

BID MORE SLAMS with 2 over 1

EXTRA STRENGTH & SLAM INTEREST

A 2/1 bid by Responder commits the partnership to game and allows the opportunity to explore for slam below the game level. The methods for slam bidding depend on the shape of the hand.

♣ **BALANCED HANDS** use **quantitative** bids and Gerber.

♣ **UNBALANCED HANDS** use **control** bids and Blackwood.

SMALL SLAM. About 33 points or expect to take 12 tricks. 1st round control in 3 suits. 2nd round control in 4th suit.

GRAND SLAM. 37 points (not missing an Ace), 13 tricks. 1st round control in all four suits.

GAME OR SLAM?

♣ Shape-showing bids are the priority through the 3-level of the agreed suit. Beyond that, new suits show controls in the suits bid.

THE SLAM ZONE - COMBINED STRENGTH

The Slam Zone is about 30-32 points or a reasonable expectation to take 12 tricks.

AGREED FIT. A trump suit must be agreed before control bidding.

CONTROL BIDDING Once a fit is **agreed**, bid new suits up-the-line to show 1st or 2nd round control, Any suit bypassed denies a control in that suit.

♣ **1st Round Control** = Ace or Void.

♣ **2nd Round Control** = King or singleton.

♣ No control bids in the agreed trump suit.

♣ Rarely beyond the 4-level.

BLACKWOOD/RKC

With **all suits "under control"** use Blackwood to confirm number of Aces (or keycards).

BIDDING SLAM WITH A VOID

With a void, the location of ace(s) is most useful, not the number of aces, Choose the tool that will give you the information you need. Blackwood is not advised, use control bids.

PRINCIPLE OF FAST ARRIVAL 2/1 Auction

The single most important principle in all of modern slam bidding.

♣ Jump to Game: minimum strength and no slam interest, Takes up space on the bidding ladder.

♣ No Jumps. Slam interest or not sure, bid slow. Conserves space on the bidding ladder.

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Board 1

North Deals

	♠ A J 10 5 2				
	♥ K 8 3				
	♦ A 6 4				
	♣ 5 3				
♠ K 9 7 4	<table style="margin: auto; border: 1px solid black; background-color: #008000; color: white; padding: 5px;"> <tr><td style="padding: 2px;">N</td></tr> <tr><td style="padding: 2px;">W E</td></tr> <tr><td style="padding: 2px;">S</td></tr> </table>	N	W E	S	♠ Q 6
N					
W E					
S					
♥ J 7 2		♥ 9 5			
♦ 8 3		♦ J 10 9 7			
♣ J 10 9 7		♣ A K 6 4 2			
	♠ 8 3				
12	♥ A Q 10 6 4				
5 10	♦ K Q 5 2				
13	♣ Q 8				

West	North	East	South
	1 ♠	Pass	2 ♥ ¹
Pass	4 ♥ ²	Pass	All pass

1. 2/1 Game Force, five ♥s.
2. Fast Arrival. ♥ Fit, no extras

Contract: 4 ♥ by South, 10 Tricks

Lead: ♣ J, Top of Sequence

Losers: 1-♠, 1-♥, 1-♦, 2-♣ = 5.

Play: If the missing ♦s split 3-3, the 4th ♦ wins. If West has the ♠ K or ♠ Q, a double finesse creates a trick. This 75% play is better than a good split in ♦s.

North has good slam controls with ♠ A ♦ A ♥ K and some players may not to use fast arrival on this hand.

