

The Part Score Jungle

Answer Key

Review:

Last Revised: 05/31/17

- Takeout Doubles guarantee...
 - shortness (0-2 cards) in the opponent's suit
 - values to an opening hand or better using **__DUMMY** points
 - at least **__THREE** card support for all unbid suits
 - if RHO opens with a major, you must have exactly **__FOUR** cards in other major
 - Your RHO has opened 1D. What is your bid with the following hands
 1. S KQxx H Axxx D x C JTxx bid **__DOUBLE**
 2. S KJxx H Axx D xx C Axxx bid **__DOUBLE**
 3. S QJxx H Kxxx D xx C Axxx bid **__PASS**
 4. S Axx H Kxxx D Axx C Qxx bid **__PASS**
 5. S KQxx H JTx D Ax C KQTx bid **__DOUBLE (Ax not nearly as good for holding up as Axx if in NT)**
 6. S AKQxxx H Ax D x C KJTx bid **__DOUBLE, then BID spades ON NEXT ROUND**
 7. S KQx H KJxxx D x C Axxx bid **__1H; show 5-card major as priority vs Double**
 - Your RHO has opened 1S. What is your bid with the following hands
 1. S x H QTxx D AKxx C Kxxx bid **__DOUBLE**
 2. S xx H AJx D KQJxx C Qxx bid **__2D**
 3. S x H KJxx D AJTxx C Axx bid **__DOUBLE**
- Takeout Doubles; Responding to
 - Partner's double is forcing, so bid best suit at cheapest level with **__0-8** pts
 - Jump in your best suit with **__9-11** pts
 - Your LHO opens 1H and partner Doubles. RHO passes. What is your bid ?
 1. S Txxx H xxx D Jx C Jxxx bid **__1S**
 2. S xx H xx D KQJx C xxxxx bid **__2C**
 3. S KJxxx H xxx D Axx C xx bid **__2S**
 4. S xx H QJx D Kxxx C QTxx bid **__1NT**
 5. S xxx H 9xxx D xxx C xxx bid **__1S**
 6. S QJTxx H Ax D KQJ C xxx bid **__4S**
 7. S AQJxx H x D Ax C KQTxx bid **__2H**

Overcalls

- Your RHO has opened 1H and your side is vul. What is your bid with the following hands
 1. S AK1098 H xx D xxx C xxx bid **__1S**
 2. S K9xxx H Qx D Kxxx C Jx bid **__Pass**
 3. S xx H Qxx D AJ8xx C Axx bid **__Pass (13 pts for a 2-level overcall)**
 4. S xx H x D xxx C KQJxxxx bid **__3C**
 5. S Axx H 10xx D KJxx C KQx bid **__Pass**
 6. S Qx H x D AJxxx C Kxxxx bid **__2NT = unusual for minors**
 7. S Kxx H AJ10 C QJxx D KQx bid **__1NT**
 8. S Q10xxx H Ax D KJxx C Kx bid **__1S**
 9. S AKQxxx H x D Axxx C Kx bid **__Double, then bid Spades**
 10. S AKQJ10x H xx D AKQ C xx bid **__Double, then bid 3S**
 11. S QJ109x H x D xx C AJ10xx bid **__2H = Michaels Cuebid for spades & a minor**
 12. S K9x H x D KQ109x C Axxx bid **__2D**
 13. S AQxx H x D KJ10xx C Axx bid **__DOUBLE**
 14. S KJx H KQJ109 D Axx C xx bid **__Pass**

Scoring and how it affects Part Score (PS) bidding

Let's go over the important numbers for Part Score contracts

- Every PS made gets a bonus of **__50** pts
- Minors are **__20** pts per trick, majors are **__30** pts per trick
- NT; 1st trick is **__40** pts, rest are **__30** pts.
- For example, 4C making is worth **__50 + 4 x __20 = total of __130**
- The highest part score is **__140**

Now what about going down in contracts

- Each trick down not vulnerable is -50; vulnerable is -100
Fill in the following chart

Down	Not Vul	Vul
1	-50	-100
2	-100	-200
3	-150	-300

You also need to know scores if you are doubled and down

Fill in the following chart

Down, Doubled	Not Vul	Vul
1	-100	-200
2	-300	-500

Note that down one vul & doubled = -200, exceeds all part scores and is called the “kiss of death”

Do I bid one more?

