

**CLASS 1** 

## WHAT DO WE NEED TO MAKE SLAM?



**33+ POINTS** 

## WHAT DO WE NEED TO MAKE SLAM?

LESS POINTS
NEEDED
WHEN SHAPE
IS INVOLVED



**AT73** 







# **MODERN SLAM BIDDING NORTH WEST EAST** YOU 1 2 ◆ P 2 ♥ YOU **AQ986 Q94 J2**

# WHEN ARE WE ON THE ROAD TO SLAM?

STEP 1:
WE ARE IN A GAME FORCING AUCTION

STEP 2: WE HAVE ESTABLISHED A TRUMP FIT

(NOT ALWAYS NECESSARY)

WEST	NORTH	EAST	YOU
			1 🌲
P	2*	P	2

# YOU

3 **♠** P

??









P

#### MODERN SLAM BIDDING

WEST	NORTH	EAST	YOU
	1 🌲	P	2.
P	2	P	??

## YOU









# LET'S GET PESSIMISTIC

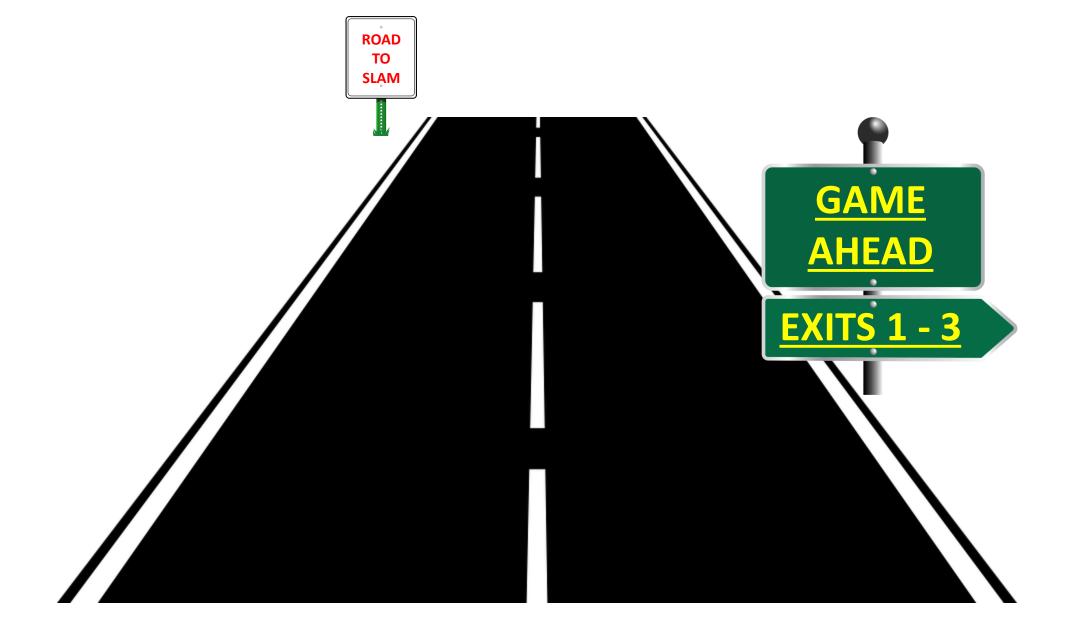
### WAYS TO GO DOWN IN SLAM;

- 1. Not enough strength
- 2. Off 2 quick tricks
- 3. Mis-matched hands
  - 1. i.e. Lots of values opposite partner's shortness.
- 4. Off too many key cards

## **SLAM SWINGS**

#### WORSE TO BID A SLAM GOING DOWN THAN TO MISS A SLAM THAT MAKES

С	D	result	Plus	Minus
<b>4♥</b>	N	6	680	
<b>4♥</b>	N	6	680	
<b>4♥</b>	N	5	650	
<b>4♥</b>	N	6	680	
<b>6♥</b>	N	6	1430	
<b>3</b> ♥	N	6	230	





## **MODERN SLAM BIDDING** NORTH **WEST EAST** 1 2 **♦** P 2 3 ?? YOU **AQJ753** 872 KQ4

WHEN EITHER PLAYER HAS A MINIMUM FOR THEIR RANGE, THEY SHOULD GET TO GAME AS QUICKLY AS POSSIBLE.

