

# Lesson 1 - Introduction

## Two Parts to the game

- The Auction
- The Play

## Ranking of the cards in a single suit

A K Q J 10 9 8 7 6 5 4 3 2

(Ace, King, Queen and Jack are referred to as Honour Cards)

## Ranking of Suits

Notrumps      NT

Spades          S      Spades and Hearts are called Major suits

Hearts          H

Diamonds      D      Diamonds and Clubs are called Minor suits

Clubs            C

## Value of the Honour cards (HCP – High Card Points)

A = 4

K = 3

Q = 2

J = 1

Each Suit total = 10 HCP

Each deal total = 40 HCP

## The Auction

- Compass directions is used for 4 players (NS/EW)
- The Dealer is the first player to make a Call. A call can be Pass or a Positive Bid
- We must make 6 tricks before scoring in bridge, so bidding start at 1 level (6 + 1)
- The level of bidding therefore are 1C 1D 1H 1S 1NT 2C 2D 2H 2S 2NT ..... 7NT
- A positive bid must be higher than previous bid
- Auction continues clockwise until there are 3 consecutive passes
- The Contract is the last bid made before the 3 passes
- The player who first bids the suit, will be the Declarer

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## The Play of the hand

- The Declarer is the player who plays the hand
- Dummy (declarer's partner) places their cards face up with trump (if any) on the right
- Defender on left of Declarer make the opening lead
- Declarer makes all decision (Dummy cannot suggest a play to declarer)
- A player must follow suit if possible. If they cannot follow suit they can play any other card
- Highest card of the suit led wins the trick (unless a TRUMP is played)
- The next card must be played from the hand that won the previous trick

## How the cards are placed

- The cards are placed individually at front of each player
- We place them vertically (towards us) if we win the trick
- We place them horizontally (toward opponents) if we lose
- Once all 4 cards played are turned over, we cannot ask to see them

## Scoring

Remember you have to win 6 tricks before start scoring. So when we say someone bid and made 3, they have won  $6+3=9$  tricks.

- Minors (C and D) score 20 per trick
- Majors (H and S) score 30 each
- NT (Notrump) score 40 for the first and 30 for subsequent tricks

A Game is when we bid and score 100 or above

- Bid and make 5 in minors ( $5 \times 20 = 100$ )
- Bid and make 4 in majors ( $4 \times 30 = 120$ )
- Bid and make 3 in NT ( $40+30+30=100$ )

If we bid and make less than the game level, it is called partial game

Slam is when we bid 6 and make it (make 12 or 13 tricks)

Grand slam is when we bid 7 and make it (make all 13 tricks)

Bonus scores

- To bid and make partial game = 50
- To bid and make game = 300 (500 if vulnerable)
- To bid and make slam = 800 (1250 if vul)
- To bid and make grand slam = 1300 (2000 if vul)

Penalty score

- - 50 for each trick short (-100 if vul)
- If opponents doubled the contract for penalty and we are short
  - - 50 x 2 for the first trick (-100 x2 if vul)

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- – 200 for the second and third trick (-300 if vul)
- – 300 for any subsequent trick short (vul or non-vul)

#### Rewards if they x our contract and we make

- X the score, plus
- Game bonus if they push our part score into game
- Plus an extra 50 points for insult

#### Quiz 1

1. How many tricks must you win to make 2S?
2. How many tricks must you win to make 4D?
3. How many tricks must you win to make 6NT?
4. If diamonds are trump, which cards win each trick:
  - a. Lead is H7, and plays in orders are CQ, D6, H9
  - b. Lead is C7, and plays in order are S8, C8, SA
  - c. Lead is S10, and plays in order are HJ, HQ, SJ
  - d. Lead is HQ, and plays in order are HA, D2, D3
  - e. Lead is C2, and plays in order are SJ, SQ HK
5. Indicate which statement is true or false
  - a. If partner opens the bidding 1H, you cannot bid 1D
  - b. The opening leader may lead any card in his hand
  - c. If unable to follow suit, you must play a trump
  - d. If dummy wins the first trick, dummy must lead next
  - e. You bid 1S, your partner bids 4S, so partner is declarer
  - f. The dealer must make the first call in the bidding
  - g. If you are the dealer, partner becomes the dummy
  - h. If a spade is led, you must play a spade if you have one
6. What is the score for the following (assuming both non vul & vul):
  - a. You 3S making 2
  - b. You bid 3S making 3
  - c. You bid 3S making 4
  - d. You bid 3S making 6
  - e. You bid 4S making 4
  - f. You bid 4S making 6
  - g. You bid 6S making 6
  - h. You bid 6S making 5
  - i. You bid 2S making
  - j. You bid 2S they X you, making
  - k. You bid 6S, opponents X you and you end up making
    - i. 5
    - ii. 4
    - iii. 3

## Lesson 2 – Opening Bids (1 level)

Evaluating Value of your hand to decide if you open?