Let's first consider how to use the scoring numbers above

- Your opponents are bidding hearts, your side competing in spades. Opponents bid 3H. They are vulnerable, you are not.
- Do I think they are making their contract?
 - No, so ...
 - double if you are sure, as down one doubled vul is = **__200**
 - bid 3S if you think you will make it, earning **__140**
 - pass otherwise
 - Yes, so ...
 - Bid 3S to make, earning **__140**
 - Bid 3S expecting to go down one, because even if your get doubled, down one doubled NVUL = **__100**
- Other guidelines for competitive PS bidding

Law of Total tricks (LoTT)

- Your side should typically compete to the level equal to the number of trumps that you have together. So, if your partner opens a spade, and you have 4 of them, compete to the 4+5=9 ie, the 3-level.
- The bidding has gone
 1H – 1S – 2H – 2S and you hold S x H KQJxxx D Axx C Q10x
 ? your bid is **__3H** because your side has at least 6+3=9 trumps, so compete to the 3-level.
 If instead your hand was S xx H AQxxx D Axx C Kxx your bid is **__Pass** because your side probably has 5+3=8 trumps, do not compete past the 2-level.
- This law is a guideline, not an absolute rule. If you have a weak hand for your bidding, do not bid one more, as per LoTT. The bidding has gone
 1S – 2C – 2D - ? and you hold (vul) S Kxx H Axx D xxx C xxx
 Your bid is **__Pass** because **__despite the 9-card fit, I downgrade my flat hand. I need more points to bid to 3-level. 3C -1 vulnerable doubled = -200; 2S or 3D by opponents = -110**

Also notice here, the 2D bidder has shown a 10 count (vs 6), so opener knows their side has at least $13+10=23$ pts. This is a common situation where a penalty double can be made without a trump stack.

Opponents have or have not found a fit

- Another time where you tend to bid on is when the opponents have found a fit. If they have....
 - there is almost a 90% chance your side has an 8+ card fit and hence your side can make a two-level contract
 - They are more likely to make their contract, and if you bid on and go down one, this will probably still be a good result

If they have **not** found a fit, your partner may have a trump stack. Even a weak trump stack (like K9xx) is a defensive plus, as it will be a nuisance to declarer, and there is potential for an effective forcing defense. Don't save the opponents from a misfit and probable defeat by bidding on, probably best to pass.

If you have already fully shown your values, ie, you have a minimum for your bidding, Pass rather than compete. Remember the green card is your friend.

"In a competitive auction, if you have nothing more than what you have already guaranteed, PASS!"

- The bidding has been
 1D – 1S – 2C – 2S
 3C – P – P – ? and you hold..... S Q83 H A754 D 8642 C 83
 You have $6+1=7$ dummy pts, which is lower of 6 to bad 10 range. Also the LoTT says to Pass. Also; you have are flatish and have no intermediates = Easy bid of **__Pass**

- The bidding has been
 1H – X – P – 1S
 2H – ? and you hold S KJxx H x D Axxx C QJxx
 Your first bid promised 4 spades and opening pts as dummy, exactly what you have, nothing extra, do not bid 2S. Note who has another chance to bid; your partner. Also note that a non-jump response by partner limits his hand to **__0-8** pts. Now, instead change your hand to S KJxx H x D AKxx C QJxx (extra 3 pts in K D); now compete with a 2S bid.
 The other factor is that the opponent's have not found a fit, a reason not to fight as hard for a part score. Here, you have the added upside of the opps getting a bad trump split (decl has 6, partner 2?, your partner has 4) and this may cause them to go down.

Negative Doubles (Quick Look)

- These are a key weapon in PS bidding. Without them you are unable to bid certain hands. Given how important it is to show partner you have values, learn these and use them.
- You have S xx H KJxx D Axxx C xxx Bidding has gone 1C by partner, 1S by RHO. You were planning on bidding 1H, but now you cannot show your hearts. The answer is to play a double in this situation as “negative”, guaranteeing 6+ pts and 4+ hearts (the unbid major). I would suggest you play negative doubles through 2S to start.
- For details on neg. doubles, email your instructor.

