## BIDDING IN A BIND

Just about every bridge game you will have some really difficult hands to bid. We will look at a few, talk about them, analyze different possibilities and see if reasoning the possibilities out will give us the best chance for a solution. Let's go!

Here is our first one:

Q8, AJ, AKJ3, KJ873
You are admiring your hand when you notice RHO really looking over his hand, He announces, "Skip Bid" (Oh no, maybe he is making a Weak Two or even worse a three bid!). He says the last thing you want to hear, "Three Spades".

If you ask 10 bridge friends what they would bid you might hear, "Disgusting", "There is no answer", or "Where did you get this problem?" No one always does the right thing over a preempt.

So, let's analyze and see if we can reason this out:

1) Rule out what you can' $\dagger$ do.....Takeout Double(no support for the other Major)
2) Bid 4 Clubs with such a bad suit.
3) Bid 3NT without a stopper? Wait a minute, didn't Bob Hamman say, "If $3 N T$ is a sane bid, it is probably the right bid." So take a stab and bid 3NT on this one! If partner has lots of Hearts he can still transfer. There is no right answer on some of these but we are bidding what makes the most sense.

Let's have another go at a hand:
KQ7, 98, AK98, KQ83
This time RHO says Two Spades with a grin on his face. Now what? Let's go to work on this 17 point hand and analyze the options.

Double for Takeout---not good with only 2 Hearts

3 Clubs or 3 Diamonds-only 4 card suits
2NT---No Heart stopper but you have at least 1 Spade stopper and most likely 2. Your point count is good for this bid.

So settle on 2NT and leave further bidding up to Partner.

How many times have you had a hand and the opponents are bidding and you are praying your partner won' $\dagger$ bid or double. Here is an example:

954, 8743, J5, 7542

| Opp | You | Opp | Pard |
| :---: | :---: | :---: | :---: |
| 1 H | p | 2 C | X |

Your options: 1) Pass----way too weak
2) $2 \mathrm{D}----$ With only 2 ? Never
3) 2 H and 3 C ---the Opps suits, they are out
4) 2NT---way too weak
5) 2S---the only bid that makes any sense at allyour pick

The day is half through when you pick up this hand:
T8754, Q7, 864, 532

Opp
$2 S$

Pard
X

| Opp | You |
| :---: | :---: |
| p | $?$ |

Your Options: 1) pass- no way, just too weak
2) $3 \mathrm{H}-\mathrm{Not}$ with just 2 even though you feel sure pard has them.
3) $3 C$ or 3D--- Pick the stronger 3 card suit, they are equally awful!
This is the best bid you can make, that is all you can do.
Make sure you are bidding without showing any distress.

J74, K862, J32, J42

| Pard | Opp | You | Opp |
| :---: | :---: | :---: | :---: |
| $1 C$ | p | $1 H$ | p |
| 3D | p | $?$ |  |

This Jump shift is absolutely $100 \%$ forcing. Let's analyze:

1) $3 \mathrm{H}--$-you already bid that suit and only have 4, don't make $p$ think you have 5
2) $4 C$ or 4D- You do have 3 card support for pard, but maybe you shouldn't pass 3NT
3) 3 Spades- Pard most likely will bid 3NT if he has a stopper and that would be a perfect ending here. You certainly don't think you have a slam, _Your pick!

## Double Trouble

South opened Two No Trump
Wow, North's next call was Four!
Seven No Trump was Souths Jump Bid
They were sure to have tricks galore!

Then out of the west came a Double! North Redoubled, what the heck?
How can this be with such expertise?
Someone had dealt a pinocle deck!

Thursday's game brought this hand:

> Q, KQJT53, 8, QT842

You are North and Vulnerable.

| East | Pard | West | You |
| :---: | :---: | :---: | :---: |
|  |  |  |  |
| 1 No Trump | 2 D | p | 2 H |
| p | 2 S | p | $?$ |

The 2 Diamond bid showed Diamonds and a higher suit. You knew it would be Spades! Some hands are just big misfits. Should you try to be in 3 Hearts or not raise the level to 3 ? Partner might not have any Hearts and have a wonderful Spade suit. It is a guess and not going higher sounds the smartest.. Get out at the cheapest level you can! Pass.

If partner can hold it to down 1 he has an average board! The opponents were strong and it was down 2 for a not so good board (3 out of 13).

Here are all the hands:

> Q, KQJT53, 8, QT842

K8542, 74, 75,9652
A9, 962,AT432,AKJ
JT763,A8, KQJT96,7

The worst trouble can start at the 4 level when the Opponent opens 4 Spades. How often do you really want to double 4 Spades for penalty? So seldom it is silly to waste the double. Let's try this:

| opp | you | opp | pard |
| :---: | :---: | :---: | :---: |
| 4 S | X | p | $?$ |

Now let's make this double for the other 3 suits! If you just have 2 suits, bid 4 NT and pard can take it easy and figure out which two.

Let's see how that works!

Your hand:

> 7, AKJ6, KQT9, AQJ4

On this hand you would make a Double for takeout showing 3 suits. Am I better than opening? Yes, Just an opening hand is not enough at the 4 level. Partner can pick! Can partner pass for penalty? You bet!

Now I have:
7, AKJ76, KQJT6, K4

Now I bid 4NT and ask partner to pick one of my suits. Let's peek at his hand:

KT4, Q754, A8, Q865

Knowing I have 2 suits, he starts finding out which 2 by bidding his first suit by bidding 5 Clubs, now I bid 5 Diamonds and he know I have Diamonds and Hearts, so he now bids 5 Hearts to play. Pretty cool, huh?

Summarizing what we have talked about today, here are some pointers that I hope will really help your game progress :

Look at the bidding problem and try to analyze your choices by using reasoning.

Once you realize it is a misfit, stop the soonest you can.

Use good table presence and make your troubled bids the same as all others.

Think of Matchpoint scoring to help you decide where to play, remember we really don't like the minors (except when in 6) and preference No Trump over playing in a minor.

