



Adventures in Bridge

Leaders in Bridge Entertainment and Education

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This Week in Bridge

The Race – In the Bidding and Play

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Acting Fast in the Bidding

- Eat Up Bidding Space
- Make the Opponents Guess Last
- Conceal Information
- Exchange Communicating with Partner for Making the Opponents Guess
- Preemptive and/or Weak Raises
 - Weak Freak
 - 1m – 3m
 - 1M – 3M
 - Weak Jumps in Competition
- No Game Tries?!?
 - 1M – 2M – 4M
 - Conceal Information
- 1NT – 3NT
 - No Stayman?
 - Not Transferring to a minor
- Practice Bidding Over Science

Active Declarer Play

- The Race in 3NT
 - 9 Tricks before 5 Tricks
- Setting Up Long Suits
- Promoting Tricks
- Finesses
 - Timing
 - Leading up to honors
- Drawing Trump
 - Immediately – stop the ruff
 - Setting up winners before drawing trump