

Chapter 12: Competitive Bidding

In KLP this part of the game is more of understandings than actual rules and concepts to apply and follow. I would recommend at first using what you use currently, then slowly integrate certain ideas into the fold. In this chapter there will be some terms defined for some of the rare treatments but first, some basic guidelines in competitive biddings.

1. Support your partner vigorously and directly.
2. Make the opponents guess last.
3. If the opponents have an 8 card fit, so do you. Don't sell out.
4. Limit your hand whenever possible
5. No penalty doubles of partscores unless you are sitting on a stack.
6. When 3NT is an option, bid it immediately.
7. Assume partner doesn't have what you need to make game.
8. No penalty doubles of the opponent's bid and raised suit.
9. When there is no fit, be cautious and underbid.
10. No offshape takeout doubles.
11. On hands that are shapely do not defend.
12. Points don't make games/slams. Controls, fit, and shape do.
13. Do NOT double four of a minor contracts.
14. Most importantly, **TRUST YOUR PARTNER.**

For the next few pages I will define some of the more important concepts of competitive bidding. It is assumed that you are somewhat familiar with the theory of total tricks (LOTT for short).

DEFENDING AGAINST A STRONG 1♣/2♣ → NIGHTMARE AND CRUMBLE

In tournaments especially, opponents try every way possible to derail a strong opening bid. KLP is no different, but it uses two separate schemes to get in and out of the auction.

Over a strong 1♣ we use Nightmare. This defense is very difficult for the strong club pair to defend against because of the nature of the responses. The schedule of responses is:

- (1♣) – X → both majors or both minors
 - 1♦ → transfer to ♥
 - 1♥ → transfer to ♠
 - 1♠ → red suits or black suits
 - 1NT → non touching 2 suiter (pointed or rounds)

Responder is at a good position to judge what hand type overcaller has. They either accept the transfer, or bid the cheapest step to ask for the exact hand.

Over a 2♣ opening that is strong, we use Crumble. Crumble is a two-suiter treatment where both suits are known immediately, unlike CRASH. The responses are:

- (2♣) – X → non-touching 2 suiters (♣+♥ OR ♦+♠)
- 2♦ → majors
- 2♥ → black suits
- 2♠ → red suits
- 2NT → minors
- 3X → preemptive

SCRAMBLING AND GOOD/BAD 2NT

These two treatments are similar in connotation. They are used after a bid and the opponents have made raise of a suit. 2NT here is not natural but inferring a minor oriented hand (over 1 of a major) and a major oriented hand (over a minor). The only difference is when you're in balancing seat or direct seat from the advancer's bid. In direct seat you're using Good/Bad, but in balancing seat Scrambling.

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This treatment is used only over a 2 of a major preempt, followed by a double. A free bid shows support for the preempt AND is lead directional. An immediate redouble is business, and a pass then double is penalty oriented.

NEGATIVE FREE BIDS

This is seen over an opening bid and interfering overcall. A free bid by 3rd seat is to play with no interest to the opening suit. To show a 2/1 hand you must double then bid. This is an alertable treatment.

UNUSUAL vs. UNUSUAL/MICHAELS

This is an effective countermeasure against the Unusual NT. Listed below are some of the aspects:

Unusual vs. Unusual

- 1♥ - (2NT) – X → desire to defend at least one of the suits
- 3♣ → limit raise of better in hearts

3♦ → game force in spades

3♥ → preemptive

3♠ → inviting in spades

3NT → to play

4♣/♦ → splinter

4♥/♠ → to play

4NT → RKCB for hearts

Memory tool: cheaper cuebid = cheaper suit

Cuebid for partner's suit = limit raise or higher

Cuebid for 4th suit = game force

Bidding the major = preemptive

Defending against Michaels

1♣ - 2♣ - X → desire to defend against one of the majors

2♦ → natural, forcing one round

2♥/♠ → limit raise or better with a heart/spade stop

2NT → both majors stopped, inviting

3♣ → competitive

3♦/♥/♠ → splinters

3NT → to play

4♣ → preemptive

4NT → RKCB for clubs

1♦ - 2♦ - 2♥/♠ → limit raise or better with heart/spade stop

2NT → both majors stopped, inviting

3♣ → natural and forcing

3♦ → competing

3♥/♠ → splinter

3NT → to play

4♣ → splinter

4♦ → preemptive

4NT → RKCB for diamonds

1♥ - 2♥ - 2♠ → limit raise or better in hearts

2NT → natural, inviting

3♣/♦ → forcing, natural

3♥ → competing

3♠ → splinter

3NT → to play

4♣/♦ → splinter

4NT → RKCB for hearts

1♠ - 2♠ - 2NT → natural, inviting

3♣/♦ → natural, forcing
3♥ → limit raise of better in spades
3♠ → competing
3NT → to play
4♣/♦/♥ → splinter
4NT → RKCB for spades