takeout doubler is showing at least the values for an opening bid, with about 9-11 points, advancer wants to make an invitational bid.
- The partnership is close to having 25 or more combined points, enough for a game contract.
- Let's see how advancer makes an invitational bid.

Group Activity

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

North, place a Double in front of you.

East, place a Pass in front of you.

Construct the following hand in front of South.

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

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

A. 2♠.

- With a choice of suits, South bids the higher-ranking, spades.
- With about 0-8 points, South would have bid only 1♠.
- South has 10 high-card points.
- To show an invitational hand with about 9-11 points, advancer jumps a level.
- South's jump bid isn't forcing. North can pass with a minimum for the takeout double – about 13 or 14 points.
- However, South's jump invites North to go for the game bonus with more some extra strength.

Change the South hand:
In spades: take away the ♠Q.
In diamonds: add the ♦Q.

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

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

A. 3♦.

- South has 10 high-card points plus 1 length point for the five-card suit.
- South would like to choose diamonds as the trump suit.
- A bid of 2♦, the cheapest available level, would show only 0-8 points.
- To show an invitational hand, South jumps to 3♦.

Observations

- With about 9-11 points, advancer jumps a level to show an invitational hand – interest in reaching a game contract.
- Advancer’s jump is not forcing. The takeout doubler can pass with minimum values for the takeout double.

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 Six – Deal #10: Advancing with 9-11 Points

👉 Teachers' Key Point

- To illustrate how advancer shows an invitational hand.
- To discuss the finesse in more detail.

Student Textbook Reference: Deal #10: pages 126-127.

Opening Remarks

- Let's see how the takeout doubler and advancer can work together to reach the best contract for the partnership.

Group Activity

Distribute the **COLOR-CODED CARDS** for Deal #10.

<p>DEAL: 10 DEALER: EAST VUL: N-S</p> <p>NORTH ♠ 7 2 ♥ Q J 10 9 5 ♦ K Q ♣ Q 10 8 2</p> <p>WEST ♠ A 8 6 3 ♥ 7 4 ♦ 9 5 4 2 ♣ 6 5 3</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 10px auto;"> <p>SOUTH ♠ K 9 5 4 ♥ A 8 6 3 ♦ 10 ♣ A K J 7</p> </div>	<table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <thead> <tr> <th>WEST</th> <th>NORTH</th> <th>EAST</th> <th>SOUTH</th> </tr> </thead> <tbody> <tr> <td>Pass</td> <td>2♥</td> <td>1♦</td> <td>Double</td> </tr> <tr> <td>Pass</td> <td>Pass</td> <td>Pass</td> <td>4♥</td> </tr> </tbody> </table> <p>EAST ♠ Q J 10 ♥ K 2 ♦ A J 8 7 6 3 ♣ 9 4</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 10px auto;"> <p>DECLARER: North OPENING LEAD: ♠Q by East</p> </div>	WEST	NORTH	EAST	SOUTH	Pass	2♥	1♦	Double	Pass	Pass	Pass	4♥
WEST	NORTH	EAST	SOUTH										
Pass	2♥	1♦	Double										
Pass	Pass	Pass	4♥										

Bid and play Deal #10.

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. 1♦.

- East has 11 high-card points plus 2 length point for the six-card suit, enough to open the bidding at the one level.

Focus on the South hand.

Q. What call would South make after East opens 1♦?

A. Double.

- South has support for the three unbid suits: spades, hearts, and clubs.
- The South hand is worth 18 points: 15 high-card points plus 3 dummy points for the singleton diamond.
- South has enough strength to compete for the contract but would like North to choose the trump suit.
- South describes the hand by making a takeout double.

Focus on the West hand.

Q. What call could West make?

A. Pass.

- West has only 4 high-card points, not enough for a response.

Focus on the North hand.

Q. What call would North make to advance South's takeout double?

A. 2♥.

- North prefers hearts as the trump suit.
- North has 10 high-card points plus 1 length point for the five-card heart suit.
- A bid at the cheapest level, 1♥, would show only 0-8 points.
- To show a hand of invitational strength – about 9-11 points – North jumps a level to 2♥.
- North's jump isn't forcing, only invitational.

Focus on the East hand.

Q. What call would East make after North's jump to 2♥?

A. Pass.

- East has already described the hand with the 1♦ opening bid and doesn't have any extra strength.

Focus on the South hand.

Q. Does South have some extra strength for the takeout double?

A. Yes.

- South's hand is worth 18 points, considerably more than the 13 points needed to make a takeout double.

Q. What call does South make?

A. 4♥.

- South has enough to accept North's invitation and take the partnership to the game bonus level.
- North is showing about 9-11 points, so the partnership has at least 27 combined points (18 + 9).
- South knows both **HOW HIGH** and **WHERE** the partnership belongs.

Focus on the West hand.

Q. What call could West make?

A. Pass.

Focus on the North hand.

Q. What call would North make?

A. Pass.

- North has invited South to bid game and South has accepted.

Focus on the East hand.

Q. What call would East make?

A. Pass.

- East's pass ends the auction and North becomes declarer in a contract of 4♥.

The Play

- Let's see what happens if North plays in a contract of 4♥.

East and West, turn your cards face down.

East lead the ♠Q.

Only 27 cards are face up ... the North and South hands and East's lead.

Focus on the North-South hands.

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

Q. What is North's goal as declarer?

A. Ten tricks.

- Let's count the sure tricks in the combined North-South hands.

