

CLIFTON BRIDGE CLUB Lytham St Annes

Tools for Better Slam Bidding

1. Roman Key Card Blackwood

More Info than Normal Blackwood

2. Cue Bidding

Identifies specific controls (and lack of!)

3. Splinter Bids

•Identifies side suit shortage

4. Jacoby 2NT

Avoids delayed game raise

Allows opener to immediately re-evaluate

1. Roman Key Card Blackwood

- Recognises the importance of trump honours (King and Queen)
- •After suit agreement 4NT asks for controls. King of trumps is treated as ace:

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5 C = 0 or 3 (of 5 "Aces")
5 D = 1 or 4 (of 5 "Aces")
5 H = 2 "Aces" WITHOUT the Queen of Trumps
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5 S = 2 "Aces" WITH the Queen of Trumps

•To ask for Kings (not including Trump King):

5 NT:
$$6 C = 0$$
, $6 D = 1$, $6 H = 2$, $6 S = 3$

•To ask for Kings (not including Trump King):

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1 S – 3S Spades agreed trumps
4 NT – 5 D 1 or 4 "Aces"
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5 H - Do you have the Queen of Trumps?

5 S - No 6 S - Yes 6 D – Yes and a useful feature in Diamonds

West East



8 A

AK873

h 106

1 D

3 S

5 C

6 D



9

♦ J2

AKQ73

1 S

4 NT

5 D

7 S

2. Cue Bidding

Pre - requisites

- Min 8 card fit agreed
- Bidding cannot stop below game

What is a cue bid?

- Shows first round control (Ace or void)
- •2nd round control (King or singleton) can be shown later
- •Cue bids are in lowest suit possible (hence no control in bypassed suits)
- •Cue bids show slam interest, pinpoints controls invites partner to show controls. Initial bids are below game. No further controls bid agreed suit.

Use Cue Bids when:

- When you have a void
- You have an uncontrolled suit (eg. useless doubleton)
- You need to know if partner has a specific Ace or King
- You suspect partner may hold a key void or singleton

Eg 1

1 H - 3 H

3 S Agrees hearts (game at least) shows first round control in spades. Invites partner to show controls.

Eg 2

1 H - 3 H

4 C Shows first round control in Clubs denies first round control in Spades.

4 D Shows first round control in Diamonds.

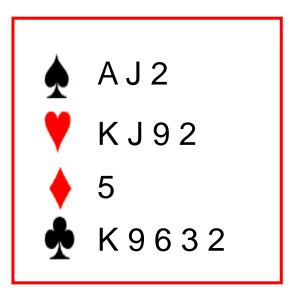
4 S Shows 2nd round control in Spades (King or singleton)

6 H Ok 6 Hearts it is!.

3. Splinters

- Splinter bids are a double jump bid after partner has bid a major
- Can also be used after a minor but are more generally used after a major.
 eg. 1 S 4 C is a splinter showing:
 - •4 card or better support for spades
 - Singleton (not Ace) or void in Clubs
 - Sufficient strength for game.
 - Slam possible if partner has suitable holding in splinter suit.
 - •Typical points 11 15. LTC 6/7.
- •Openers Response:
 - Best holding is 3 or 4 low cards in splinter suit.
 - •Enables low HCP slams to be found.

Partner Opens 1 Heart you hold:







4 D

3 S

4 C

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Y AQ63

AK5432

🌪 3



V K8532

7

7 4 2

1 D

4 C

Splinter

1 H

4 NT

RKCB

5 S

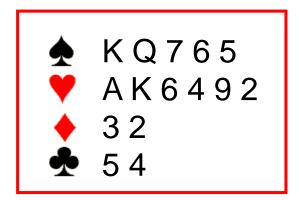
2 "Aces" + Queen

6 H

Excellent Slam on 23 pts!

4. Jacoby 2 NT (simple version!)

- Used in response to partners 1 H or 1 S opener (not minors)
 - You are NOT a passed hand
 - No intervening bid
 - •A 2 NT response to 1 H or 1 S show:
 - •Game values or better (minimum 12 HCPs).
 - •4 or more trumps eg.



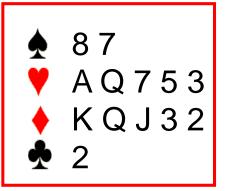
1 H - 2 NT

- •A 2 NT response to 1 H or 1 S denies:
 - Requirements for a jump shift response
 - Ability to splinter

Openers Rebid:

- Bid game directly weak and no slam interest eg 1 H − 2 NT − 4 H
- •Bid new suit shows some slam interest and shape eg 1 H − 2 NT − 3 C
- •Jump in new suit Splinter + Slam interest eg.





- •Rebid suit Some Slam interest no 2nd suit or Splinter: 1 H 2 NT 3 H
- •3 NT 15/16 non forcing balanced eg.

$$1 H - 2 NT$$

3 NT

Partner passes or bids 4H with ruffing values



•4 NT - RKCB