



By: Don Rogers

III. Game Hands (Good 10 - 14)

This is generally straightforward, and does not tend to cause many problems. As responder, remember that you are the captain. With this type of hand, it is your responsibility to ensure that game is reached.

With a major suit that is five cards or longer, start with a transfer, and bid a game after partner accepts the transfer. With a 5 card major suit, rebid 3NT and allow partner to choose between 3NT and 4 of the major. With a six-card major, bid 4 of the major. Partner should have at a minimum two small trump, and four of the major is likely to play one trick better.

With at least one four card major, bid 2C (Stayman). If partner bids the major that you have, bid 4. If partner bids 2D (no 4 card major) or the major you do not have, rebid 3NT.

With no 4-card or longer major, just raise to 3NT. This auction gives the opponents almost no information to help them with their lead. Don't mess around when you know what the right contract is!

Do not make the mistake with hands in this point range of transferring to a minor suit! Unless your hand is so distributional that a slam in the minor is possible, you will get a poor score for playing in a minor suit when NT can be made.

So with:

S-xx H-Qxx D-KQxxxx C-Ax

Bid 3NT. Those six diamonds will be worth tricks in NT, and you have entries to get their if partners diamonds are not great. Declarer will likely be able to set up the diamond suit for 5 or 6 tricks.