Spades	0
Hearts	1
Diamonds	0
Clubs	4
Total	5

- 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 try to develop an extra winner in the spade suit?

A. The finesse.

- Declarer can plan on leading toward dummy's ♠K, hoping East holds the ♠A.

North and South, turn all your cards face down except the spade suit.

East and West, turn your spades face up.

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

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

Q. Will the spade finesse work on the actual deal?

A. No.

- North leads a low spade toward dummy.
- After East plays a spade, the ♠K is played – finessed – from dummy.
- West wins the trick with the ♠A, so the finesse loses.

West, give the ♠A to East.

Q. Would the spade finesse work if this were the spade layout?

A. Yes.

- North leads a low spade toward dummy.
- If East plays the ♠A, a low spade is played from dummy and declarer later gets a trick with South's ♠K.
- If East doesn't play the ♠A, the ♠K is played from the South hand and it wins the trick.

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

East, give the ♠A back to West.

Q. What are the chances that this type of finesse will work?

A. 50-50.

- If the ♠A is with East, the finesse succeeds; if it is with West, the finesse fails.

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

Turn all the spades face down.

North and South, turn your hearts face up.

There are only 9 cards face up, the North and South hearts.

NORTH		♥ Q J 10 9 5	
WEST		EAST	
—		—	
SOUTH		♥ A 8 6 3	

Q. Declarer has one sure trick, the ♥A. How many more tricks can declarer develop through promotion?

A. Three.

- After taking the ♥A, declarer can use one of the remaining high hearts to drive out the defenders' ♥K.
- Declarer's remaining three hearts will be winners.
- That gives declarer four tricks in the heart suit.

East and West, turn your hearts face up.

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

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

Q. Is there any way declarer could take all five tricks in the heart suit?

A. Yes.

- Declarer could lead the ♥Q from the North hand, trapping East's ♥K.
- If East plays the ♥K on the ♥Q, declarer can win with dummy's ♥A and declarer's four remaining hearts will be winners.
- If East doesn't play the ♥K on the ♥Q, declarer can play low from dummy and the ♥Q will win the trick. When declarer continues with the ♥J, East has to play the ♥K and it is captured by the ♥A. Again, declarer takes all five heart tricks.
- This is a different variation of the finesse. Rather than leading toward a high card, we play the high card.
- We are trying to take a trick with the ♥Q – or ♥J or ♥10 or ♥9 – when the defenders have a higher card, the ♥K.

East, give the ♥K to West.

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

Q. Would the heart finesse work if this were the situation?

A. No.

- North leads the ♥Q, East plays the ♥2, and a low heart is played from dummy, but West wins the trick with the ♥K.

Q. Is there any way to trap the ♥K in this situation?

A. No.

- Declarer will have to lose a trick to the ♥K.

Q. What are the chances that this type of finesse will work?

A. 50-50.

- If East has the ♥K, it can be trapped and the finesse will work.
- If West has the ♥K, it can't be trapped and the finesse will lose.

West, give the ♥K back to East.

- To take finesses, declarer must be in the right place at the right time.
- Declarer will have to take that into account when Considering the Order in the last stage of Declarer's Plan.

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

Q. What technique can declarer use to develop extra winners in the diamond suit?

A. Promotion.

- The ♦A is missing but once it is driven out, declarer will have a promoted winner in the suit.
- Let's see how declarer goes about making ten tricks on the actual deal.

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

Q. Which player makes the opening lead against North's 4♥ contract?

A. East.

Q. Which card might East lead?

A. ♠Q.

- East could lead the ♠Q, top of the solid three-card sequence.
- East's lead means that declarer has an opportunity to try the spade finesse right away.

There's no need to discuss that the spade finesse is unlikely to win since East is unlikely to have the ♠A after the opening lead. If a student does bring the subject up, you can agree that the spade finesse is unlikely to work but it's also unlikely that West holds the singleton ♠A. So, on this deal it won't help declarer to play a low spade from dummy.

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 ♠Q	South ♠K	West <u>♠A</u>	North ♠2	The spade finesse didn't work. So much for trying to develop a trick with the ♠K.
2	West ♠3	North ♠7	East <u>♠10</u>	South ♠4	Let's suppose West returns a spade.
3	East ♠J	South ♠5	West ♠6	North <u>♥5</u>	Let's have East lead another round of spades ... which North can trump.

Trick					Notes
4	North <u>♥Q</u>	East ♥2	South ♥3	West ♥4	Declarer wants to draw trumps as soon as possible and is in the right hand to try to capture the ♥K. Declarer has already lost two spade tricks and will have to lose the ♦A, so can't afford to lose a heart trick. Let's assume East plays the ♥2 when the ♥Q is led. Dummy's ♥3 is then played.
5	North ♥J	East ♥K	South <u>♥A</u>	West ♥7	When the finesse is successful, declarer can continue with the ♥J. This time, East has no choice but to play the ♥K which gets captured by the ♥A.
6	South ♦10	West ♦2	North ♦Q	East <u>♦A</u>	Trumps are drawn since all four of the defenders' hearts have appeared. Declarer now goes about promoting diamond tricks.
Declarer now has all the remaining tricks: the hearts are winners, the ♦K is a winner, and declarer has four club tricks. The only tricks the defenders take are two spades and the ♦A.					

Observations

- On this deal, North and South reached a game contract of 4♥ with the help of a takeout double after East opened the bidding.
- To make the contract, declarer had to avoid losing a heart trick to the opponents' ♥K. Declarer managed to do that with the help of a finesse.

