



Adventures in Bridge

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Trick-Showing Bids

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Introduction

Opener has many options for ways to bid hands with lots of HCP. With very strong hands in competitive auctions, this often involves making a double and bidding. It can be much harder to describe a hand that can take a lot of tricks, but does not have a tremendous amount of HCP. There are many special jump bids available to Opener (or Interferer) to describe this type of hand.

Single-Suited Hands

First, let's look at options for how to show 1-suited hand with lots of tricks. Our general rule is, "Associate 3NT bids with trick-based hands, not High Card Points!"

Solid Minor Hands

- Gambling 3NT Opening Bid -- 7+card solid suit, AKQ++, and no outside A or K. Combination of a preempt and a powerful hand.
- 1m opening bid then jump rebid to 3NT -- gambling hand plus one outside trick (A or K).
- With more tricks (another A or K) open 2♣.

Hands with More HCP but Somewhat Broken Minor Suit

- Consider opening 3NT in 3rd/4th Seat -- "To Play". Usually a long minor with other HCP.
- Consider opening 2NT with 18-19 HCP, good 6c minor, and a semi-balanced hand.
- Consider opening 1NT with 13-14 HCP, very good 6c minor, and a semi-balanced hand.

Hands with Lots of HCP and a Long Single-Suit (Traditional)

- Open 2♣ with about 10+tricks in a minor or about 9+tricks in a Major.
- With a single-suited slightly weaker hand make a jump shift into short suit to set the GF -- usually a 3-card minor suit.

Setting Trump

- Jump in suit after a 2♣ opening bid shows at good hand with at most a one-loser suit. Asks Responder to start cuebidding.
- Jump rebid, usually by Opener, in 2/1 GF auctions does not promise a tremendous amount of extra HCP, instead shows a great suit -- at most one-loser suit and asks partner to start cuebidding.



Strong Single-Suited Hands in Competition

- Jump overcall of 3NT to show long running minor suit with a stopper in the opponent's suit.
 - (1X) 3NT or (2X) 3NT.
- Jump cuebid of the opponent's suit shows long running minor suit without a stopper in the opponent's suit (Western Cuebid). Asks partner for a stopper in the opponent's suit.
 - (1X) 3X or (2X) 3X.
- "Double and Bid" suit with more HCP as a part of the playing strength of the hand.
- Jump Overcalls of a preemptive bid show strong hands with long strong suit.

Two-Suited Hands

There are also hands that have two long suits and a lot of trick-taking power without too many HCP.

Jump Shift and Reverse Auctions (Traditional 2-Suited Hands)

- With a strong 2-suited hand with equal length, open the higher-ranking suit and jump shift into the lower-ranking suit.
- Otherwise, open the longer suit and either jump shift or reverse into the shorter suit.
- Open 2♣ only with huge hands that are 2-suited. These are usually a good number of HCP and at least 10 tricks in your hand.

Strong Two-Suited Hands in Competition

- A Michaels cuebid with a strong hand with both Majors (or Major-minor). Most partnerships play Michaels cuebids as Min/Max -- either weak (5-11 HCP) or strong (16+ HCP).
- The Unusual NT can be used to show the two lowest unbid suits, but most partnerships play that 2NT is not a strong bid. A jump to 4NT can be used to show a much more distributional hand, or even a 2NT bid followed by jumping to game or slam can be used to show a distributional hand with lots of HCP.
- "Double and Bid" with lots of HCP and no other good action to describe the hand.
 - Double and Rebid longest suit with a longer suit and powerful hand.
 - Double and Rebid Major with a Major and a minor and a powerful hand.
 - Cuebid the opponent's suit, after making a takeout double, to make sure to force the bidding when still not sure where to play or how to describe the hand.
- Vs. Preempts there are many options for showing strong 2-suited hand
 - Leaping Michaels
 - Unusual 4NT
 - Jump Cuebid at 4-Level
 - "Non-Leaping" Michaels.