Total Points = High Card Points + Distribution Points

High Card Points - HCP

A = 4

K = 3

Q = 2

J = 1

Distribution Points (Short Suit Method)

Void (no card) = 3 points

Singleton (1 card) = 2 points

Doubleton (2 cards) = 1 point

### With 13 total points or more open the bidding

The first person whom opens the bidding is called The Opener. Partner of Opener is called Responder.

Important - In a suit that has a flawed\* honour holding count the HCP or the distribution points, but do not count both. If a suit contains a singleton K Q J or a doubleton KQ KJ QJ Qx Jx, the holding is flawed because the outstanding ace or king may capture your honour.

How many points is needed for a Game?

Typically partners need to have 25+ points between them for game in NT or Major (28+ for minors).

Opening One NT (Notrump)

Open 1NT with 15-17 high card points, no 5 card in a Major and a balanced hand. Balanced hand is when we have no singleton or void and at most one doubleton. So pattern must be 4-3-3-3, 4-4-3-2, 5-3-3-2 (with 5 card suit being a minor suit).

Opening One of a suit (1C/1D/1H/1S) with 13+ total point

- With 5 card in a major                      Open your major
- With 5+-5+ in two suits                      Open Higher Ranking suit
- If you have no 5 card suit                      Open your longest or best minor suit

Do not worry about opening the bidding in a 3-card minor suit; you will seldom be left to play in that contract. Think of it as a convenient opening bid to get the bidding started.

Opener and responder hand classification

	<u>Opener</u>	<u>Responder</u>
Minimum	13-15	6-9
Intermediate	16-18	10-12
Strong	19+	13+

Further Bidding - (a lot will be covered in later lessons, but here is some basics)

Responder needs 6+ HCP to bid (half of what opener needs to open)

We try to find a fit if possible by bidding and showing 4+ cards up the line (from lower rank suit up)

Change of suit at one level is forcing partner to bid as we have not limited our strength

If we don't find a fit, we normally play NT (often it is OK to play in a 5-2 fit in low level contracts)

As responder we have 3 choices of level

- Minimum (6-9 points)
- Close to Game (10-12 points) and
- Enough for Game (13+ points)

During the bidding, opener or responder, when a suit is repeated/supported, or one bids NT, they are limiting their hand.

Responses to 1NT opening (15-17 points)

- 0-7 points, usually pass
  - What if a long suit?
- 8-9 points, usually bid 2NT inviting
  - What if one or both 4 card majors?
  - What if a 5 card major?
  - What if a 6 card major?
- 10+ points, usually bid 3NT
  - What if one or both 4 card majors?
  - What if a 5 card major?
  - What if a 6 card major?

Simple Stayman – 2C bid by responder asking if opener has any 4 card major?

Opener then respond as follows:

- 2D I don't have a 4 card major
- 2H I have 4 card hearts (but I may also have 4 card spades)
- 2S I have 4 card spades but I definitely don't have 4 card hearts as I bypassed it

Transfers to majors

With 5+ card in a major, responder can transfer by bidding a suit below the major:

- 2D by responder is transfer to hearts (showing 5+ hearts). Opener should simply bid 2H
  - Responder pass with 0-7 points
  - Responder bids 2NT with 8-9 points and 5 cards
  - Responder bids 3H with 8-9 points and 6 cards
  - Responder bids 3NT with 10+ points and 5 cards
  - Responder raise to 4H with 10+ points and 6 cards
- 2H by responder is transfer to spades (showing 5+ spades). Opener should bid 2S
  - Responder pass with 0-7 points
  - Responder bids 2NT with 8-9 points and 5 cards
  - Responder bids 3S with 8-9 points and 6 cards
  - Responder bids 3NT with 10+ points and 5 cards
  - Responder raise to 4S with 10+ points and 6 cards

## Lesson 3 - Play of the hand – Playing a long suit

### Declarer Play – Finding those tricks

- Count how many SURE tricks you have and work out how many more you need
- Try to work out how to establish the extra tricks needed
- Establishing your longest and strongest suit is the most common approach

### Establish your longest/strongest suit

Contract 1NT by East – Lead DQ by South

West	East
S AJ53	S 97
H Q43	H J65
D 943	D AK3
C K76	A9843

- Win DA and then play your longest/strongest suit (Clubs)
- You need to lose a club to establish the suit to generate 4 winners.

