

Blue Club, Calgary Casual Style

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Ver 8.3
Sept 1, 1999

AUTHOR'S NOTE

The first part of this work is adapted from the book *The Blue Club* by Benito Garrozo and Leon Yallope, edited by Terence Reese, which I consider the best "system" book I have ever read. I have incorporated several of my own ideas and also those of some other authors, whose works are listed in the bibliography.

I would like to thank all those who have played Blue Club with me over the years here in Calgary, especially John Davison, Frank Ayer, Lois Dunsmore and Dan Bertrand. Their contributions are much appreciated.

This book is dedicated to the memory of John Davison.

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INTRODUCTION

The Blue Club system was developed by the Italian superstar Benito Garrozo (with help from Leon Yallouze) and was played by Garrozo and Pietro Forquet during their long reign as Bermuda Bowl champions as members of the legendary Italian Blue Team. The system is derived from the Neopolitan Club system created by Eugenio Chiaradia.

Blue Club is still a popular system, especially in Europe. In recent years Bobby Wolff-Bob Hamman played Blue Club (with major modifications) in their Bermuda Bowl and Olympiad appearances. As well, in a recent Bermuda Bowl, the Austrian runners up played Blue Club.

In Calgary, Blue Club has been played since 1973 (possibly earlier) and more than a dozen active players know the system.

In this work I have attempted to codify Blue Club as played in Calgary, incorporating the 20+ years of experience and some recent advances in bidding theory. From personal experience I can attest that Blue Club, Calgary Casual Style is a relatively easy system to learn (although it must be said that some effort of memory is required), it is fun to play and it is **very** effective.

Why should you learn a new system? There are literally hundreds of variations of Standard American around, as well as dozens of more esoteric systems. What makes Blue Club better than all these others?

I shall give you two reasons. The first is that Blue Club is proven effective. The record of Blue Club in competition is legendary, especially in high-level team play. The sincerest proof of this is that the two other well known Forcing Club systems, Precision and Schenken, were developed in direct response to the effectiveness of Blue Club.

The second reason is that you do not have to be a World Champion or a rocket scientist to learn the system. I have personally taught many people to play the system, including two novices who had never played bridge before! Blue Club was developed to be logical and consistent, with its own set of rules with fewer exceptions than most systems.

Principles

Blue Club is founded on two principles: a strong 1♣ opening bid, and the Canapé principle of suit bidding.

Strong 1♣

All hands with 17 HCP or more are opened with 1♣ (with a couple of exceptions). Opening 1♣ on your big hands allows maximum bidding space for development, yet retains the option of stopping at a low level on sub-game deals. This approach is demonstrably superior to "natural" bidding, as eloquently outlined in Marshall Miles' book *Bridge From the Top, Vol. II*. For example:

<i>Opener</i>	<i>Responder</i>	<i>Standard Bidding</i>	<i>Blue Club Bidding</i>
♠AQxxx	♠xx	1♠ pass	1♣ 1♦
♥AJxx	♥K10xxx		1♠ 2♥
♦x	♦Jxxx		4♥
♣AKx	♣XX		

"The best that can be said for the Standard Bidding here is that it is simple and direct. The wrong contract is reached immediately. And no one is at fault! Can you criticize either player's bidding?"

The Blue Club auction translates as follows: 1♣ means "I have a strong hand, at least 17 HCP." 1♦ means "I have a weak hand, at most 5 HCP." The rest of the bidding is natural.

In Standard American an opening bid shows roughly 10-22 HCP. *On the average*, 26 points, *counting distribution*, are required for game. Responder is taught to keep the bidding open with 6

HCP, or 5 HCP if he/she can show a five+ card major at the One level. Responder doesn't consider 18 or 19 HCP two-suiters where he might fit another of opener's suits because such hands do not come up often enough. If responder keeps the bidding open with 3-5 HCP, opener won't expect so little, and about 85% of the time he will bid too much. Consequently, responder's pass is the percentage bid based on the information available to him. If we change the system, we change the odds. Suppose that responder knows that opener has 17-22 HCP with an unbalanced hand. Suppose that opener knows that responder has no more than 5 HCP. Under these circumstances responder can afford to give opener another chance, knowing that if no fit is found, the bidding can die at the Two level. Opener won't jump to game on 18-19 HCP."