Doubles: Takeout or Penalty?

- As I/N players I would suggest you use the following guidelines to agree on whether a double is penalty or takeout.
 - Doubles when partner opened 1NT or the opps overcalled 1NT are for penalties.
 - Almost all other doubles at the 1 or 2 level are for takeout (harder to defeat low contracts, more useful as takeout). This assumes there are at least 2 unbid suits. Consider 1H^{1S} 2C If you double, there is only one unbid suit, so why ask partner to bid it, just bid it yourself !! A (unlikely) double here would be penalty.
 - Because low-level doubles are takeout, you cannot make a direct penalty double on the rare occasion you badly want to. Instead you must PASS (called a trap pass), and hope partner gets to re-open with a double.
 - Opps vul, your side not: The bidding has gone 1H - 2C (overcall) ... and you hold S Axx H xx D xxx C KQJ10x bid **__Pass**
Hopefully it continues P X (by partner) PPP
 - Doubles of artificial bids are natural
 - If opps bid 1NT P 2C (Stayman) and you have a bunch of good clubs, double the artificial Stayman bid. You might have C KQJxx in your hand. The main upside is if partner is on lead, you have directed him to a best club lead.
 - What other artificial bids would offer this opportunity?
 - Novices: **__Jacoby Transfer, Gerber**
 - Intermediates: _____

Balancing

- One of the reasons for balancing is to allow for when partner has a good hand but simply cannot get into the auction
 - What is the most partner (of you, the potential balancer) could have and not already competed?
 - LHO opens 1H, partner holds S Axx H 9xx D KQxx C AQx
 - No stopper for 1NT, and a bit weak anyway (good 15-18 for 1NT overcall)
 - No 5-card suit worthy of an overcall
 - Too flat for a double
 - Note that the reason you can afford to pass on a hand like this is that partner will “protect” your holding this hand by balancing with minimal values
- At what point must one bid something with hands like above in direct seat?
 - The best bid with 16+ balanced HCPs and no stopper in opp’s suit is make a flat double. Your HCPs somewhat make up for your flatness and you have to let partner know you have a lot of HCPs. If partner has a flat 7-count, he will not balance and your side, with 23 HCPs will lose the part-score battle. “Good” partners will respond 1NT and life is good.

How to balance

- Add a king when balancing, subtract a King when responding to partner’s balance
You hold S xx H Axxxx D Kxx C Jxx
 - 1H – P – 2H – P – P - ?; If you were in direct seat (right after an opponent bid) would you bid with same hand plus a King; ie S xx H AKxxx D Kxx C Jxx = yes, so balance 2S
 - A minimum balancing double would be S Kxxx H xx D AQx C xxxx
 - A bid of 2NT does not mean big and balanced, but rather a takeout bid for the minors. With S x H xxxx D AQxx C KJxx bid **__2NT**
 - You are partner of balancer, holding S Kxx H Qxx D KJxx C xxx; would you raise partner’s 2S balance to 3S with this hand minus a King; ie S Kxx H Qxx D Jxxx C xxx = weak 7+1=8 count with 3 card support = no, so pass 2S or pass opp’s 3H. Note that the law of total tricks says with 8 trump, compete to 8 trick = 2 level, not 3-level
- Note that most of the time, partner’s balancing suit will be weak, since they were not able to overcall the first round of bidding. If your side ends up defending, lead your partner’s (weak) suit with caution. Picture partner w Jxxxx, you might not want to lead King from Kx.