"FAST ARRIVAL" = MINIMUM

MAY HAVE ENOUGH STRENGTH FOR SLAM

HERE, OUR
INVESTIGATION TELLS
US TO SIGN OFF IN
GAME.

#### **COMMON REASONS**

- Not enough strength
- Off 2 quick tricks
- Mis-matched hands



## **MODERN SLAM BIDDING NORTH WEST EAST** YOU 1 2 **♦** P 2 **♦** ?? 3 YOU **AQJ753** 87 KQ4 **A3**

# BE WARY OF TWO SMALL IN A SUIT!

THIS POSITION CAN OFTEN LEAD TO TWO QUCK LOSERS.

WE THINK WE
HAVE ENOUGH
VALUES AND ASK
FOR KEYCARDS.

THROUGH THIS
WE FIND OUT
WE DO NOT
HAVE ENOUGH
KEYCARDS FOR
SLAM.





### **HOW DO WE INVESTIGATE?**

KEY CARD BLACKWOOD
ONLY WHEN WE KNOW WE HAVE THE
VALUES FOR SLAM AND HAVE NO OBVIOUS
ISSUES WITH OUR HANDS.

CONTROL BIDDING
WHEN WE ARE NOT SURE OF OUR TOTAL
VALUES, OR WHEN WE HAVE AN ISSUE WITH
ONE OR BOTH HANDS.



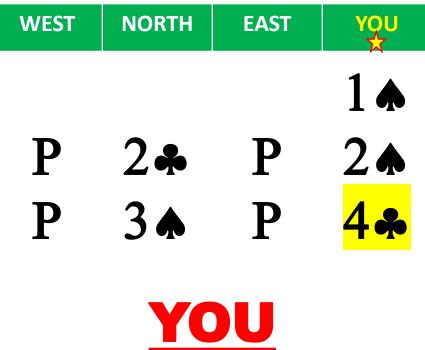
### **MODERN CONTROL BIDDING**

ONCE WE ARE ON THE ROAD TO SLAM, THE BID OF A NON-TRUMP SUIT IS AN ATTEMPT TO PLAY SLAM.

THIS BID IS CALLED A "CONTROL BID". IT SHOWS EITHER 1<sup>ST</sup> OR 2<sup>ND</sup> ROUND CONTROL OF THE SUIT BEING BID.

1<sup>ST</sup> ROUND CONTROL = ACE or a VOID
"I can win the 1<sup>st</sup> lead of this suit"

2<sup>ND</sup> ROUND CONTROL = KING or a SINGLETON
"I can win the 2<sup>nd</sup> lead of this suit"











