

Slam Evaluation

7NT 7 ♠ 7 ♥ 7 ♦ 7 ♣

6NT 6 ♠ 6 ♥ 6 ♦ 6 ♣

Thinking About a Slam

- What does it take to make a slam hand?
 - Proper controls is the first consideration.
 - First-round control of all 4 suits for a grand slam.
 - First-round control of 3 suits with second-round control of the other suit for a small slam.
 - A source of extra tricks.
 - Total points, high cards and length, equal
 - 33 points for a small slam
 - 37 points for a grand slam

All High-Card Points are not Equal

- In our 1-2-3-4 point-count system,
 - Aces and kings are a bit undervalued.
 - While queens and jacks (quacks) are a bit overvalued.
- Hand reevaluation, for slam suitability.
 - If the hand contains 2 more quacks than aces and kings, deduct a point, from its total value.
 - With 4-3-3-3 distribution, deduct a point.
 - With a quality 4-card or longer suit, add a point

Consider These Two Hands

You have opened 1 nt and Partner bids 4 nt.

Hand A

♠ A J 4 2

♥ A K 2

♦ 10 9

♣ A 10 9 3

Hand B

♠ Q J 4 2

♥ A Q 2

♦ Q J 8

♣ K J 4

Fit Is Also An Important Consideration

- Not simply a trump-suit fit, but that the entire hand fits together.
- When both trump and side suits fit together the hand is more suited for a slam.
- Otherwise you will need a powerful trump fit and an ability to crossruff.

Consider This Hand

Which of the two bidding sequences makes a slam most likely.

♠ A Q J 7 4 3
♥ 2
♦ K J 9
♣ A 9 3

Sequence 1

1 ♠ 2 ♦
2 ♠ 3 ♠

Sequence 2

1 ♠ 2 ♥
2 ♠ 3 ♠

♠ K 10
♥ A 5 3
♦ A Q 10 5 2
♣ 5 4 2

♠ K 10
♥ A Q 10 5 2
♦ A 5 2
♣ 5 4 2

What Situations Indicate Slam Potential?

- Double fits
- Big trump holding 10+ cards
- Having a solid side suit A K Q J ...
- Well placed shortness with little wasted values.
- **When you identify one of these situations, you should be aware of slam potential.**

Consider This Hand

♠ K Q 3

♥ 4 3

♦ A K Q 8 4 2

♣ 9 3

Auction

1 ♠ 2 ♦

3 ♦ 3 ♠

♠ A J 10 7 2

♥ A 7

♦ J 5 3

♣ A 7 5

The Crossruff

- What are the characteristics of a good crossruff hand?
 - Each hand has shortness in different suits.
 - Each hand has length and strength in the trump suit.
 - Side suits have lots of losers with a top trick or maybe two.

Crossruff Example 1

♠ A K 10 8 3
♥ Q 9 4 2
♦ K J 3
♣ 9

Auction

1 ♠ 2nt
3 ♣

♠ Q J 9 7 2
♥ 7
♦ A 4
♣ A J 7 6 4

Crossruff Example 2

♠ A 9 7 5 3
♥ A K J 8 3
♦ 4 3
♣ 3

Auction

1 ♠ 2 ♣
3 ♥

♠ 2
♥ Q 10 9 7
♦ A K 3
♣ A 10 9 6 4

When Partner Fits Your Long Suit

- Players who count points and don't consider distribution, miss slams they should bid.
- If partner shows 4 card support for your long suit, your hand gets a lot better.
- Add a point to your total for every card over five, when partner shows 4 card support.

Consider This Hand

Partner opens 1  you bid 1  partner rebids 2 .

 A 9 7 6 5 4 3

 3

 4

 A K 7 3

 Q J 10 8

 A 8 5

 A J 10 7 2

 8

If you are dealt a 7-card suit and partner raises that suit, maybe you should purchase a lottery ticket.

Bidding 1 ♥ ... 3 ♥

Hand A

♠ A 8 2
♥ A Q J 9 3
♦ K 8 4
♣ 7 3

Dummy

♠ K J 3
♥ K 10 6 2
♦ A 5
♣ 8 5 2

Hand B

♠ A 2
♥ A Q J 9 3
♦ K J 10 8 4
♣ 3

When You Have a Solid Running Suit

- When you have a long running suit and partner opens the bidding, your hand has slam potential.
- I don't mean a guaranteed slam. I mean there is a potential slam.

Consider This Hand form a Limited Game

Responder

♠ 8 2

♥ A K

♦ 9

♣ A K Q J 10 7 5 3

Opener

♠ A K 7 5

♥ 10 6 2

♦ A K J 10 7

♣ 8

Opn	Resp
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1 ♦	2 ♣
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2 ♠	6 ♣
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Correct bidding

Opn	Resp
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1 ♦	2 ♣
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2 nt	4 ♣
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4 ♠	5 ♣
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5 ♠	7nt
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