## Slam Bidding When Partner Opens INT

by Steve Moese Tues Eve Oct 21


Take North's viewpoint. Partner just opened 1NT. How excited should you get? 1NT usually showing a 6-loase hand. Does partner fit or 4 ? That's what we need to know. Let's bid accordingly. Assume EW pass throughout.
Do we have a constructive hand, and invitational, hand or a Game Force? With 6 losers (2@, 1 1 , 1 and $2 \&$ ) we know we belong in game. So bid $4 \checkmark$ (transfer to 44) and be done, right? WRONG! We need more information. If partner fits our $\$$ s, and has support in 2 , and has either $A x(x)$ or $x x(x)$ in $\vee$, we might have slam. There are two approaches to get there.

1) The Mild Slam Try - this approach takes advantage of playing both Jacoby and Texas Transfers. With 6+ cards and a game bid opposite a 1NT opener, responder can make a Texas Transfer (here 4Ү). With a slam going hand responder can transfer to at the 2-level (2 Jacoby Transfer) and then jump to 4\&. This slam try announces a $6 \pm$ Card suit, and 13-14 HCP. It usually denies a singleton or void (unless you do not have a way to show one). Opener is encouraged to investigate slam with a fit and a maximum with 3 or more prime cards. S over $1 N-2 \boldsymbol{N}-2 \boldsymbol{A}-4$, South should bid 4 N looking for Key Cards, content that $5 \boldsymbol{\infty}$ is safe to play if we are missing 2 Keys.
2) The Game Force - this approach transfers to at the 2level and rebids to create a game force and room for slam bidding. Here South would rebid 3s confirming a fit and asking for control bidding. With no slam interest and a fit, South rebids 44. Over 3at responder can rebid 4* showing a first or second

|  | Scores |  | MPs |  |
| :---: | :---: | :---: | :---: | :---: |
| Bd 27 | NS | EW | NS | EW |
| 6 - S | 1010 |  | 4.5 | 0.5 |
| 6 S | 1010 |  | 4.5 | 0.5 |
| 4 S | 510 |  | 1.5 | 3.5 |
| 4 - S | 510 |  | 1.5 | 3.5 |
| 4-S | 510 |  | 1.5 | 3.5 |
| 4 N | 510 |  | 1.5 | 3.5 | round control. While South could continue Contorl bidding, there is every reason to bid 4NT and ask for Key cards. When North shows $2 \mathrm{w} / \mathrm{o}$ the $\mathrm{Q}, 6 \mathrm{a}$ is easy to bid.

Bidding Slam was worth all the MPs. Note, a Grand Slam is a poor choice, working only when the $\mathbf{K}$ is on side $-50 \%$ odds. Not enough reward for risk.

## 10/21 - Future Master Leaders

$1^{\text {st }} \mathrm{OC}$ : Susan DeRoos \& Lisa Eisenstein
$2^{\text {nd }}$ OC: Dave Elliott and Verna Gibson


Bring your Questions, Hands, Ideas. Let's learn together! Tues Eve 6:30 PM Sharp!

## CBA Newcomer Games - Play Often!

Mon PM < $2000 \quad$ Fri AM NLM + Lecture
Tue PM 149er LTB Sat AM Supervised Play
Wed AM Homestyle Sat PM NLM (Homestyle Available)

## Events at the Cincinnati Bridge Center

- Fri Oct 24 through Sun Oct 26 - Cincinnati Spooktacular Sectional at the Bridge Center. Club games \& Supervised bridge resume the following weekend.
- NEW! Thurs Oct 3011 AM Club App'n Board A Match Team Game. 3X MPs. Call Debbie Cummings. 859-331-0558
- Last Tue AM in Oct: SWISS TEAM games.
- Oct Thu Eve is $<2500$ MP Pairs Game ( $\left.1^{\text {st }}, 2^{\text {nd }}, 4^{\text {th }}\right)$
- October CBA Flyer - October is Jane Johnson Club Appreciation Month. CBC, NKy, and Anderson offer games with EXTRA MASTERPOINTS!


