

**What does Vulnerability affect?**

If you are vulnerable .....

- If you make a game or slam, you get a bigger bonus
- If you go down, you lose more points
  - If you go down, doubled, you lose even more points
- If you play a doubled contract, and ....
  - it makes, trick score is doubled; and if doubled into a game (2H X making =4H = game), you get game bonus
  - you make overtricks, the overtrick points are bigger

If you make a part score, with any number of overtricks, this is NOT affected by vulnerability

**Sacrificing**

**Scoring:** (*Using Majors*)

		Good Sac of Opps.....		Game		Slam		
	Game	Slam	Down 1 Dbl	Down 2 Dbl	Down 3 Dbl	Down 4 Dbl	Down 5 Dbl	Down 6 Dbl
Non-Vul	300+120= 420	300+500+180=980	100	300	500	800	1100	1400
Vul	500+120= 620	500+750+180=1430	200	500	800	1100	1400	1700
		Good Sac of Opp's .....		Game			Slam	

Your Vul opponents bid freely to 4H. You are not vulnerable and can make 8 tricks in clubs, should you sacrifice in 5C? \_\_\_\_\_

Your Non-Vul opponents bid freely to 4S. You are vulnerable can make 9 tricks in Clubs . Should you sacrifice in 5C? \_\_\_\_\_

## PREEMPTS and Vulnerability {from Pre-empt course}

**Equal** vulnerability means both not vulnerable or both vulnerable

**Favourable** vul means you are not vulnerable, your opponents are vulnerable

- This is the best time to sacrifice or bid one more

**Unfavourable** vul means you are vulnerable, your opponents are not

- This is rarely a good time to sacrifice

A preempt is less than a regular 1-opening bid

What would you bid with each of the following, both sides vulnerable, 1<sup>st</sup> or 2<sup>nd</sup> seat

1. S KQJ10xxx H xx D Axx C x \_\_\_\_\_
2. S xxx H KT8xxx D Qxx C x \_\_\_\_\_
3. S x H xx D AJ109xxx C xxx \_\_\_\_\_
4. S AQJxxxxx H xx D x C xx \_\_\_\_\_
5. S KQ10xxx H xx D Ax C xxx \_\_\_\_\_
6. S K H xxx D KJ9xxx C Kxx \_\_\_\_\_
7. S xx H KQJ9xxx D A10xx C void \_\_\_\_\_

### Preempting in 3<sup>rd</sup> seat

In 1<sup>st</sup> or 2<sup>nd</sup> seat, you have no idea what partner has, so it makes sense to keep disciplined, so partner has a good idea of your hand, and how to proceed. In 3<sup>rd</sup> seat, guidelines change dramatically as you know partner has less than an opening bid. This means partner will not “go crazy”, bidding a bad game, etc. and you therefore can be much more flexible in your preempts. Experts today, in 3<sup>rd</sup> seat and at favourable vulnerability, will make preempts on “fumes”, and partner is not to bid too high knowing the preemptor could have very little compared to a disciplined preempt. Also, your opponent in 4<sup>th</sup> seat is very likely to have a good hand, ergo blast away!

What one would not preempt on in 1<sup>st</sup>, 2<sup>nd</sup> seat are clear 3<sup>rd</sup> seat preempts. For example, non-vul, in third seat holding ....

- S K10xxxx H xx D Qx C xxx bid \_\_\_\_\_.
- S xx H QJxxxxxx D x C Kxx bid \_\_\_\_\_
- S xx H x D KQJxxx C xxxx bid \_\_\_\_\_ (yes, this is a 2D bid in 1<sup>st</sup>/2<sup>nd</sup> position)
- S x H AJTxxxx D QJxx C x bid \_\_\_\_\_

And to give you an idea on how little experts will have, many would open 3<sup>rd</sup> seat, not-vul vs vul on S J109xxx H xx D Qxx C xx 3S bid by many pros!! However, consider what 4<sup>th</sup> hand looks like; Give 1<sup>st</sup> two players 10 pts each, you have 1, LHO has 19 and 19+10=29 so opps have a sure game, jam em up !!