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 Seven – Advancing a Takeout Double with 12+ Points

Teachers' Key Point

- To discuss advancing a takeout double with about 12 or more points when advancer knows **WHERE** the partnership belongs.
- To briefly discuss advancing a takeout double when advancer doesn't know **WHERE** the partnership belongs – using the cuebid.

Student Textbook Reference: page 105, 110-111.

Opening Remarks

- The takeout doubler is showing at least the values for an opening bid – about 13 or more points.
- When advancer has 12 or more points, the partnership has at least 25 combined points and should be in a game contract.
- Let's see how advancer gets the partnership to game.

Group Activity

West, place the 1♣ in front of you.

North, place a Double in front of you.

East, place a Pass in front of you.

Construct the following hand in front of South.

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

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

A. 4♥.

- South has 13 high-card points plus 1 length point for the five-card heart suit, a total of 14.
- Since the partnership has at least 27 combined points (13 + 14), South knows **HOW HIGH** the partnership belongs, game.
- North has shown support for the unbid suits – ideally four-card support but at least three-card support.
- So, South also knows **WHERE** – the partnership has an eight-card or longer fit in hearts.
- Since South knows both **HOW HIGH** and **WHERE** the partnership belongs, South can put the partnership in a game contract of 4♥.

Change the South hand:

In spades: add the ♠J and
three low spades.

In hearts: take away the ♥Q, ♥J,
and a low card.

In diamonds: take away a low diamond.

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

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

A. 4♠.

- South has 11 high-card points plus 2 length point for the six-card spade suit, a total of 13.
- Since the partnership has at least 26 combined points (13 + 13), South knows **HOW HIGH** the partnership belongs, game.
- North has shown support for the unbid suits – ideally four-card support but at least three-card support.
- So, South also knows **WHERE** – the partnership has a nine-card or longer fit in spades.
- Since South knows both **HOW HIGH** and **WHERE** the partnership belongs, South can put the partnership in a game contract of 4♠.
- Sometimes, advancer knows **HOW HIGH** the partnership belongs but isn't sure **WHERE**.

West, replace the 1♣ bid with 1♦.

Change the South hand:

In spades: take away two low spades.

In hearts: add the ♥Q and a low heart.

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

Q. West opens 1♦, North doubles, and East passes.
HOW HIGH does the partnership belong?

A. Game.

- South has 13 high-card points and North has at least 13.
- The partnership has 26 or more combined points.

Q. **WHERE** does the partnership belong?

A. Hearts, spades – or even clubs or notrump.

- Since North might have only three-card support for one of the unbid suits, South can't be guaranteed of putting the partnership in an eight-card fit if South jumps to 4♥ or 4♠.
- To see this, let's construct a hand for North.

Leave the South hand face up.

Construct the following hand in front of North.

Q. If West opens 1♦, what call would North make with this hand?

A. Double.

- North has 13 high-card points plus 1 dummy point for the doubleton diamond.
- North has support for the three unbid suits: spades, hearts, and clubs.

Q. If South were to advance to 4♥ after the takeout double, would the partnership be in its best game contract?

A. No.

- The partnership would be in a seven-card fit.
- The partnership should be in 4♠, the eight-card major suit fit.

NORTH

♠ K x x x
♥ K x x
♦ x x
♣ A Q J x

SOUTH

♠ Q J x x
♥ A Q x x
♦ J x
♣ K x x

Change the North hand:

In spades: take away a low card.

In hearts: add a low card.

Q. If West opens 1♦, would North make a takeout double with this hand?

A. Yes.

- North still has 13 high-card points plus 1 dummy point for the doubleton diamond.
- North still has support for the three unbid suits: spades, hearts, and clubs.

Q. If South were to advance to 4♠ after the takeout double, would the partnership be in its best game contract?

A. No.

- The partnership would be in a seven-card fit.
- The partnership should be in 4♥, the eight-card major suit fit.
- So, if South jumps to either 4♥ or 4♠, the partnership may not be in the best contract.
- To decide **WHERE** the partnership belongs, advancer needs more information from the takeout doubler.
- Advancer needs a forcing bid.

NORTH

♠ K x x
♥ K x x x
♦ x x
♣ A Q J x

SOUTH

♠ Q J x x
♥ A Q x x
♦ J x
♣ K x x

Q. What bid is available to advancer as a forcing bid?

A. 2♦ – a cuebid of the opponents’ suit.

- Diamonds is the one suit that North has asked South not to choose as the trump suit.
- We’ve seen this bid before when responding to an overcall.
- **The cuebid of the opponents’ suit is forcing and shows interest in reaching game.**

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

West, place a Pass in front of you.

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

Q. If South makes a forcing cuebid of 2♦, which call would North make?

A. 2♥.

- North can make a descriptive bid by showing the four-card heart suit.

Q. What call could South now make?

A. 4♥.

- South now knows **WHERE** the partnership belongs – hearts.
- Knowing both **HOW HIGH** and **WHERE** the partnership belongs, South can now put the partnership in the best game contract, 4♥.

NORTH

♠ K x x
 ♥ K x x x
 ♦ x x
 ♣ A Q J x

SOUTH

♠ Q J x x
 ♥ A Q x x
 ♦ J x
 ♣ K x x

Change the North hand:

In spades: add a low card.

In hearts: take away a low card.

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

Q. If South makes a forcing cuebid of 2♦, which call would North make?

A. 2♠.

- North doesn’t have four hearts but can show the four-card spade suit.