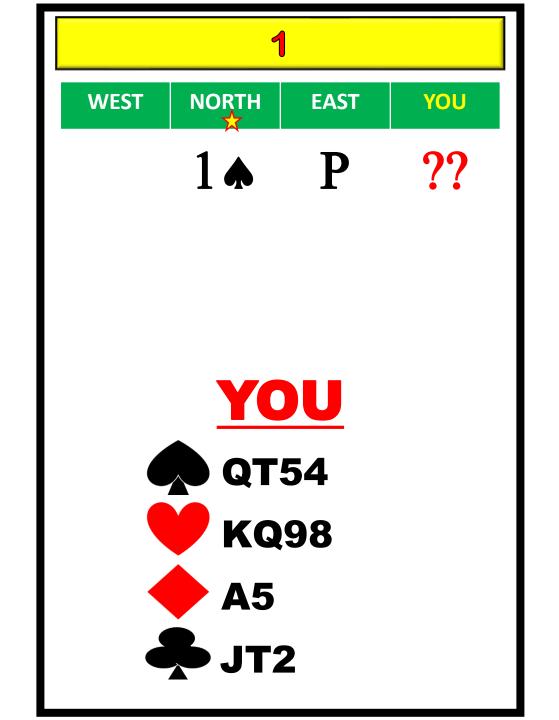
### **MODERN CONTROL BIDDING**

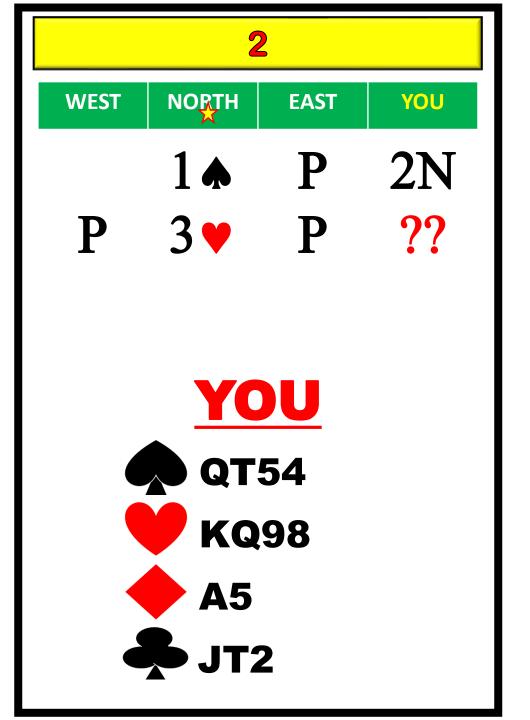
WHEN BIDDING YOUR CONTROLS;

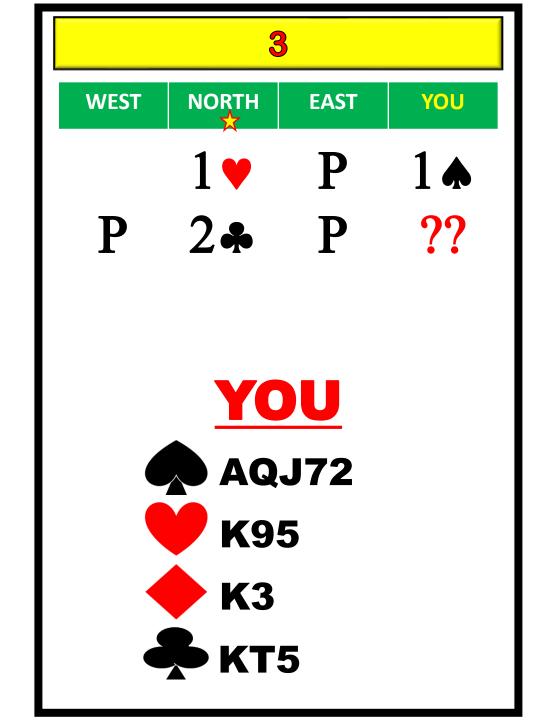
YOU ARE SHOWING THE DESIRE TO PLAY HIGHER THAN GAME.

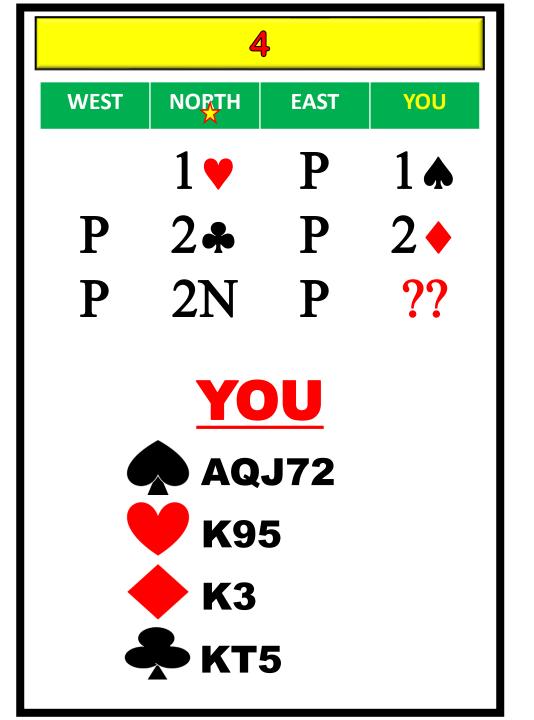
YOU ARE GOING UP THE LINE!