### Establish a side suit

Contract 4H by East – Lead SK by South

West	East
S 832	S A96
H A3	H KQJ642
D A65	D J4
C KJ84	C Q2

- Win SA draw trumps and then play your longest/strongest suit (Clubs)
- Playing the club suit allows you to discard a diamond loser

### Play the honour from the short hand first

Does it matter how you play the honours as you establish a suit? – Answer is YES. In the example below, you must play CQ first, then cross over to CK

Contract 3NT by East – Lead SK by South

West	East
S 832	S A76
H 93	H AK72
D 865	D A1097
C AKJ43	C Q2

- We win the Ace of Spades
- Here it is crucial to play Queen of C first. If we play CA or CK first, and then cross back to CQ will cut off from dummy and will not be able to enjoy the club winners.

## Play of the hand - Finesse

Finesse simply is to capture a missing honour or score a lesser honour by hoping that opponent's missing honour is favourably placed.

You need to make one trick in the following example

K83            974

If the critical honour (Ace) is with South, you succeed to make one trick as long as you lead from East towards the King.

You need to make two trick in the following example

AQ3            974

If the critical honour (King) is with South, you succeed in making 2 tricks as long as you lead from East and insert Queen if King does not appear.

You need to make three trick in the following example

A83            QJ10

If the critical honour (King) is with South, you succeed in making 3 tricks as long as you lead Queen from East towards your ace and play low if King does not appear, repeat the process.

You need to make three trick in the following example

AQJ            974

If the critical honour (King) is with South, you succeed in making 3 tricks as long as you lead from East and play Q or J if King does not appear, then returning to East and repeat the process.

You need to make two trick in the following example

KQ3            974

If the critical honour (Ace) is with South, you succeed in making 2 tricks as long as you lead from East towards your honours twice.

You need to make four trick in the following example

AJ1098        432

Here K and Q are missing. If South has them both or they are split, you make it. It is percentage wise correct that honours are SPLIT.

You need to make three trick in the following example with one entry in West !?

K4567        32

## Play of the hand – Ruffing in Dummy

In a suit contract, when dummy is short in a side suit, often declarer can score extra tricks by using dummy's trumps to ruff losers. He need to do this before drawing trumps.

Contract 7S (Grand Slam) – Lead CQ

West	East
S J643	S AKQ102
H 5	H A32
D AQ87	D K42
C K432	C A9

Here declarer needs to ruff two heart losers in dummy before drawing he trumps.

- Win the ace of C
- Play Ace of H and ruff small H in dummy
- Back to hand with trump
- Ruff the last H with Jack of Spade after witch drawing rest of the trumps and contract is made

## Play of the hand – Drawing Trumps in a suit contract

### Draw trumps

In a suit contract it is usually correct to Draw Trumps before you play anything else.

Contract 4S by East – Lead HK by South

West	East
S 10986	S AKQJ
H A4	H 632
D AK6	D Q532
C A652	C K3

Win with HA and draw trumps first by playing A, K and Q of spades. If yo play a D first, one of the opponents might be able to ruff with a small trump. Play diamonds when you have drawn trumps.

### Stop drawing trumps when your opponents have not left

Carrying on with the above example. You have drawn all the outstanding trumps and these are the cards you have left:

West	East
S 6	S J
H 4	H 32
D AK6	D Q532
C A652	C K3



If you play the Jack of Spades, you will have no trump lefts. Now you will lose two more hearts because you can't ruff the second one.

If the only trump outstanding is the best one – don't draw it

Contract 4S by East – Lead Ace of clubs

West	East
S A963	S K742
H AQJ42	H K5
D KJ3	D Q942
C 3	C 1062

South leads CA and then CK. Trump that and play SA and SK and stop LEAVE SQ OUTSTANDING. Start playing your longest suit, which is hearts – (remember to play HK first). The player with SQ can trump at any time but you are safe.