- When to balance and why
 - Both opps have limited their hands (ie, 1H – 1N – 2H)
 - They have found an 8+ card fit or better and have stopped at the 2-level
 - If they have an 8+ card fit, there is almost a 90% chance your side has an 8+ card fit
 - Half the high cards and an 8-card fit will usually make a 2-level contract. Hence if opponent's bidding implies 13+7 pts, your side has 20 pts and an 8-card fit, get bidding.
 - The bidding implies you have a fit given they have not bid that suit or suits
 - 1C - P - 1D - P
1N - P - 2C - P
P - ? You hold S AJxx H QJxx D xxx C xx Bid: Double
- Responding to partner's balancing bid
 - **Most important by far:** your partner could not compete directly and likely has a weak hand, and has assumed you typically have a 10-12 count. **DO NOT HANG YOUR PARTNER BY BIDDING HIGHER** except with a rare great fit. Most of the time, unless you are forced to bid (partner makes a takeout double), **PASS**. Partner's balance has bought the contract or pushed the opponents higher, don't screw that up by bidding on and getting doubled for a poor match point result.
 - What does a (rare) invitational raise to 3-level of partner's balance look like
 - It contains trump so that the side has at least a 9-card trump suit
 - It has a singleton or void, ideally in opp's suit
 - Example, opps bidding diamonds;
 - Raise partner's 2H balance with S Axx H QJxx D x C A10xxx
 - Game is still a possibility if partner has a maximum for his balance
 - Partner has balanced 2S over 1H-P-2H-P-P by opponents
 - Opponents now compete with 3H
 - You have S KJxx H x D Axxx C Q10xx
 - Compete with 3S. Do not get excited and bid 4, partner has a crappy hand (remember, he was not good enough to bid 1S over 1H). If you go down (quite possible), opps probably can make 3H.
 - Let's try a balancing decision using scoring. Both sides non-vul, bidding has gone
 - 1D - P - 2D - P
P - ? You hold S Q10xx H Axxx D xx C Qxx
 - Should you pass or balance with a double?
 - If opps make 2D, you are **-90**, but you are probably down one at the worst in 2Major (**-50**)
 - If opps go down one, you are **+50** but you can probably make 2Major (**+110**)
 - So the answer is definitely make a balancing takeout double

Penalty doubles of Part Scores

What makes a hand better for a penalty double?

- Tricks in their suit (nice but not a must)
 - I would suggest that your first penalty doubles consist of a trump stack. Doubles without a trump stack are hard to judge, less likely to succeed and usually need v. good defense
 - The bidding has gone 1S – 2S – 4S and you are left of declarer
Holding S AJ109 H Axxx D KQx C xx bid **__DOUBLE**
- Defensive tricks (AKs, vs QJs); While Qs and Js help your defensive efforts, Aces and Kings are much more likely to take tricks.
- Well-located honours, ie you holding honours in suits bid to your right
 - Bidding has gone (their side only) South>1C : 1D : 1S : 3S: 4S
 - You (West) hold S AQ10x H xx D Axx C KJxx Double **YES** or NO
- Shortness in partner's suit
 - More of partner's tricks will cash, ie AKxxx opposite xx = 2 defensive tricks probably and maybe even a ruff
 - in contrast KQJxxx opposite Axxx = 1 trick at most w 10 of your HCPs
- Vulnerability
 - This is critical in the part score jungle. Down one vulnerable doubled is +200, which exceeds any part score
- Likelihood of success of bidding one more
- Are you already getting a poor score? Consider your table having a spirited auction with them outbidding your side and ending up in 4 of a minor. If they make it, you are likely getting an average minus score, ie 2 or 3 out of 12. Doubling probably turns this result into a top if you beat it, and a bottom if you don't. Hence risking 3 matchpoints to gain 9, a great risk

Lead-directing overcalls

- One of the main reasons to overcall is to direct partner to the best lead if you end up on defense. This is why, even on hands you have little chance to win the contract, an overcall is worth considering. If, however, you are not going to be on lead, might be best to keep quiet. The downside is you provide info to declarer re your shape and points.
- Bidding has gone 1C - P - 1H and you hold S AQJ10x H xxx D Kxx C xx
bid **__1S**
If opener bidder now bids NT and they play in NT, you have gotten your partner to lead a spade. Although both opponents have bid, you should always make this bid. There is almost no chance of playing in 1S doubled.

Using your opponent's bidding

- Cue-bid to show limit raise+; jump raises can become pre-emptive
- If partner bids (opens or overcalls), and opponents bid before you, you can use a cue-bid of their suit as a limit raise or better. Partner will subside in a part score, or bid game. If you have a game-going raise, cue-bid, then raise to game over partner's discouraging bid (or cue-bid if he jumps to game).
- Bidding has gone 1S^{2H} ? and you hold... S Kxxx H x D Axxx C J10xx
bid **__3H**
- Bidding has gone 1H^{1S} 2H and you hold... S AQxx H x D KQxx C Kx
bid **__3H** planning to bid **__4S** on your next bid. Jumping immediately to 4S is a weak raise with lots of trump.

