

## BIDDING 6-PACK 2<sup>nd</sup> Apr 07

### Problems

<b>Board 9</b>	<b>E-W Vul</b>
♠ A872	<i>West North East South</i>
♥ 5	<b>Pass Pass 1NT</b>
♦ J8	??
♣ AT9876	

<b>Board 14</b>	<b>None Vul</b>
♠ 73	<i>South West North East</i>
♥ J	<b>1♣</b>
♦ Q743	??
♣ AQJT53	

<b>Board 17</b>	<b>None Vul</b>
♠ KQ6	<i>South West North East</i>
♥ AJ984	<b>Pass 1♦</b>
♦ QJ	??
♣ KQT	

<b>Board 26</b>	<b>Both Vul</b>
♠ JT964	<i>North East South West</i>
♥ 9876	<b>Pass 1NT Pass</b>
♦ J6	??
♣ 73	

<b>Board 28</b>	<b>N-S Vul</b>
♠ AQ98	<i>West North East South</i>
♥ AKJT2	<b>1♥ Pass 1NT Pass</b>
♦ Q98	??
♣ 7	

<b>Board 28</b>	<b>N-S Vul</b>
♠ 64	<i>East South West North</i>
♥ 63	<b>1♥ Pass</b>
♦ KJ752	<b>1NT Pass 2♣ Pass</b>
♣ A964	??

### Solutions

<b>Board 9</b>	<b>E-W Vul</b>
♠ A872	<i>West North East South</i>
♥ 5	<b>Pass Pass 1NT</b>
♦ J8	??
♣ AT9876	

Let's assume that your methods allow you to show both a two-suited hand and a Club one-suiter over their 1NT opening. What would be your choice? More often than not, bidding the 6-card suit works better, and that should be West's choice here. Suppose that E-W are playing DONT, and that West shows the one-suiter with a Double. East bids 2♣, West passes, and suppose that the enemy then competes in a red suit. Now, West *can* introduce his second suit by bidding 2♠, surely showing a hand with 4 Spades and 6 Clubs.

<b>Board 14</b>	<b>None Vul</b>
♠ 73	<i>South West North East</i>
♥ J	<b>1♣</b>
♦ Q743	??
♣ AQJT53	

How aggravating that RHO has bid our suit in front of us! But, even though Clubs have been bid by the opposition, South's suit is good enough for a N-S Club contract to be quite playable. South cannot bid 2♣, that is generally played as Michaels. But how about a jump cue-bid? Here is the most common treatment for that bid:

- *If the opening bid is a minor:* The jump cue-bid is natural and primarily preemptive.
- *If the opening bid is a major:* The jump cue-bid says "Bid 3NT if you have a stopper in their suit". The bid is usually based on a running minor suit.

If those are the N-S methods then South might well try 3♣ over 1♣, which, on the actual deal will create an awkward problem for West, whereas passing 1♣ will give the opponents an easy time.

Here's another situation where the opponents bid our suit but we get to bid the suit naturally:

<i>South West North East</i>
<b>1♣ Pass 1♠</b>
??

Now, 2♣ and 2♠ are generally played as *natural*, typically with a good 6-card suit. This makes a lot of sense, after all, if we have both the unbid suits we can always double or bid the Unusual 2NT.

**Board 17****None Vul**

♠ KQ6

*South West North East*

♥ AJ984

**Pass 1♦**

♦ QJ

??

♣ KQT

There's a point at which a hand becomes too good for an overcall, and when a Double is required, even if the hand does not have the desired takeout distribution. What is your own cut-off point? 16, 17, 18? Let us suggest something in the 18 region, which is more than some (perhaps most) partnerships play. We use the word "region" advisedly, because HCP's are not the whole story, playing strength is also a factor. Anyway, this hand has 18 HCP's, but it's a rotten 18 (the ♦QJ are dubious values), and we would say that this is a 1♥ overcall, not being good enough for a Double followed by a Heart bid.

**Board 26****Both Vul**

♠ JT964

*North East South West*

♥ 9876

**Pass 1NT Pass**

♦ J6

??

♣ 73

How do you play this sequence: 1NT 2♣, 2♦ 2♠? If you play it as weak and natural, then this is the perfect way to handle North's weak 5-4 hand. But let's not make your life so easy, instead let's suppose that you play this sequence as 5-4 and invitational, and, similarly, that 1NT 2♦, 2♥ 2♠ is 4-5 and invitational. Those methods handle the invitational hands rather well, but make life more difficult with the weak hands.

One solution for the weak hands is to play "Garbage Stayman". Responder, with both majors and a weak hand, bids 2♣ planning to pass if Opener shows a 4-card major. If Opener uncooperatively bids 2♦ then Responder bids 2♥ saying "I have a weak hand with both majors, pick one of them"

We should point out that Garbage Stayman is not the perfect solution when Responder is 4-5 or 5-4, because when Opener has equal major length there is a 50-50 chance that Opener will select the 4-3 instead of the 5-3 (or, even worse, the 4-2 instead of the 5-2!). Some partnerships live with that defect and would therefore use Garbage Stayman on the problem hand. Others do not use Garbage Stayman with 5-4 in the majors, only with 4-5 or 4-4 or 5-5,

and with the problem hand would be obliged to give up on the Hearts and simply transfer to Spades. Choose your method.

**Board 28****N-S Vul**

♠ AQ98

*West North East South*

♥ AKJT2

**1♥ Pass 1NT Pass**

♦ Q98

??

♣ 7

The choice here appears to be between 2♦ on a 3-card suit and 2♣ which is perhaps a slight overbid. 2♣ is not forcing to game but it does show reverse values, typically a little more than West actually has. You can take your pick on this one, we think that it is a close decision.

Professor Oddbid came up with a novel suggestion, namely 3♥. The good news for this bid is that it shows extra values without overstating those values, and, as the Professor pointed out, "That looks like a 6-card Heart suit to me". No, the Professor didn't miscount, he was extolling the virtues of super-strong suits. On the actual deal, 3♥ works perfectly, getting the partnership to the best contract of 4♥ on the 5-2 fit.

**Board 28****N-S Vul**

♠ 64

*West South East North*

♥ 63

**1♥ Pass**

♦ KJ752

**1NT Pass 2♣ Pass**

♣ A964

??

West's 2♣ showed reverse values but is not normally played as forcing to game. If that is the case then does your partnership have any clear-cut agreement on how to stay short of game? One effective treatment is for 2NT to be a type of Lebensohl bid, and, as such, for it to be the only way to stop short of game. After 2NT Opener will usually bid 3♣, in case Responder has a weak hand with a long minor.

Of course, on the actual hand, East is going to game, so he has an easy 3♦ call, showing his suit and initiating a game-forcing auction. Suppose now that, after 3♦, East bids 3♥. Now what? 3NT is tempting, but there is the danger that Opener is short in Clubs, so, that plus the ruffing value in Spades would persuade us to bid 4♥.