

THE “IMPOSSIBLE” SPADE by Maritha Pottenger

There is only one sequence that involves the “Impossible Spade” bid.

Opponents must be passing throughout.

Opener bids 1H and Responder bids a forcing NT (which denies 4 spades unless you play Flannery). Opener then bids a convenient minor (club or diamonds) at the 2 level.

If Responder next bids 2S, that is the impossible spade! It shows a hand that loves, loves, loves that minor suit. Responder's hand has become huge now that partner is known to hold three or more cards in that minor. If Opener has good controls, game is likely, and slam might even be possible.

Responder will hold 11-12 HCP (usually) and at least six cards (often more) in Opener's convenient minor.

Possible hands include:

Axx Qx x KQJxxxx OR

Axx xx AQJ10xxx x OR

Kx Ax A109xxxxx x