WHAT A GAME!!

EMAIL W ANY QUESTIONS

Appendix:

Negative Doubles

Consider this hand and auction

You hold S xx H KQxx D QJxx C xxx

Your partner opens 1 Club and your right-hand opponent bids 1 Spade. Without the overcall, you had a simple 1 Heart bid but now you are stuck. 2 Hearts would show 5+ hearts and 10+ HCPs so you cannot bid that. Also consider how often you would wish to make a penalty double at this low level, very rarely. Hence a “negative double” was created to deal with this very common problem. In general, a negative double is a direct, low-level double by responder over an overcall by the opponents, showing length in the unbid suits.

A 1-level negative double says

- I have 6+ points
- If there is one unbid major, I have 4+ cards in it
- If there are two unbid majors, I have 4 cards in both
- If both major suits bid, I am 4-4 or better in the minors
- Otherwise, I likely have 4+ cards in the other unbid suit
- I am not strong/long enough to make a direct bid at the 2-level in my suit

Partner now bids naturally, as if partner had bid a suit at the 1-level

- (best) – bid the doubler’s major if you have a fit (4 of them) at the appropriate level
 - Holding S xx H Qxxx D AQx C AJxx
 - You open **__1C**, next player bids 1 Spade, partner doubles, rt hand opp Passes.
Bid **__2H**
 - Holding S Ax H Kxxx D KQx C AQJx, same auction, bid **__4H**
- Otherwise bid as normal, ie 1NT with a stopper in opp’s suit, rebid a long first suit, etc.

Doubling over ...

- $1C - ^{1D}$ or $1D - ^{2C}$ you should have at least 4-4 in the majors
- $1C - ^{1H/1S}$ you must have 4 of other major or (5+ with less than 10 pts.)
 - Note over 1 Minor – $^1\text{Heart}$, the spade suit is still available at the 1-level. However, this gives you a chance to differentiate between a 4 or 5 card major. So double shows exactly 4 spades and bidding 1 spade shows 5+ spades
- $1H - ^{1S}$ or $1S - ^{2H}$ you should have 4+ cards in both the minors

Points indicated by a negative double

- A 1-level negative double shows 6+ pts
- A 2-level “ “ 9+ pts
- In general, the higher you force partner to bid, the more pts you should have

Experienced players play negative doubles typically through 3 Spades or higher. Newer players are probably best playing them through 2 Spades, in which case ...

1C – ^{2S} – X is a negative double but ..

1D – ^{3H} – X is a penalty double (as normal)

Negative doubles also provide a solution to a weak hand with a long suit

- You hold S QJ10xxx H x D KJx C xxx

Partner opens 1 Heart, next player bids 2 Clubs. Double (neg), then bid 2 Spades over partner's rebid of 2H or 2D. Not forcing, partner passes unless extras

Homework

1. RHO has opened 1D. You are vulnerable, what is your bid ...
 - a. S Axx H KJxx D xxx C AQx __Pass
 - b. S Kx H Axx D xxx C KJ9xx __Pass; suit not good enough for minimal HCPs
 - c. S AJxxx H Axxxx D xx C x __2D; Michaels showing 5-5 in majors
 - d. S KQx H AJx D K98xx C Kx __1N
2. You are vul, opps are not. Bidding has gone
1D – P – P – X
P - 1S – 2D - ? You hold S Kxxx H Axx D xx C Qxxx. What do you bid? Answer = __Pass
3. Both sides vulnerable. Bidding has gone...
1H – 2D – 2H – 3D
P - P - ? You hold S xx H Kxx D A1098 C Q10xx. What do you bid? Answer = __Double
4. Your side non-vul, opps vul. Bidding has gone
1D – 1S – 2D – 2S
3D - P - P - ? You hold S A10xx H 109xx D Axx C xx. Your bid? Answer = __3S
Why?
 1. __ 9-card fit, Law of Total Tricks
 2. __we're not vulnerable (down 1 doubled = -100; opponents making 3D = -110)
 3. __I have a little extra (2 Aces = 8pts, 2 Tens = 1pt, 109 Hearts = 1/2pt, doubleton club = 1pt)