Board 2

East Deals

	♠ Q J 6				
	♥ A J				
	♦ Q 7 4 3				
	♣ K Q J 9				
♠ 10 8 4	<table style="margin: auto; border: 1px solid black; background-color: #008000; color: white; padding: 5px;"> <tr><td style="padding: 2px;">N</td></tr> <tr><td style="padding: 2px;">W E</td></tr> <tr><td style="padding: 2px;">S</td></tr> </table>	N	W E	S	♠ —
N					
W E					
S					
♥ 10 7 5 2		♥ 9 8 6 4 3			
♦ 10 9		♦ A K J 8			
♣ 8 6 4 2		♣ 10 7 5 3			
	♠ A K 9 7 5 3 2				
16	♥ K Q				
0 8	♦ 6 5 2				
16	♣ A				

West	North	East	South
		Pass	1 ♠
Pass	2 ♣ ¹	Pass	2 ♠ ²
Pass	3 ♠ ³	Pass	4 ♣ ⁴
Pass	4 ♥ ⁵	Pass	4 ♠

All pass

1. Game Force, natural.
2. 6+ card suit.
3. Agreed trump suit with extras.
4. ♣ Control, 1st or 2nd round.
5. ♥ Control, denies ♦ control.

Contract: 4 ♠ by South, 10 Tricks

Lead: ♦ 10, Auction reveals no diamond control.


Losers: 3-♦ = 3.

Play: The defenders take 3 ♦s and lead the last one. South ruffs high (avoids an over ruff), draws trump, and wins the rest of the tricks.

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Board 3

South Deals

<p>♠ 10 8 4 ♥ 10 7 5 2 ♦ 10 ♣ 8 6 4 3 2</p>		<p>♠ — ♥ A J 9 8 6 ♦ K 9 8 5 2 ♣ 10 7 5</p>	
<p>16 0 8 16</p>	<p>♠ A K 9 7 5 3 2 ♥ K Q ♦ 6 4 3 ♣ A</p>		

West	North	East	South
			1 ♠
Pass	2 ♣ ¹	Pass	2 ♠ ²
Pass	3 ♠ ³	Pass	4 ♣ ⁴
Pass	4 ♦ ⁵	Pass	4 N ⁶
Pass	5 ♦	Pass	6 ♠

All pass

1. Game Force, natural.
2. 6+ card suit.
3. Agreed trump suit with extras.
4. ♣ Control, 1st or 2nd round.
5. ♦ Control, 1st or 2nd round.
6. Blackwood

Contract: 6 ♠ by South, 12 Tricks

Lead: ♦ 10, Auction reveals no diamond control.

Play: South wins the ♦ A, unblocks the ♣ A, wins the ♠ AKQ, and discards ♦ s on ♣ s.

QUANTITATIVE RAISE - 2/1 AUCTIONS

With slam interest, do the math and use quantitative raises. In a 2/1 Game Force auction:
4 NT by Opener = 18-19 invite to slam NOT BLACKWOOD


Combined Strength for Slam

6 NT = 33-36 combined points

7 NT = 37 combined points (all aces)

Board 4

South Deals

<p>♠ Q 10 8 2 ♥ Q 5 ♦ 7 4 ♣ 10 9 8 7 5</p>		<p>♠ 7 6 ♥ 9 7 4 ♦ A K J 10 5 ♣ A Q 6</p>	<p>♠ J 4 ♥ K 8 6 3 2 ♦ 9 6 3 2 ♣ 4 2</p>
<p>14 4 4 18</p>		<p>♠ A K 9 5 3 ♥ A J 10 ♦ Q 8 ♣ K J 3</p>	

West	North	East	South
			1 ♠ ¹
Pass	2 ♦ ²	Pass	2 N ³
Pass	3 N ⁴	Pass	4 N ⁵
Pass	6 N ⁶	All pass	

1. 13-21 points, balanced or unbalanced minimum.
2. Game Force, natural.
3. Balanced hand 12-14 or 18-19.
4. Game, no extras.
5. Extras! 18-19, "Quantitative" invitation to slam.
6. 33-36 combined values.

6 NT by South, 12 Tricks

Lead: ♣ 10, Top of Sequence

Sure Tricks: 2-♠, 1-♥, 5-♦, 3-♣ = 11.

Play: South finesses ♥ s twice rather than try for a 3-3 split in ♠ s.