

1 Club Opener, Game Contract in a Major Suit

Board 10 North - 10 - (8)

Dlr: East

Vul: Both

♠ A8

♥ K97

♦ J7532

♣ Q72

West - 13 - (7)

♠ QT54

♥ J85

♦ K

♣ AK954

East - 14 - (8)

♠ KJ96

♥ AQT

♦ AT9

♣ T83

South - 3 - (10)

♠ 732

♥ 6432

♦ Q864

♣ J6

W N E S

		1♣	P
1♠	P	2♠	P
4♠	P	P	P

Par: EW 4S+1; -650;

Double Dummy Makeable Contracts

NT ♠ ♥ ♦ ♣

N:

S:

E: 4 5 4 2 5

W: 4 5 4 2 5



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Opener has no 5-card major. They are 3-3 in the minor suits, so they open 1C.

Responder has good club support and game-going points. But rather than supporting clubs, the goal is to play in no trump or a major suit because they score better. Responder has a 4-card major, so they bid 1S.

Opener also has four spades. Their points are in the 12-14 minimum range, so they raise to 2S.

You will sometimes hear, "He who knows, goes." This means that the player who has the best picture of the pair's hands should bid to game, if possible. That's usually the responder, who has the benefit of the opening bid, opener's rebid, and their knowledge of their own hand. The key bit of information is that opener had to have 12/13+ points to open the bidding, so responder knows the pair has 25+ points, enough for game.

Since they have at least an 8-card fit in spades, responder "knows" and "goes" to 4S, a game contract.

4NT and 5C are also possible, but 4S+1 scores better than any other available contract.