(LOWEST AVAILABLE BID)

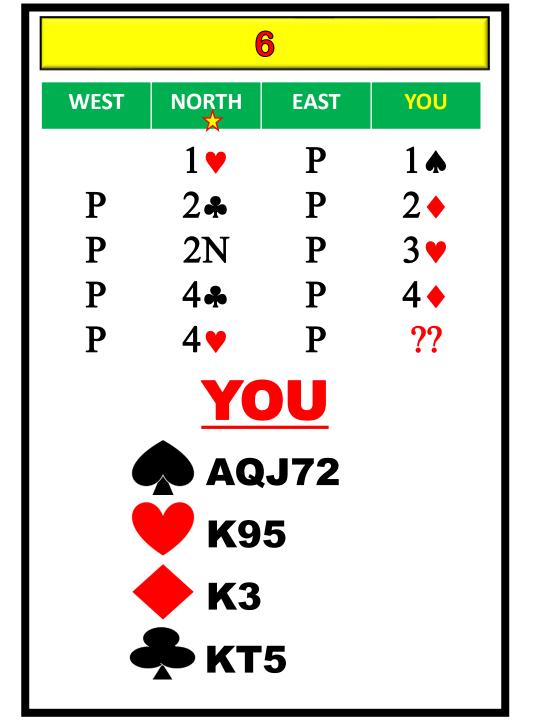


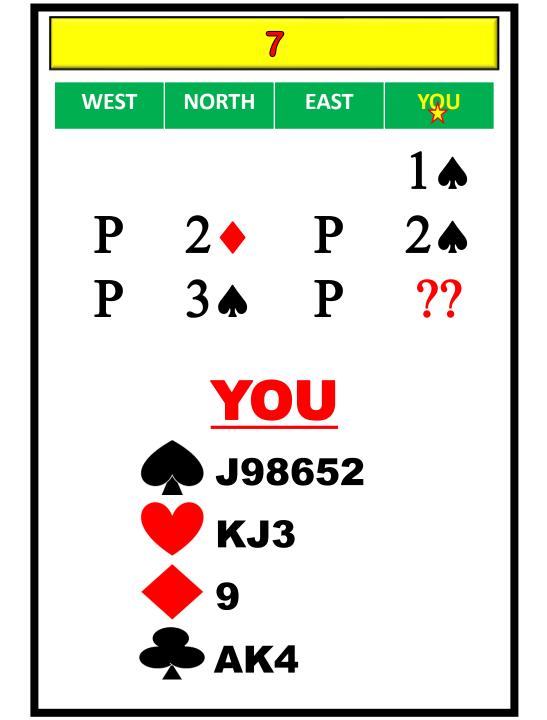


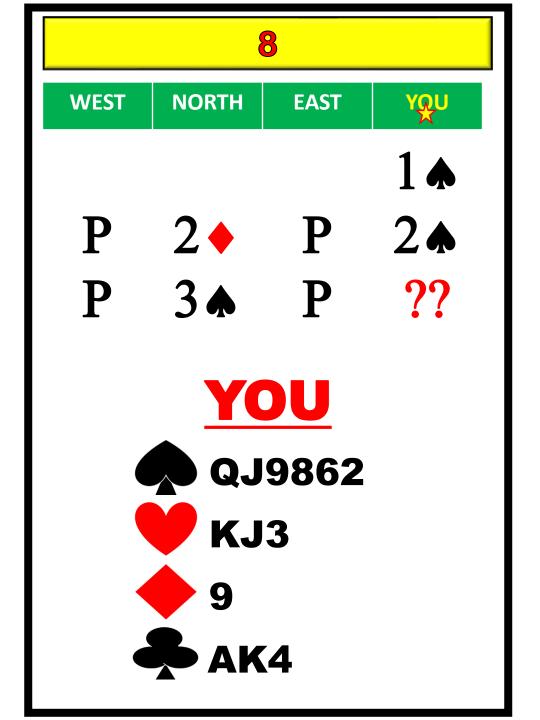