Q. What call could South now make?

A. 4♠.

- South now knows **WHERE** the partnership belongs – spades.
- Knowing both **HOW HIGH** and **WHERE** the partnership belongs, South can now put the partnership in the best game contract, 4♠.

NORTH

♠ K x x x
 ♥ K x x
 ♦ x x
 ♣ A Q J x

SOUTH

♠ Q J x x
 ♥ A Q x x
 ♦ J x
 ♣ K x x

Observations

- With 12 or more points, advancer can put the partnership in a game contract if advancer knows **WHERE**.
- If advancer is unsure **WHERE** the partnership belongs, advancer can cuebid the opponents' suit to get more information from the takeout doubler.

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 Eight – Deal #11: Advancing with 12+ Points

👉 Teachers' Key Point

- To illustrate how advancer handles a game-going hand.

Student Textbook Reference: Deal #11: pages 128-129.

Opening Remarks

- Let's see how advancer gets the partnership to game after a takeout double.

Group Activity

Distribute the **COLOR-CODED CARDS** for Deal #11.

<p>DEAL: 11 DEALER: SOUTH VUL: E-W</p>	<p>NORTH ♠ Q 10 3 ♥ 10 7 6 ♦ 7 5 4 3 ♣ J 8 2</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <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;">Double</td> <td style="padding: 5px;">Pass</td> <td style="padding: 5px;">4♥</td> <td style="padding: 5px;">1♠</td> </tr> <tr> <td style="padding: 5px;">Pass</td> <td style="padding: 5px;">Pass</td> <td></td> <td style="padding: 5px;">Pass</td> </tr> </table>	WEST	NORTH	EAST	SOUTH	Double	Pass	4♥	1♠	Pass	Pass		Pass	
WEST	NORTH	EAST	SOUTH												
Double	Pass	4♥	1♠												
Pass	Pass		Pass												
<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th style="padding: 5px;">WEST</th> </tr> <tr> <td style="padding: 5px;">♠ 9 6</td> </tr> <tr> <td style="padding: 5px;">♥ A 9 5 2</td> </tr> <tr> <td style="padding: 5px;">♦ K J 10</td> </tr> <tr> <td style="padding: 5px;">♣ A 9 7 4</td> </tr> </table>	WEST	♠ 9 6	♥ A 9 5 2	♦ K J 10	♣ A 9 7 4	<p>EAST ♠ 8 4 2 ♥ K Q J 8 3 ♦ A Q 8 ♣ 5 3</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="padding: 5px;">DECLARER: East</td> </tr> <tr> <td style="padding: 5px;">OPENING LEAD: ♠A by South</td> </tr> </table>		DECLARER: East	OPENING LEAD: ♠A by South					
WEST															
♠ 9 6															
♥ A 9 5 2															
♦ K J 10															
♣ A 9 7 4															
DECLARER: East															
OPENING LEAD: ♠A by South															
	<p>SOUTH ♠ A K J 7 5 ♥ 4 ♦ 9 6 2 ♣ K Q 10 6</p>														

Bid and play Deal #11.

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 suit.

Focus on the West hand.

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

A. Double.

- West has 12 high-card points and can add 1 dummy point for the doubleton spade when considering a takeout double.
- West has support for the three unbid suits: hearts, diamonds, and clubs.

Focus on the North hand.

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

A. Pass.

- With only 3 high-card points, North doesn't have enough to respond to South's opening bid.

Focus on the East hand.

Q. What call would East make after West has made a takeout double of South's 1♠ opening?

A. 4♥.

- East has 12 high-card points plus 1 length for the five-card heart suit, a total of 13 points.
- Since West has promised about 13 or more points, East knows **HOW HIGH** the partnership belongs, game.
- East has a five-card heart suit and West has promised support for the unbid suits ... at least three-card support for hearts. The partnership has an eight-card fit. So, East knows **WHERE** the partnership belongs, hearts.
- Putting together **HOW HIGH** and **WHERE**, East can take the partnership directly to 4♥.

Focus on the South hand.

Q. What call could South make?

A. Pass.

- South has already described the hand by opening 1♠ and has nothing extra.

Focus on the West hand.

Q. What call does West make?

A. Pass.

- West accepts advancer's decision to play game with hearts as the trump suit.

Q. What call does North make?

A. Pass.

- North's pass ends the auction and East becomes declarer in 4♥.

The Play

- Let's consider the play with East as declarer in a 4♥ contract.

North and South, turn your hands face down.

South, lead the ♠A.

Only 26 cards are face up on the table ... the East and West hands.

Focus on the East-West hands.

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

- 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. Ten tricks.

- To make 4♥, East will have to take ten tricks.
- Let's count the sure tricks in the combined East-West hands.

Spades	0
Hearts	5 – Once the ♥A-K-Q-J are played, East's remaining heart will be a winner.
Diamonds	3
Clubs	1
Total	9

- 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?

A. Trumping in dummy.

- Whenever declarer has more cards than dummy in a side suit, there is the opportunity to trump in dummy.
- Declarer has three spades and dummy has only two.
- After two rounds of spades have been played, declarer's third spade can be trumped with one of dummy's hearts.

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

Q. What must declarer consider when planning to trump in dummy?

A. Leave enough trumps in dummy.

- Declarer will have to lose two spade tricks before a spade can be trumped in dummy.
- Sometimes the defenders will help out ... by taking their spade winners for example.
- Declarer must be sure that there are enough trumps left in dummy to trump the losers.
- In this case, declarer only needs one trump remaining in dummy.
- So, declarer can afford to draw trumps first, unless one defender has all four of the missing trumps.