You may also, in 3<sup>rd</sup> or 4<sup>th</sup> seat, preempt game on an opening hand (too much in 1<sup>st</sup> and 2<sup>nd</sup> seat) because there is almost no chance for a slam opposite a passed hand. For example, with

S KQJxxxx H AQx D x C xx      Open 4Hts

## How Vulnerability affects your Sacrificing Decisions

There is a huge difference in sacrificing based on the vulnerability

When your side is not vulnerable and the opponents are vulnerable: best time to sacrifice. You can go down 3 tricks doubled and it will be a worthwhile sacrifice, assuming opponents can make their vulnerable game. There are 2 steps to deciding to sacrifice 1) are the opps likely to make their contract? If yes, on to 2) will you go down (doubled) less than the value of their (game) score?

You hold S Jxx H x D KQxxx C QJTx

Bidding goes: 1S 2D 3D ?

At favourable vulnerability, you need to make 8 tricks or can lose 5 tricks.

Partner has at most 2 spades, so losers include 2S, 1H, 0 Diamonds, 2 Clubs = 5 tricks. This only presumes A Diamonds w partner. Bid 5D taking the advanced sacrifice, as they appear cold for 4 of either major.

As the stronger side, after a sacrifice bid, you have 2 options 1) double their contract or 2) bid higher, if you are pretty sure you can make it.

How about the worst time to sacrifice. That would be when you are vulnerable and the opponents are not. Note that you can only go down 1 doubled for this sacrifice to be worthwhile, so rarely right.

You hold S xx H xx D AJTx C KT9xx

Bidding goes: 1H 2C 2H 3C  
4H P P ?

You may only go down 1, hence can only lose 3 tricks.

Giving partner 1 major winner, looks like you will lose 3 major tricks, and 1 diamond, but that makes at least 4 = down 2 doubled for -500 (vs -420) and a bottom board

## How vulnerability affects competitive bids in general

In general you need a little more discipline in your bids when vulnerable.

Here are some comments on making a competitive bid (ie, overcalling single suit, two-suiter bids) and vulnerability.

- Vulnerability strongly affects the likelihood of a game-level sacrifice. When you are non-vul and opponents are vul., you often will have a good sacrifice. In the opposite case; you vul and

opponents non-vul, you will rarely sacrifice. Hence with less than a solid bid in the hopes of finding a good sacrifice, pass

- **Vul** vs NonVul: P 1H P 2C  
                                   ?     you hold S KQxxx H x D KJTxx C xx
  - Should you bid 2NT (showing 5-5 in Spades and Diamonds)
  - No. Why?
    - Suits are okay but not great. If RHO has a semi-stack in either of your suits, may double for penalties. Remember Down \_\_\_ doubled is a bottom board. Also partner must take preference at 3 level. )
    - If you defend, which is likely, declarer will know you are 5-5 and this will help his play)

### Vulnerability and Competing for a Part Score

The most common occurrence of vulnerability decisions is when fighting it out for a part score contract.

#### Scoring and how it affects PartScore (PS) bidding (from PartScore Jungle Notes)

Let's go over the important numbers for PS contracts

- Every PS made gets a bonus of \_\_\_ pts
- Minors are \_\_\_ pts per trick, majors are \_\_\_ pts per trick
- NT; 1<sup>st</sup> trick is \_\_\_ pts, rest are \_\_\_ pts.
- 4C making is worth \_\_\_ + 4 x \_\_\_ = total of \_\_\_
- The highest part score is \_\_\_\_\_

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

Note that down one vul & doubled = -200, exceeds all part scores and is called the "kiss of death". And down 2 undoubled but vulnerable is another "kiss"

## 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. Both sides are vulnerable. The issue is whether to bid 3S, Pass, or Double
- Do I think they are making their contract?
  - No, going down....
    - almost certain of it = double as down one doubled vul is = \_\_\_\_\_
    - perhaps and pretty sure you can make 3S, bid it \_\_\_\_\_
    - not very sure of either, then \_\_\_\_\_
  - Yes, they are likely making 3H so ...
    - Bid 3S to make, earning \_\_\_\_\_
    - Bid 3S expecting to go down one, if you don't think opponents will double, because down one vul = \_\_\_\_\_
    - Pass if you expect to go down one and opponents may double (ie, are good players) because down one vuln doubled = \_\_\_\_\_

Let's have a look at an example of the above logic.