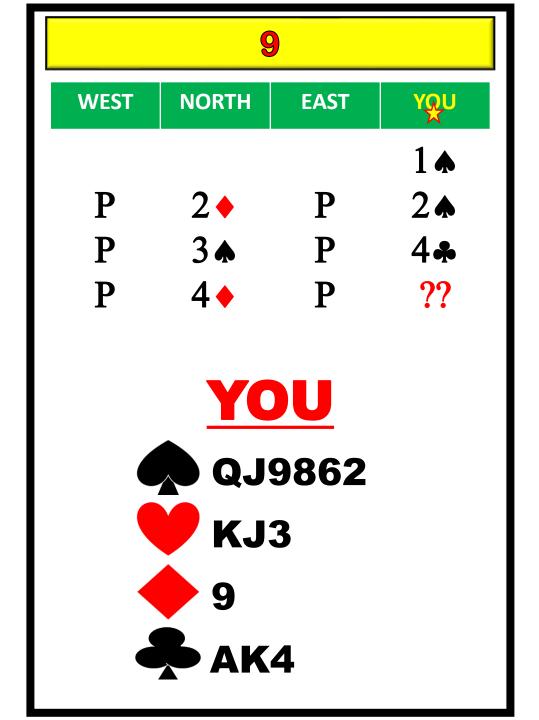


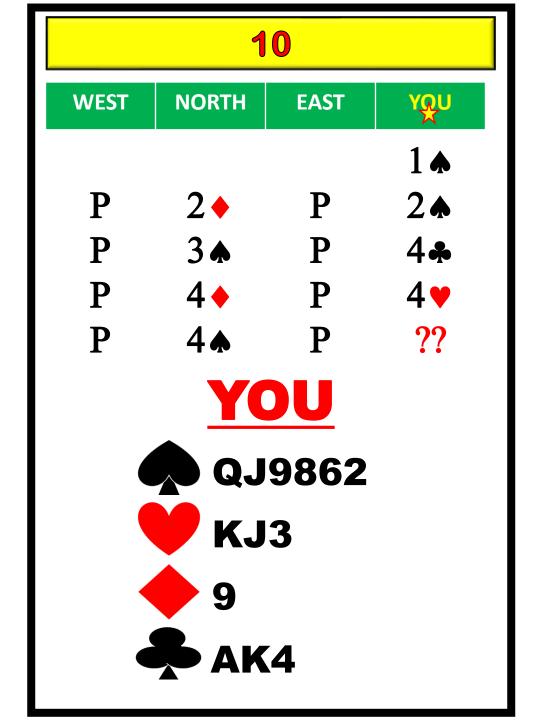
5				
WEST	NORTH	EAST	YOU	
	1 🔻	P	1 🛦	
P	2.	P	2 •	
P	2N	P	3♥	
P	4.	P	??	
YOU  AQJ72  K95  K3  KT5				