If you had played a third round of trumps, this would have been the position

West	East
S -	S 7
H AQJ42	H K5
D KJ3	D Q942
C	C 10

Now you will lose another club and you will go 1 down by losing a trump, DA. CA and another C.

If you had left the last trump out when started playing hearts, you wouldn't lose another Club trick as there would have been a trump left in your hand.

## One day you will notice that words below are golden!!

1. In No Trump contract, count your SURE tricks and work out how many more you need
  - a. At trick ONE take your time and make a plan
  - b. Extra tricks comes from establishing long suit
  - c. Pay attention to communication between two hands (ENTRIES)
  - d. Establish winners while you have control of the other suits
  - e. Use FINESSE technique (capturing a missing honour or assuming an opponent's higher honours is favourably placed)
  - f. If two honours are missing assume split honours between the two opponents
  - g. Consider entries, exposures and don't be greedy (unless you already made your contract – don't risk your contract)
  - h. If you don't have time to establish a side suit, look to see if there is an alternative
  - i. If there is only one way to make the extra trick needed, even if it is risky, do it
  - j. Don't BLOCK yourself. Play the honour from the short hand first
  - k. Sometimes you need to give a trick away by ducking to ensure your long suit is established, especially when you have no entries in the long suit hand.
  - l. Play the suit combination to maximise your chances

- m. In seemingly solid positions, think about the worse possible scenario (distribution of opponent's cards in that suit) and if you can eliminate the risk, do it.
  - n. Second hand normally plays low, third hand plays high
  - o. Cover an honour with an honour
2. In Suit contract, count your losers and work out how you can eliminate them to make your contract. This can be typically done by:
- a. At trick ONE, pause and make a plan
  - b. Use of FINESSE
  - c. Ruffing losers in short hand (dummy) before drawing trumps
  - d. Drawing trumps when you can afford to do so
  - e. Establish a side suit after drawing trump
  - f. Stop drawing trump when opponents have none or they have the best trump left
  - g. Consider cross ruffing
  - h. Sometimes you can establish winners by Ruffing Finesse
  - i. Be careful not to shorten your trumps by ruffing unnecessary as you can lose control
  - j. If you need trump entries to finesse, postpone drawing all trumps until finesse is successful
  - k. If a side suit is likely to get ruffed and you can't afford drawing trump, see if you can eliminate that suit by playing another side suit
  - l. Don't rush to take a winner if it is going to get ruffed with catastrophic consequences
  - m. When you have 9 cards in a suit with A & K and Queen is missing, play A & K for queen to drop
  - n. When you have 8 cards with queen missing, it is better to finesse for queen.
  - o. Pay attention to communication between hands and preserve entries to use the long established side suit or for finessing
  - p. Play suit combinations to maximise your chances
  - a. Second hand normally plays low, third hand plays high
  - b. Cover an honour with an honour

## Lesson 4 – Competitive bidding when opponents have opened

### Overcalls

If opponents open the bidding and you bid – you are an overcaller. Your objectives are

- Win the contract (generally a part score contract)
- Obstruct and disrupt the opponents
- Suggest a lead to partner

### Suit Overcalls (with as low as 9 hcp)

- A good 5+ card suit (generally a minimum of 2 honours)
- At 2-level you need a good 5+ card and 10+ points
- With 5+-5+ cards and an opening hand, overcall higher rank suit first and repeat lower rank if necessary

### Responding to Overcalls

- |                 |       |                                   |
|-----------------|-------|-----------------------------------|
| • Pass          |       | denies a fit                      |
| • Minimum raise | 6-11  | 3 card support                    |
| • Jump raise    | 12-14 | Invitational with 3+ card support |
| • Bid Game      | 15+   | with 3+ card support              |

It is important to bid to make life difficult for opponents. Trump suit is important, the better the fit, the higher you can bid (rule of total number of trumps: bid at that level).

### 1NT Overcall

- 15-18 HCP
- Must have a stopper in their suit (such as Axx, KQx, QJ10)
- Partner response to 1NT overcall is similar to 1NT opening

### Takeout Double

You learnt to overcall with a 5+ card suit and to overcall 1NT with 15-18 HCP and stopper. But what do you do with hand below when opponents open 1D? You don't have 5 card suit and not 15-18 points.

