

GAMBLING 3-NT

Definition: A **Gambling 3-NT** is a pre-emptive opening bid. The bid is used to describe a hand containing a Minor suit of at least 7 cards in length headed by the **AKQ** at minimum. The hand must not contain any more than an outside Queen or two Jacks, else it is strong enough for a standard opening bid of one-of-the-Minor. Thus, by definition, it contains 9-11 high-card points.

XX (Open "3-NT") QXX AKQXXXX X	(or)	XX (Open "3-NT") X XX AKQXXXX	
XX (Open 3D) QXX AQJXXXX X	(or)	KJ (Open 1C) XX XX AKQXXXX	

Purpose: The bid has the two intentions: (1) to interrupt the Opponents' bidding if they hold the Majors and an opportunity to otherwise have been able to bid, and (2) an attempt to try for a cheap Game in No-Trump if Partner provides adequate outside suit support and at least one entry in the Minor suit held by the Partner who opens **3-NT**.

Responses to a "**Gambling 3-NT**" vary depending the stoppers in the side suits, held by the responding Partner, as well as his/her high-card point count. Responder will either "*pass*" when holding a stopper in the presumed three other suits (**3-NT** then becomes the final contract), else bid **4C**, **5C**, **6C**, or **7C**. Any of these, aforementioned latter bids should be "*passed*" by the Opener if the Minor suit held by Opener is Clubs, else corrected to Diamonds (so-called "*pass or correct*") in the suit believed to be Opener's Minor.

More uncommon, however, are other possible bids by the Responder. They include the following:

If Responder responds "**4D**", (asks for a singleton or void) Opener bids from amongst the following:

- a) "**4H**" or "**4S**" = a singleton or void in the Major suit bid.
- b) **4-NT** with a **2-2-7-2** or a **2-2-2-7** shape
- c) **5C** or **5D** with a singleton or a void in the other Minor suit.

If Responder bids **4H** or **4S**, it is to play.

With 4-sure-tricks, Responder can also bid **4-NT**, asking Opener to continue to Slam if holding an 8-card suit as opposed to the presumed minimum 7-card suit.

Defense against an Opponent's opening bid of a Gambling 3-NT: A "*double*" by either Opponent shows a strong hand which can expect to defeat **3-NT** with moderate help from Partner, and invites Partner to Take-Out with some shape if the Opponents then run to their long Minor suit. If **3-NT**, "*doubled*" or otherwise, becomes the final contract, it is recommended that the opening lead be an Ace, in order to see the Dummy. A typical reason not to lead Aces against other contracts is that it may give away a trick when Declarer holds the King; here, that is not possible. The reason that an Ace is led is that the offense may have nine top tricks, and the Defense must rush to take its five first, before losing the lead.