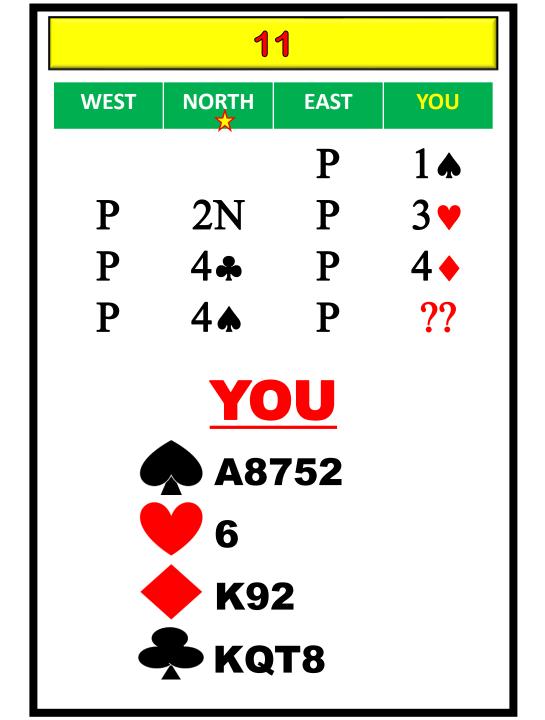


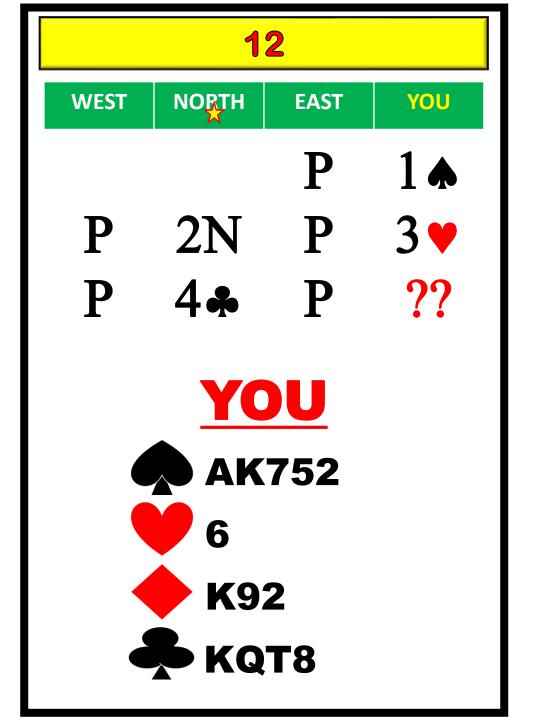


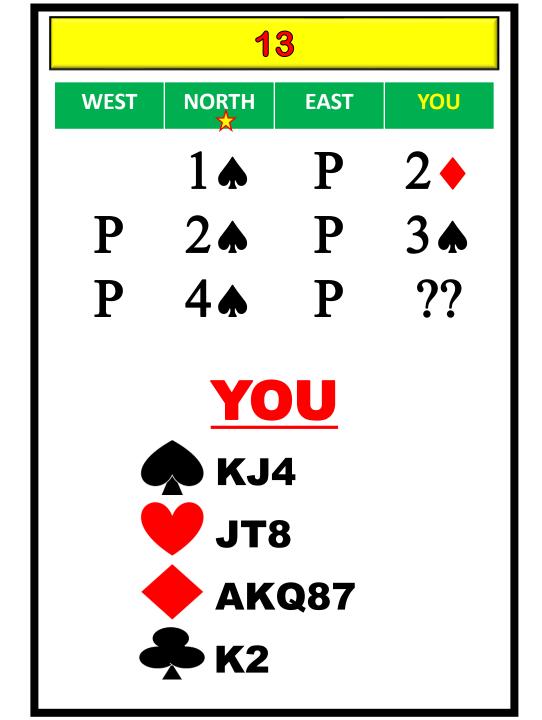


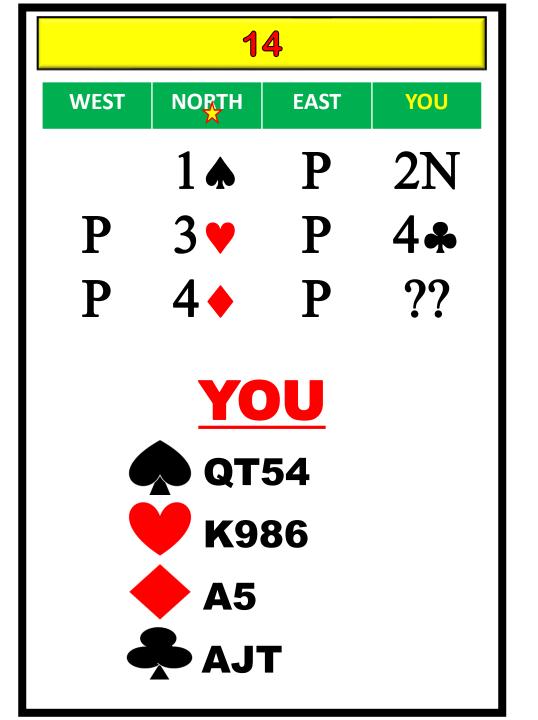






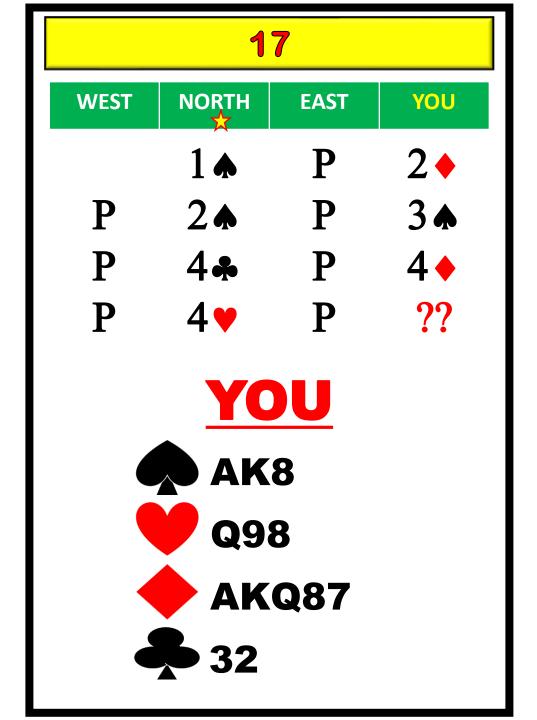


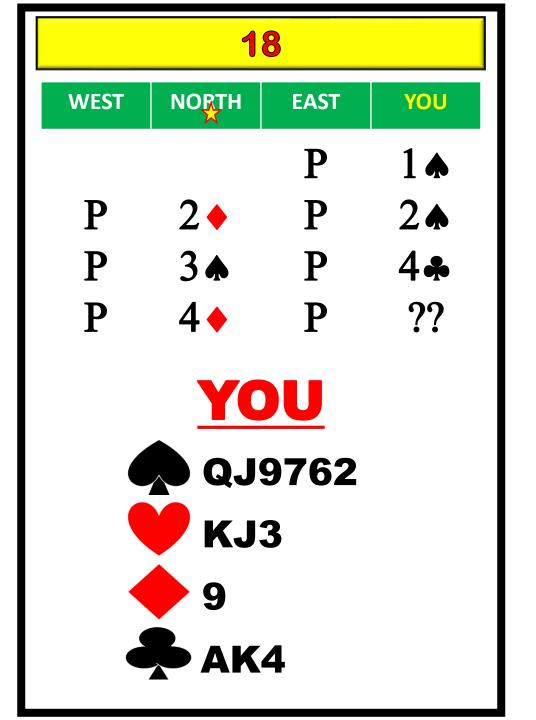




15			
WEST	NORTH	EAST	YOU
	1 🛧	P	2 •
P	<b>2</b> •	P	??







#### **ANSWERS TO NUMBERED HANDS**

- 1. 2N
- 2. 4
- **3.** 2♦
- 4. 3 **v**
- 5. 4 ◆
- 6. **P**
- 7. **4**♠
- 8. 4.
- 4♥
- 10. **P**
- 11. **P**
- **12. 4** ◆
- 13. P
- **14.4**♠
- **15.3**♠
- **16. 4**♦
- 17.4N