- 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 4♥ contract?

A. South.

Q. Which card might South lead?

A. ♠A.

- South will probably lead the top of the touching high cards in spades.
- South might also consider leading the ♣K, top of the touching cards in that suit.

- Let's assume South leads the ♠A.

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 ♠A	West ♠6	North ♠3	East ♠2	Notice that South is actually doing some of declarer's work by removing dummy's spades.
2	South ♠K	West ♠9	North ♠10	East ♠4	Let's assume South continues by taking the ♠K.
3	South ♣K	West ♣A	North ♣2	East ♣3	South may now try to promote a club winner.
4	West ♥A	North ♥6	East ♥3	South ♥4	Declarer can now draw the defenders' trumps.
5	West ♥2	North ♥7	East ♥K	South ♠5	
6	East ♥Q	South ♦2	West ♥5	North ♥10	The defenders trumps are now drawn and there is still a trump left in dummy.
7	East ♠8	South ♠7	West ♥9	North ♠Q	Now declarer can trump the remaining spade in dummy.
Declarer can now take the remaining diamond and heart winners. The defenders get a club trick at the end to go with the two spade tricks, but that's all.					

Observations

- Once West made a takeout double, East, as advancer, had all the necessary information to decide **HOW HIGH** and **WHERE** the partnership belongs.
- As a general guideline: **the player who knows, goes.**

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 Nine – Advancing in Notrump

Teachers' Key Point

- Introduce the requirements for advancing in notrump.

Student Textbook Reference: pages 107-109.

Opening Remarks

- The takeout doubler is asking advancer to choose one of the unbid suits.
- However, sometimes advancer will have length and strength in the opponents' suit.
- Let's see how advancer handles those types of hands.

Group Activity

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

North, place a Double in front of you.

East, place a Pass in front of you.

Construct the following hand in front of South.

	NORTH	
	DOUBLE	
WEST		EAST
1♦		PASS
	SOUTH	
	♠ Q x x	
	♥ x x x	
	♦ A J 10 x	
	♣ J x x	

Q. West opens 1♦, North doubles, and East passes. Can South, the advancer, pass?

A. No (Yes).

- In theory, advancer could pass the takeout double but in practice that rarely happens.
- By passing, advancer would be turning North's takeout double into a penalty double and North has asked South to choose any suit except diamonds as trumps.
- So, the only time advancer would pass is with a very long and strong holding in diamonds.
- Otherwise, advancer should treat the takeout double as a forcing call and bid something.
- As a guideline: **take out takeout doubles.**
- Essentially, the only time advancer doesn't have to bid is if responder, East, makes a call other than pass.

Q. What call could South make?

A. 1NT.

- South doesn't particularly like any of the unbid suits.
- South has length and strength in the opponents' suit.
- A 1NT advance shows about 6-10 points.
- Let's give advancer a slightly stronger hand.

Change the South hand:

**In diamonds: take away two low diamonds;
add the ♦K.**

In clubs: add a low club.

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

Q. How many points in this hand?

A. 11.

Q. If advancer wanted to choose clubs as the trump suit, what call would advancer make?

A. 3♣.

- With about 9-11 points, advancer jumps a level to show an invitational hand.

Q. What alternative call might South choose?

A. 2NT.

- Most of South's strength is in the opponents' suit.
- A jump to 2NT by advancer shows about 11-12 points.

Change the South hand:

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

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

Q. What call could South make with this hand after North makes a takeout double of 1♦?

A. 3NT.

- A bid of 3NT by advancer shows about 13 or more points.

Change the South hand:

In spades: add a low spade.

In hearts: take away the ♥K.

In diamonds: take away the ♦A and ♦K;
add three low diamonds.

In clubs: take away the ♣J.

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

Q. What call could South make with this hand after North makes a takeout double of 1♦?

A. 1♠.

- A bid of 1NT would show about 6-10 points and South has only 3 points.
- With a hand too weak to bid 1NT, advancer simply bids one of the unbid suits.

Observations

- With strength in the opponents' suit and no better option, advancer can bid notrump using the following ranges:
 - 6-10 points Bid notrump at the cheapest level.
 - 11-12 points Bid notrump jumping a level.
 - 13+ points Bid game in notrump.

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 Ten – Rebids by the Takeout Doubler

Teachers' Key Point

- Discuss what the takeout doubler does after hearing advancer's bid.

Student Textbook Reference: pages 111-113.

Opening Remarks

- After advancer makes a bid, the takeout doubler will get another chance to bid.
- Let's look at the takeout doubler's rebid.

Group Activity

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

North, place the Double in front of you.

East, place a Pass in front of you.

South. Place the 1♥ bid in front of you.

West, place a Pass in front of you.

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

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

Construct the following hand in front of North.

Q. West opens 1♦, what call does North make?

A. Double.

- North has 13 high-card points plus 1 dummy point for the doubleton diamond.
- North has support for the three unbid suits: spades, hearts, and clubs.

Q. East passes and South advances 1♥. What does South's bid show?

A. Heart preference; 0-8.

- South has chosen hearts as the trump suit for the partnership.
- South has minimum hand of about 0-8 points since South didn't jump.

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

A. Pass.

- North has already described the hand with the takeout double.
- North doesn't have anything extra for the takeout double.

- Since South has at most 8 points, the partnership belongs in partscore, not game.
- Remember, North essentially forced South to bid something.
- **With a minimum hand of about 13-16 points, the takeout doubler passes when advancer bids at the cheapest level.**
- Even if West were to bid again—2♦ for example—North should pass. Any further action is up to advancer.