S K76  
H KQ54  
D J6  
C A962

You can use DOUBLE (Written as "X") to ask your partner to choose the best contract. This is called "Takeout Double" and shows

- An opening hand
- At least 3 cards in each of the unbid suits

- Shortage in opponent's suit
- Don't double with length in opener's suit

## Responses to Takeout Double

You **MUST** bid – even if you have no points at all. Remember partner has promised support for all unbid suits. Give preference to major suit rather than a minor suit if possible.

- |                                   |          |                            |
|-----------------------------------|----------|----------------------------|
| • Bid your best suit at min level | 0-8 hcp  | 4+ cards in your suit      |
| • Jump bid                        | 9-12 hcp | 4+ cards in your suit      |
| • Jump to game                    | 13+ hcp  | 4+ cards in your suit      |
| • Bid 1NT                         | 6-10 hcp | Stopper in opponent's suit |
| • Bid 2NT                         | 11-12    | Stopper in opponent's suit |
| • Bid 3NT                         | 13+ hcp  | Stopper in opponent's suit |

If an opponent bids after your partner doubles, you no longer have to bid and can pass. If you do bid after an opponent calls, then you are promising at least 8+ points

## Other overcalls – Usually weak but shapely hand

- Jump overcalls (eg 1H by opponents 2S by you) shows 6 cards and a weak hand
- Immediate Cue bid of a minor (eg 1C by them 2C by you or 1D by them 2D by you) shows both majors 5+-5+ (this is called Michaels convention)
- Immediate Cue bid of a major (eg 1H by them 2H by you or 1S by them 2S by you) shows the other major and a minor 5+-5+ (Michaels convention)
- Immediate bid of 2NT (it is called Unusual NT) shows 5+-5+ in the two lowest unbid suit

## Bidding over opponent's 1NT – DONT (Disturb Opponent's NT)

There are many conventions for interfering and bidding over opponents NT opening. Most popular ones are Cappelletti and DONT. Following is DONT convention

- X shows a long suit, partner bids 2C to be accepted or corrected
- 2C shows C and a higher suit. Partner can pass or bid 2D
- 2D shows D and a higher suit (Majors). Partner can pass or bid 2H
- 2H shows H and S partner to choose
- 2S shows spades

## Defence – Opening Leads

Defence starts with the Opening Lead

### Leading against a Notrump Contract

- Lead Partner's suit (if they bid one)
- Lead top of a sequence on 3 honours or broken sequences     KQJ3   KQ109
- Lead a low card from a suit with an honour                 AJ854   K932   Q64
- Lead a high card from a suit with No honour                 974     8742
- Lead an unbid major before an unbid minor – opponents usually bid a major if they have one

### Leading against a Suit Contract

- Lead Partner's suit if they have bid one
- Lead top of sequence of 2 or 3 honours                         KQ105             J1065
- Lead a singleton in a side suit
  - You may be able to get a ruff with a small trump
- Lead a low card from a suit with an honour. EXCEPT a suit with the Ace at the top
- Lead a high card from a suit with no honour                     97642             104

### Summary

- If there is an unbid suit by opponents, then without an obvious lead, lead that suit
- If you lead a low card you promise an honour in that suit
- If you lead a high card (like 9,8 or 7) then you deny holding an honour in that suit
- If you lead an honour card, it should show at least the honour below that
- Don't head away from an Ace in a suit contract – you may lose to a singleton K

## Lesson 5 – Weak Pre-emptive & Strong opening

### Pre-emptive openings

Pre-emptive (weak) opening is an obstructive opening bid. It is designed to make it hard for the opposition to enter the auction. A weak opener will not bid again – it will be up to partner to choose the final contract.