You hold S xx H KQT9xx D AKx C xx and are the dealer

Bidding has gone 1H (you) 2C 2H 3C

**Both sides are vulnerable**

? Should you bid 3H or Pass or Double?

Are they going to make their contract? Yes, very likely because....

- You have 2 likely defensive tricks (AK D); your heart honours are probably not cashing. If partner has A hts, your side will get one heart trick, otherwise probably none.
- Partner has 6-9 d pts, likely means 3-8 HCPs, hence little defense
- Your 2 little spades means trumps are breaking well and no way for partner to have a trump stack (compare this to having a void or QTxx)

Are you going to make 3H? Probably because....

- Law of Total tricks says your side has 9+ card fit, bid to 3-level
- Your honours are all working, good chance you are making 3H, depends on partners cards (of course)

Should you thus bid 3H?

- Even if you go down one (vulnerable) is -100, which is better than 3C making for -110
- What about -200, is that a concern? You are unlikely to get doubled with opponents having at most 4 trumps. If you are playing a non-strong pair, almost certain not to get doubled, even if trumps are splitting 3-1 or 4-0

## For Passing

- Only right if 3C is making, and 3H down 2 (or down 1 and doubled), so rarely the right bid, but a compromise option

Conclusion: Bid 3Hts, expecting to be +140 or -100 for a good result

Let's try another one.

You hold S AJT H 9xx D Kxx C T9xx and your partner is the dealer; opponents are vulnerable, you are not

Bidding has gone 1H 2C 2H 3C  
3H 4C ?

? Should you bid 4H or Pass or Double?

## Thoughts about bidding 4H

- Will not likely make, partner's 3H is competitive, not invitation (would have bid another suit to invite). You are flat, even less chance of making.
- (Your Club holding implies partner has 0 or 1 club, a positive, but still not making)
- Even doubled, down 1 is only -100

## Reasons to Double

- If you take it down one trick, you get the magic +200 (beats all part scores)
- Looks like it will go down
  - Your side has at least  $(12 + 8) = 20$  HC Pts, hence they have half the high cards but are at the 4-level. Typically they need lots of ruffs to make this, so consider a trump lead (which one? >> \_\_\_\_\_).
  - You have 3 hts vs 4; helps partner's 6 hearts mean more
  - Your 4 trumps are a nuisance at worst and a trick at best
  - You have good stuff in two unbid suits, and your spade AJT is very useful on defence
- And note that if they make exactly 4C (undoubled), given that you pushed them there, will not score well. Probably a 2 out of 12. Double and they go down, converts 2 matchpoints to a 12 (top). Double and they make, converts a 2 to a zero (bottom). Hence odds in favour of doubling are 6:1

Reasons to Pass; None      To bid 4H; not enough      Conclusion: **Double**

## Doubling INT Auctions and Vulnerability

How about over a 1NT sequence? First note that in both of the following situations, a double is not takeout but **for PENALTIES**.

1H 1NT X = penalty

1NT 2S X = penalty

A decision you may have is whether to bid 3NT or double the opponents. Vulnerability should make your decision for you.

Bidding is 1N 2D ?

You hold S Qxx H Jx D AJ9x C JTx

If you are at favourable, Double for penalties. Setting this contract 2 tricks will get you more than making 3NT (which you might not make). Your side has at least (15+9=24) HCPs and you have a good trump stack behind declarer. Even worse, declarer will have one or no entries in dummy. Expect to take this down 3 - 4 tricks.

If you are at unfavourable vul (they are not, you are vul), bid 3NT. You only have 9 HCPs but you have extra diamond tricks and most of the HCards are marked, hence easier to make tricks. Note that you would have had to beat them 4 tricks (800) to get more than 3NT making (600)

At even vulnerability, tougher decision, you need to set 2D three tricks, go for the red card and play some tight defense!

Notes

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# WHAT A GAME!!