Change the North hand:
In diamonds: take away a low diamond.
In clubs: add the ♣Q.

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

Q. West opens 1♦, what call does North make?

A. Double.

- North has 15 high-card points plus 3 dummy points for the singleton diamond.
- North has support for the three unbid suits: spades, hearts, and clubs.

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

Q. East passes and South advances 1♥. After West passes, what call should North make?

A. 2♥.

- North's hand is worth 18 points, more than a minimum takeout double.
- If South has 7 or 8 points, the partnership has enough to go for a game contract.
- However, South might still have 0 points, so North can't afford to get the partnership too high.
- **With a medium hand of about 17-18 points, the takeout doubler raises when advancer bids at the cheapest level.**

Change the North hand:
In spades: take away a low spade;
add the ♠Q.

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

Q. West opens 1♦, North doubles, East passes, and South bids 1♥. After West passes, what call does North make?

A. 3♥.

- North has an excellent hand ... 17 high-card points plus 3 dummy points for the singleton diamond.
- North can make a highly invitational jump to 3♥ since the partnership might make a game if South has only 5 or 6 points.
- Again, North can't afford to take the partnership all the way to game since South might have nothing at all.
- **With a maximum hand of about 19-21 points, the takeout doubler makes a jump raise when advancer bids at the cheapest level.**

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

The takeout doubler could also cuebid with a strong hand but there's no need to complicate matters here. The basic idea is that the more the takeout doubler has, the more the takeout doubler can bid

- Let's see what happens if South shows a bit more interest in getting to game.

South, replace the 1♥ bid with 2♠.

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

Change the North hand:
 In spades: take away the ♠K.
 In hearts: take away the ♥Q; add a low heart.
 In diamonds: add a low diamond.

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

Q. West opens 1♦, what call does North make?

A. Double.

- North has 12 high-card points plus 1 dummy point for the singleton diamond.
- North has support for the three unbid suits: spades, hearts, and clubs.

Q. East passes and South jumps to 2♠. What does South's 2♠ call show?

A. Preference for spades; 9-11 points.

- South has chosen spades as the trump suit.
- South has an invitational hand of about 9-11 points.

Q. West passes. What call does North make?

A. Pass.

- South's advance to 2♠ is not forcing. It only invites North to go to game with more than a minimum takeout double.
- With a hand worth 13 points, North doesn't have anything extra.

Change the North hand:
 In spades: add the ♠J.
 In diamonds: take away a low diamond.

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

Q. West opens 1♦, North doubles, East passes, and South jumps to 2♠. What call does North make?

A. 4♠.

- North's hand is worth 16 points ... 13 high-card points plus 3 dummy points for the singleton diamond.
- South's advance shows about 9-11 points, so the partnership should have enough combined strength to go for the game bonus.

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

South, replace the 2♠ bid with 4♥.

WEST	NORTH	EAST	SOUTH
1♦	DOUBLE	PASS	4♥
PASS	?		

Change the North hand:
In hearts: take away a low heart.
In diamonds: add a low diamond.

NORTH

♠	Q	J	x	x
♥	A	x	x	
♦	x	x		
♣	K	Q	J	x

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

A. Double.

- North has 13 high-card points plus 1 dummy point for the doubleton diamond.
- North has support for the unbid suits.

Q. East passes, and South jumps to 4♥. What call does North make after West passes?

A. Pass.

- South has made the decision about **HOW HIGH** and **WHERE** the partnership belongs.
- North accepts South's decision.

South, replace the 4♥ bid with 2♦.

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

Q. West opens 1♦, North doubles, East passes, and South bids 2♦. What is South's 2♦ call?

A. A cuebid.

- South is unsure about **HOW HIGH** and **WHERE** the partnership belongs.
- Advancer's cuebid of the opponents' suit is forcing, asking the takeout doubler for a further description of the hand.

NORTH

♠	Q	J	x	x
♥	A	x	x	
♦	x	x		
♣	K	Q	J	x

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

A. 2♠.

- North only has a three-card heart suit but has a four-card spade suit.
- North's bid should help South determine the best contract for the partnership.

Observations

- The takeout doubler's strength falls into approximately three categories:
 - Minimum 13-16 points.
 - Medium 17-18 points.
 - Maximum 19+ points.
- The takeout doubler combines this with the approximate strength shown by advancer to decide whether to bid again if advancer bids at the cheapest level showing 0-8 or makes an invitational jump showing 9-11.
- Advancer's cuebid is forcing and the takeout doubler makes a further descriptive bid ... a five-card or longer suit, or the cheapest available four-card 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 Eleven – Deal #12: Advancing in Notrump

👉 Teachers' Key Point

- To illustrate an advance in notrump opposite a takeout double.

Student Textbook Reference: Deal #12: pages 130-131.

Opening Remarks

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

Group Activity

Distribute the **COLOR-CODED CARDS** for Deal #12.

