



Adventures in Bridge

Leaders in Bridge Entertainment and Education

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This Week in Bridge

Slam Tries in Competition

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Splinters in Competition

- Splinter by Responder
 - Over Opponent's Takeout Double
 - Below Game
 - Jumping to Game – Dangerous!
 - Vs. Overcall
 - In Opponent's Suit
 - In Other Suits
- Splinters by Opener
 - Bidding the Opponent's Suit

Control Showing Bids in Competition

- Control Showing Bids as Slam Tries
- Control Showing Bids turn on Forcing Passes

Cuebids in Competition

- Q=LR+ and Bid Again
- Jump to Game as a strong bid
- Cuebid committing us to game – Slam Try!

Keycard in Competition

- 4NT if they have bid below game
- Dealing with Comp after we have bid 4NT Keycard.
- Dealing with Comp after Gerber, etc...