- 2-level openings (except 2C) Shows 6-10 points and a good 6-card suit; responses:
  - Pass 0-13 points any shape
  - Raise to 3 14-15 points 2+ card support
  - Raise to game 16+ points 2+ card support or any hcp & 4 card support
- 3-level openings Shows 6-10 points and a good 7-card suit; responses:
  - Pass 0-13 points Any shape
  - Raise to game 16+ points 1+ card support or any hcp and 3+ support
- 4-level openings Shows 6-10 points and a good 8-card suit

### Strong 2NT opening – 20-22 points (may have a 5 card major)

Partner with 4+ points should bid using Stayman or transfers

3C Puppet Stayman asks partner for a 5 or 4 card major. Opener responses to 3C

- 3H or 3S (I have 5 cards in H or S)
  - Responder bids 4H or 4S with 3 or 4 card in H or S
  - Responder bids 3NT with no fit
- 3D (I don't have 5 card major but have at least one 4-card major)
  - Responder bids Major that he does not have
  - Responder bids 3NT if he doesn't have a 4 card major

### Transfer to Majors

- 3D transfer to H showing 5+ cards, opener to accept and bid 3H
  - With 5 cards responder bids 3NT leaving it to opener to decide 3NT or 4H
  - With 6 cards responder bids 4H
- 3H transfer to S showing 5+ cards, opener to accept and bid 3S
  - With 5 cards responder bids 3NT leaving it to opener to decide 3NT or 4S
  - With 6 cards responder bids 4S

Strong 2C opening game force 23+ balanced or strong unbalanced 8 ½ tricks

Partner cannot pass and should bid at least twice. Responses to 2C opening

- 2D 0-6 points
- 2H/2S/3C/3D 7+ points and 5+=cards
- 2NT 7+ points no 5 card suit

Slam bidding 4C Gerber only use over NT

Responses to 4C shows number of aces after which 5C asks for number of kings

- 4D 0 or 4 aces
- 4H one ace
- 4S Two aces
- 4NT 3 aces

Slam bidding RKCB 1430 (Roman Key Card Blackwood) using 4NT bid

When a suit is agreed it is important to know number of aces but it is equally important to find out about King and Queen of the trump suit. 4NT asks for Key Cards. There are 5 Key Cards; 4 aces and king of the trump suit. Responses to 4NT are:

- 5C 1 or 4 Key cards
- 5D 0 or 3 Key Cards
- 5H Two Key cards but no Queen of Trumps
- 5S Two Key cards and also Queen of Trumps

After 5C and 5D responses, the next unbid suit (not the trump suit) asks partner if he has the Queen of trump. Responses are:

- Bid the trump at 5 level No I don't have the queen
- Bid slam Yes I have the Queen but no other king to show you
- Bid another suit Yes I have the Queen of trump also king of this suit

Slam Jacoby 2NT

When partner opens 1H or 1S and we have 4 cards support and 14+ points we can bid 2NT to show such hand. This is called Jacoby 2NT (or J2NT). Opener initial response is to show any shortage (singleton or void). Responses to J2NT are

- 3 of a suit shows singleton or void in that suit
- 4 of the major shows a minimum opening hand and no shortage
- 3 of the major shows a hand better than minimum and no shortage

Here you note that if opener has a good hand, he bids at 3 level. This will leave room to investigate slam by cue bidding.

## Cue Bidding for slam

Once a suit is established and both partners are strong (such as 1M – 2NT), we can Cue Bid up the line showing first or second control of that suit. A first or second round control are Ace, King, Singleton or Void. We Cue bid below game. After that we can use 4NT (RKCB 1430).

Example (showing combination of Jacoby 2NT and Cue bidding):

S KQ1089	S AJ97
H AKQ7	H J102
D J2	D 3
C 76	C AKJ93

Bidding sequence:

1S (I have an opening hand in S)	2NT (I have 4 cards in S and 14+ points)
3S (I don't have shortage but a good hand)	4C (I have control in C)
4H (I don't have D control but I have H control)	4NT (how many Key Cards you have)
5S (2 Key cards and Queen of S)	6S (we missing one key card, good luck)

S AJ762	S K5
H K72	H AQ8653
D Q96	D 2
C A5	C KQ76

S AJ98	S KQ102
H AK	H Q82
D Q94	D 2
C KQ107	C A8652

S AK9762	S Q853
H 97	H AK3
D AQ1093	D K2
C --	C Q862



## Lesson 6 – Slam bidding

### Slam bidding 4C Gerber, only use over NT

Responses to 4C shows number of aces after which 5C asks for number of kings

- 4D        0 or 4 aces
- 4H        one ace
- 4S        Two aces
- 4NT       3 aces

### Slam bidding RKCB 1430 (Roman Key Card Blackwood) using 4NT bid

When a suit is agreed it is important to know number of aces but it is equally important to find out about King and Queen of the trump suit. 4NT asks for Key Cards. There are 5 Key Cards; 4 aces and king of the trump suit. Responses to 4NT are:

- 5C        1 or 4 Key cards
- 5D        0 or 3 Key Cards
- 5H        Two Key cards but no Queen of Trumps
- 5S        Two Key cards and also Queen of Trumps

After 5C and 5D responses, the next unbid suit (not the trump suit) asks partner if he has the Queen of trump. Responses are:

- Bid the trump at 5 level    No I don't have the queen
- Bid slam                      Yes I have the Queen but no other king to show you
- Bid another suit              Yes I have the Queen of trump also king of this suit

### Slam Jacoby 2NT

When partner opens 1H or 1S and we have 4 cards support and 14+ points we can bid 2NT to show such hand. This is called Jacoby 2NT (or J2NT). Opener initial response is to show any shortage (singleton or void). Responses to J2NT are

- 3 of a suit            shows singleton or void in that suit
- 4 of the major       shows a minimum opening hand and no shortage
- 3 of the major       shows a hand better than minimum and no shortage

Here you note that if opener has a good hand, he bids at 3 level. This will leave room to investigate slam by cue bidding.

## Cue Bidding for slam

Once a suit is established and both partners are strong (such as 1M – 2NT), we can Cue Bid up the line showing first or second control of that suit. A first or second round control are Ace, King, Singleton or Void. We Cue bid below game. After that we can use 4NT (RKCB 1430).

Example (showing combination of Jacoby 2NT and Cue bidding):

S KQ1089	S AJ97
H AKQ7	H J102
D J2	D 3
C 76	C AKJ93

Bidding sequence:

1S (I have an opening hand in S)	2NT (I have 4 cards in S and 14+ points)
3S (I don't have shortage but a good hand)	4C (I have control in C)
4H (I don't have D control but I have H control)	4NT (how many Key Cards you have)
5S (2 Key cards and Queen of S)	6S (we missing one key card, good luck)

S AJ762	S K5
H K72	H AQ8653
D Q96	D 2
C A5	C KQ76

S AJ98	S KQ102
H AK	H Q82
D Q94	D 2
C KQ107	C A8652

S AK9762	S Q853
H 97	H AK3
D AQ1093	D K2
C --	C Q862

## Summary of our system

- 1C 3+ cards 11+ hcp  
1D 3+ cards 11+ hcp  
1H 5+ cards 11+ hcp  
1S 5+ cards 11+ hcp  
1NT 15-17 balance no 5 card major, after that
- 2C is Simple Stayman asking if partner has 4 card in majors
  - 2D is transfer to H
  - 2H is transfer to S
  - 2S is transfer to 3C (partner will pass or correct to 3D and we pass)
- 2C 23+ balance or 8 ½ tricks in a suit unbalance, responses are:
- 2D Less than 7 hcp (we will bid twice even with 0 point)
  - 2H/2S/3C/3D shows 5+ cards and 7+hcp
  - 2NT shows 7+ points but no 5 card suit
- 2D 6 cards with two honour 6-10 points  
2H 6 cards with two honour 6-10 points  
2S 6 cards with two honour 6-10 points  
2NT 20-22 balance, may have 5 card major, after which
- 3C is Puppet Stayman asking for 5 or 4 card major
    - 3H or 3S shows 5 cards in H or S
    - 3D shows one or both 4 cards in majors (responder bids the major suit that he doesn't have or 4D if he has both)

## Signals

- Attitude High encourage (on partner's lead shows we like that suit)  
Discards High encourage (we like that suit)  
Count High=Low shows even number of cards (on opponent's lead we show count)

## Slam bidding

- 4NT RKCB 1430, responses
- 5C = 1 or 4 key cards
  - 5D = 3 or 0 key card
  - 5H = two key cards but no queen of trumps
  - 5S = two key cards plus queen of trump
- 2NT over 1H/1S is Jacoby 2NT showing 4 card support and 14+ hcp
- Opener shows shortage first (singleton or void)
  - 3 of the major with a good hand but no shortage, leaving room for cue bidding
  - 4 of the major with minimum hand and no shortage
- 4C Gerber, over NT bids only asking for aces, then 5C asks for kings  
Cue bid Shows control of a suit (Ace, King, Singleton, and Void)
- We Cue Bid up the line (rank) and stop cue bidding just below the game after which either partner can use 4NT (RKCB 1430)