



CLIFTON BRIDGE CLUB

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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:

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

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):

1 S – 3S Spades agreed trumps

4 NT – 5 D 1 or 4 “Aces”





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

	K Q 4 2
	A 8
	A K 8 7 3
	10 6





1 D

3 S

5 C

6 D

East

	A J 10 6 3
	9
	J 2
	A K Q 7 3

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:

♠ A J 2
♥ K J 9 2
♦ 5
♣ K 9 6 3 2

4 D





♠ 9
♥ A 9 7 6 3
♦ K Q 6
♣ K 4 3 2

3 S





♠ A K 3
♥ Q J 8 7 2
♦ A 6 4 2
♣ 5

4 C

West

	K 6
	A Q 6 3
	A K 5 4 3 2
	3

East

	A 9 5 2
	K 8 5 3 2
	7
	7 4 2

1 D

4 C

5 S

Splinter

2 "Aces" + Queen

1 H

4 NT

6 H

RKCB

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.

♠	K Q 7 6 5
♥	A K 6 4 9 2
♦	3 2
♣	5 4

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.

1 H – 2 NT

4 C

♠	8 7
♥	A Q 7 5 3
♦	K Q J 3 2
♣	2

- 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

♠	A K 5
♥	A J 8 2
♦	J 8 6
♣	Q 4 3

Partner passes or bids 4H with ruffing values

- 4 NT - RKCB