<p>DEAL: 12 DEALER: WEST VUL: BOTH</p>	<p>NORTH ♠ 8 6 ♥ A K 5 4 ♦ K Q 10 5 ♣ Q 9 7</p>	<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>1♠</td> <td>Double</td> <td>Pass</td> <td>1NT</td> </tr> <tr> <td>Pass</td> <td>Pass</td> <td>Pass</td> <td></td> </tr> </table>	WEST	NORTH	EAST	SOUTH	1♠	Double	Pass	1NT	Pass	Pass	Pass	
WEST	NORTH	EAST	SOUTH											
1♠	Double	Pass	1NT											
Pass	Pass	Pass												
<p>WEST ♠ Q J 10 9 5 ♥ Q 3 ♦ A 6 4 ♣ A 8 5</p>	<p>SOUTH ♠ A K 7 3 ♥ 9 6 2 ♦ J 7 3 ♣ J 6 4</p>	<p>EAST ♠ 4 2 ♥ J 10 8 7 ♦ 9 8 2 ♣ K 10 3 2</p>												
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OPENING LEAD: ♠Q by West														

Bid and play Deal #12.

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. 1♠.

- West has 13 high-card points plus 1 length point for the five-card spade suit.

Focus on the North hand.

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

A. Double.

- North has 14 high-card points plus 1 dummy point for the doubleton spade.
- North has support for the three unbid suits: hearts, diamonds, and clubs.

Focus on the East hand.

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

A. Pass.

- East has only 4 high-card points and doesn't have support for spades.

Focus on the South hand.

Q. What call would South make to advance North's takeout double?

A. 1NT.

- South has 9 high-card points and doesn't care for any of the unbid suits.
- With some length and strength in the opponents' suit, South can suggest notrump.

Focus on the West hand.

Q. What call would West make?

A. Pass.

- West described the hand with the opening bid and East has shown no interest in competing.

Focus on the North hand.

Q. What call would North make after South advances to 1NT?

A. Pass.

- South's advance to 1NT shows about 6-10 points with strength in the opponents' suit.

- North has only 14 high-card points, so the partnership doesn't have enough combined strength to go looking for a game contract.
- North accepts South's decision to play in 1NT.

Focus on the East hand.

Q. What call would East make?

A. Pass.

- The auction is over, leaving South as declarer in 1NT.

The Play

- Let's see how South would do in a contract of 1NT. We'll go through the ABC's.

East and West, turn your hands face down.

West, lead the ♠Q.

Only 26 cards are face up on the table ... the North and South hands. Focus on the North-South hands.

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

- South starts by assessing the situation.

Q. What is South's goal as declarer in a 1NT contract?

A. Seven tricks.

- Let's count the sure tricks.

Spades	2
Hearts	2
Diamonds	0
Clubs	0
Total	4

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

Q. Which suit offers the potential to develop the extra tricks declarer needs?

A. Diamonds.

- North-South have all the high diamonds except the $\heartsuit A$.
- By driving out the opponents' $\heartsuit A$, declarer can promote three winners in the suit.
- The third stage of Declarer's Plan is to Consider the Order.

Q. Should declarer plan to take the sure tricks first or start by promoting the diamonds?

A. Promoting diamonds.

- The guideline is to **take the losses early** ... giving up the lead while there are still high cards in the other suits with which to regain the lead.

Q. When playing the diamond suit, which card should declarer lead first?

A. $\heartsuit J$.

- When promoting winners in a suit that is unevenly divided between the two hands, the guideline is to **play the high card from the short side**.
- 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 South's 1NT contract?

A. West.

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

A. $\spadesuit Q$.

- West can lead the top card from the solid sequence, hoping to promote winners 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	West	North	East	South	Notes
1	West $\spadesuit Q$	North $\spadesuit 6$	East $\spadesuit 2$	South $\spadesuit K$	
2	West $\heartsuit J$	North $\heartsuit A$	East $\heartsuit 5$	South $\heartsuit 2$	Declarer wants to promote diamond winners while keeping high cards in the other suits to regain the lead. Declarer starts with the $\heartsuit J$, high card from the short side. (It doesn't matter on this deal, but it's good technique.)
3	West $\spadesuit J$	North $\spadesuit 8$	East $\spadesuit 4$	South $\spadesuit A$	West will likely continue to try to promote winners in the spade suit.
Declarer already has two tricks and has two sure heart tricks and three promoted diamond winners to take. That's enough to make the 1NT contract.					

Observations

- South's 1NT advance showed about 6-10 points and helped North decide that the partnership was in its best contract.
- If South had taken the sure winners before leading diamonds, the defenders would then have enough winners to defeat the contract ... three spades, two hearts, one diamond, and two clubs.

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 Twelve – The Double to Show a Strong Overcall

Teachers' Key Point

- To show another use for the takeout double.

Student Textbook Reference: pages 114-115.

Opening Remarks

- The double is a very versatile call since it doesn't take up any room on the Bidding Ladder.
- Let's look at another way it can be put to use.

Group Activity

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

Construct the following hand in front of North.

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

Q. What is the value of the North hand?

A. 20 points.

- North has 18 high-card points plus 2 length points for the six-card suit.

Q. West opens 1♣. Why is the North hand unsuitable for a simple overcall of 1♥?

A. Too strong.

- A simple overcall in a suit at the one level shows about 7-17 points.
- The North hand is too strong.
- Advancer, South, won't expect so much strength and the partnership might miss a game contract.

Q. Why is the North hand unsuitable for a standard takeout double?

A. No support for spades or diamonds.

- A takeout double shows support for the unbid suits and North really wants hearts to be the trump suit, not diamonds or spades.
- However, **with a hand too strong for an overcall, start with a takeout double.**
- An overcall is not forcing and partner might pass; a takeout double is forcing, so partner can't pass.
- Of course, advancer will assume that North is making a typical takeout double. But, we'll see how North describes a different hand.

North, place a Double in front of you.

East, place a Pass in front of you.

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

West, place a Pass in front of you.