## Area Tournaments

Cincinnati OH Spooktacular Sectional
Oct 24-26
Louisville-Lexington KY Regional
Nov 3-9
Indianapolis Sectional
Nov 21-23
FALL NABC - Providence RI
Nov 27-Dec 7
ACBL Tournaments http://tournaments.acbl.org/display.php
6-5 Come Alive! By Steve Moese Tue Oct 21
Distributional hands can be
Board 16 A 83
West Deals $\downarrow 109$
 exciting. Here NS can bid game in either red suit, and EW can play safely in 3 or 4\&, though best defense against 4a might be hard to find at the table ( N must switch to a when in with the trump A). With 11 NS tricks in and 10 EW tricks in $\%$, this is a 21 trick hand. The Law of Total Tricks suggests 18 tricks are available (9\&s+9a) - a deviation of 3 tricks. The LAW works poorly when both sides have 2 -suited fits. The auction? West opened 1s-P-14-2 - 3s - P - 3\& -4ヶ-4-5 - All Pass. With 6-5 come alive! (Thanks, Marty Bergen).

Newcomer News - by Mike "Keeping Fun On My Convention Card" Purcell 5137024007
NO GAME THIS SATURDAY! This weekend Fri-Sun we are hosting the Cincy Spooktacular Sectional Tournament at the Cincinnati Bridge Center. Join us to win SILVER POINTS! We will resume Sat Supervised Play next Saturday Nov $1^{\text {st }}$.

This week we look at a tricky hand where opponent's opening first causes problems in reaching game. Enjoy!


Board 8 (Friday 10/17)
Bidding - West with 5 hearts and 12 HCP opens 1 (12-21 HCP, $5+$ Hearts). North with 12 HCP and 6 spades has an easy 1 s overcall ( $8-16 \mathrm{HCP}, 5+$ spades). East passes. South has 13 HCP but only 2 spades for partner. They can choose to bid 2\& ( $10+$ HCP, $5+$ clubs) or 2NT (12-14 HCP). Note for the 2 NT call we need more values than if our partner opens because for their overcall they could be as light as 8 HCP. I prefer a 2 NT call here over 2\&. After 2 NT by South, North can assume two card support for a spade fit, upgrade their hand to 14 support points ( 12 HCP plus 2 more for the doubletons) and easily rebid a 4 a game. If South bids 2e instead of 2NT, then North will rebid 2a showing their 6 card suit. South will invite game with a 3. call. This call is critical to give partner a chance to count support points to get to game. North can count 14 support points plus a better than 10 point hand from partner and should bid game in $4 \boldsymbol{A}$.

Play of the Hand - On a $\geqslant 10$ lead (partner's suit) declarer (North) has 4 losers ( $1 \mathbf{1}, 1 \downarrow, 2 \boldsymbol{*})$. You can ruff a diamond in the short hand to get rid of one loser. A finesse for the $\&$ fails but you still make your contract for +420 .

Post Mortem - When opponent's open first it often makes it more difficult to reach the best contract. When you find a fit and can afford an invite, do so. Allowing partner a chance to count support points could give your side just what you need to reach game.

|  | Scores | Mps |  |
| :---: | :---: | :---: | :---: |
| Bd 8 | NS EW | NS | EW |
| 3 NT S | 430 | 11.96 | 0.04 |
| 4 N | 420 | 8.71 | 3.29 |
| 4 N | 420 | 8.71 | 3.29 |
| 4.N | 420 | 8.71 | 3.29 |
| 4.N | 420 | 8.71 | 3.29 |
| 4-N | 420 | 8.71 | 3.29 |
| 3 NT S | 400 | 5.46 | 6. |
| 2 N | 170 | 4.38 | 7.63 |
| 3 N | 140 | 1.67 | 10.33 |
| 2 N | 140 | 1.67 | 10.33 |
| 2 N | 140 | 1.67 | 10.33 |
| 2 N | 140 | 1.67 | 10.33 |
| 4 N | 420 | 3.50 | 0.50 |
| 4 N | 420 | 3.50 | 0.50 |
| 2 N | 170 | 2.00 | 2.00 |
| 2 N | 140 | 1.00 | 3.00 |
| $4 \wedge N$ | 50 | 0.00 | 4.00 |