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

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

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

A. 2♥.

- South has assumed North has a typical takeout double and chooses a trump suit.
- North now bids another suit.

Q. By doubling and then bidding 2♥, what sort of hand is North describing to South?

A. Strong hand with hearts.

- North is showing a hand too strong to overcall 1♥ ... about 18 or more points.
- With a typical takeout double, North would have accepted South's choice of spades as the trump suit.

Observations

- A takeout double can be used to show a hand too strong for a simple overcall.
- We start with a double and then bid another suit ... or notrump.

Closing Instructions

Pick up all the bids and put them back in the Bidding Boxes. Put the cards back into a complete deck.

- This lesson has focused on the double, the game's most versatile call.
- It's a useful tool to get into competitive auctions!

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																						
♠ K 10 4	♥ 9 7 6 3																					
♦ 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>	<p>NORTH</p> <p>♦5</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%;">WEST (Declarer)</td> <td style="width: 50%;">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> </table> <p>SOUTH</p>	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
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										

- 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.

<p>NORTH 1♥</p>	<p>EAST 1♠</p>
<p>SOUTH</p>	
♠ 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.

<p>NORTH 1♥</p>	<p>EAST 1♠</p>
<p>SOUTH</p>	
♠ 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 ♦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> <td style="text-align: center;">WEST</td> <td style="text-align: center;">NORTH</td> <td style="text-align: center;">EAST</td> <td style="text-align: center;">SOUTH</td> </tr> <tr> <td style="text-align: center;">1♠</td> <td style="text-align: center;">Double</td> <td style="text-align: center;">Pass</td> <td style="text-align: center;">1♣</td> </tr> <tr> <td style="text-align: center;">Pass</td> <td style="text-align: center;">Pass</td> <td style="text-align: center;">Pass</td> <td style="text-align: center;">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>SOUTH ♠ J 7 5 ♥ A 6 4 3 ♦ 9 4 ♣ A K J 6</p>	<p>EAST ♠ Q 3 ♥ J 10 ♦ J 8 7 5 3 ♣ 10 9 5 4</p>												
		<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td>DECLARER: South</td> </tr> <tr> <td>OPENING LEAD: ♠A by West</td> </tr> </table>	DECLARER: South	OPENING LEAD: ♠A by West										
DECLARER: South														
OPENING LEAD: ♠A by West														

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 $\heartsuit K$ and a low diamond.

In clubs: take away two low cards.

WEST	NORTH	EAST	SOUTH
	1 \heartsuit	X	XX

SOUTH

\heartsuit	x	x				
\heartsuit	K	J	x			
\heartsuit	A	K	J	x	x	x
\heartsuit	J	x				

Q. North opens 1 \heartsuit 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 \heartsuit 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 \heartsuit	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 \heartsuit .

- Now South can further describe the hand by showing the diamond suit.
- The 2 \heartsuit 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 \heartsuit , forcing.
- Let's see how the redouble impacts the meaning of responder's other bids.

Pick up all the bids.

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

East, place a Double in front of you.

NORTH

1 \heartsuit

**EAST
DOUBLE**

SOUTH

\heartsuit	x	x				
\heartsuit	x	x				
\heartsuit	A	K	J	x	x	x
\heartsuit	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 $\heartsuit J$; 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		
	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>\spadesuit A</u>	North \spadesuit 2	East \spadesuit 3	
2	West <u>\heartsuit A</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>\heartsuit K</u>	South \heartsuit J	
4	East \heartsuit 5	South <u>\heartsuit Q</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>\diamondsuit Q</u>	West \diamondsuit 6	North \diamondsuit 8	East \diamondsuit 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>\diamondsuit J</u>	West \diamondsuit 7	North \heartsuit 8	East \diamondsuit 5	North's \heartsuit 8, a high card, is an encouraging signal in hearts.
7	South <u>\heartsuit A</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>\heartsuit Q</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 DEALER: WEST VUL: BOTH</p> <p>NORTH ♠ A 8 6 5 4 ♥ K J 7 2 ♦ A 5 ♣ Q 6</p> <p>WEST ♠ — ♥ 9 8 5 3 ♦ J 8 2 ♣ J 9 8 7 5 2</p> <p>SOUTH ♠ K 7 3 2 ♥ Q 10 4 ♦ K Q 10 4 ♣ 10 3</p>	<table border="1"> <thead> <tr> <th>WEST</th> <th>NORTH</th> <th>EAST</th> <th>SOUTH</th> </tr> </thead> <tbody> <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> </tbody> </table> <p>EAST ♠ Q J 10 9 ♥ A 6 ♦ 9 7 6 3 ♣ A K 4</p>	WEST	NORTH	EAST	SOUTH	Pass	1♠	Pass	3♠	Pass	4♠	Double	Pass	Pass	Pass		
WEST	NORTH	EAST	SOUTH														
Pass	1♠	Pass	3♠														
Pass	4♠	Double	Pass														
Pass	Pass																

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 colspan="2">♠ A 8 6 5 4</td> </tr> <tr> <td colspan="2">♥ K J 7 2</td> </tr> <tr> <td colspan="2">♦ A 5</td> </tr> <tr> <td colspan="2">♣ 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 colspan="2">♠ K 7 3 2</td> </tr> <tr> <td colspan="2">♥ Q 10 4</td> </tr> <tr> <td colspan="2">♦ K Q 10 4</td> </tr> <tr> <td colspan="2">♣ 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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♠ K 7 3 2																									
♥ Q 10 4																									
♦ K Q 10 4																									
♣ 10 3																									

- 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.