Here are some more examples from *Bridge From the Top, Vol. II*:

Opener	Responder	Standard Bidding	Blue Club Bidding
♠AKxxx ♥AJxx ♦x ♣AKx	♠xx ♥K10xxxx ♦xxx ♣xx	1♠ pass	1♣ 2♥ 2♠ 3♥ 4NT 5♦ 6♥ pass
Opener	Responder	Standard Bidding	Blue Club Bidding
♠AKxxx ♥x ♦AKxxx ♣Ax	♠x ♥Axx ♦xxxxx ♣xxxx	1♠ pass	1♣ 1♦ 1♠ 1NT 2♦ 3♥ 6♦ pass

I realize that some of you who play Weak Jump-shifts (over majors!) can probably handle the first hand, and those who always respond with an ace can handle the second (possibly). However in both cases you must give up something that will hamper your bidding in other situations. The point of these examples is that the strong club is far more accurate on the two-suiters than Standard, without giving up anything!

Many other examples where responder does bid are outlined in the above mentioned book. The gist of these latter examples is that opener, with a strong hand, must jump somewhere to show his values, given the wide range of an opening bid in Standard American. These jumps consume much bidding space, making the determination of the best contract much more difficult. In Blue Club these hands are opened with 1♣. With the strength of the hand announced immediately there is no need to jump, and there is much more room to search for the best contract.

Canapé

Canapé is a style of suit bidding where in two-suited hands the shorter four+ card suit is bid before the longer one. For example:

♠AJxx	Open 1♠	♠AQJxxx	Open 1♦
♥Qx	Rebid ♦	♥Kx	Rebid ♠
♦AQxxx		♦AQxx	
♣xx		♣x	

Blue Club allows some exceptions to strict Canapé. Blue Club's use of Canapé differs from the classical style developed by the late Pierre Albarran (a French expert). The system categorizes the sequences as follows:

1. Simple Canapé

Shows no extra strength: higher suit first, second suit at the Two or Three level according to the response. 1♥-2♣-2♦ promises a moderate hand (generally 11-14 HCP) with 4-5 or 4-6 distribution (the same sequence would be followed with 5-5). The first suit could be as weak as Jxxx.

2. Jump Canapé

15-16 HCP: higher suit first, jump in the lower suit. 1♥-2♣-3♦ denotes 4-6 or a very concentrated 4-5 with a good suit of diamonds. The hearts may be poor.

3. Reverse

15-16 HCP: lower suit first, then rebid the higher suit at the Two level. 1♦-1♠-2♥ shows 4-6, 5-5 or a concentrated 4-5 hand, with a strong second suit. The first suit may be weak.

Note that a reverse by opener, unlike a reverse by responder (as we shall see later), is always a genuine two-suiter, although the first suit may not be very good. Note that the second suit must be strong.

♠A10 ♥KJxxx ♦KJxxx ♣A	There are enough points for a reverse, but as neither suit is strong enough you must open 1♥, not 1♦.
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The principle of our Canapé method is very easy to remember: Whenever two suits are bid, the second is at least as long or longer than the first.

The Canapé style, as used in Blue Club, has three principal advantages to "natural bidding".

1. Emphasis on the Major Suits.

Blue Club opens One of a major more often than any other system I have ever encountered. For example the following hand types are all opened with 1♠:

Hand	Distribution	Range (HCP)	Standard Opening
1	4-3-5-1	12-16	1♦
2	4-2-2-5	12-14	1♣
3	4-3-3-3	12-14	1♣
4	5-1-4-3	12-14	1♠
5	4-6-1-2	15-16	1♥
6	4-1-7-1	12-16	1♦
7	4-1-4-4	12-16	1♦
8	6-2-0-5	12-16	1♠

The apparent exceptions to Canapé (Hands 4,8) are discussed in later chapters.

The advantages of frequent major suit openings are:

- They are preemptive (compare with the opening bid in Standard American).
- They may steal the opponent's suit (a suit as bad as Jxxx may be opened).
- They may allow the rapid realization of a 4-4 major suit fit and thus often gives less information to the opponents.

Some examples:

♠K10x ♥AJxx ♦x ♣Axxxx	Over an opening bid of 1♦ you have a takeout double but what would you do over an opening bid of 1♠?	♠Kx ♥QJ10xx ♦Kxx ♣xxx	Over an opening bid of 1♦ you might venture an overcall of 1♥, but would you bid 2♥ over 1♠?
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	North ♠Jx ♥xxx ♦xxxx ♣AQxx		
West ♠x ♥xxxxx ♦QJx ♣Jxxx	South ♠AK10xxx ♥KQJ ♦x ♣Kxx	East ♠Qxxx ♥Ax ♦AKxxx ♣xx	After an opening bid of 1♠ by East, what are the chances of North-South getting to 4♠?

2. Simplifies Competitive Auctions.

Since Blue Club usually opens the high ranking suit, and often has a longer suit in reserve, opener is more likely to show his/her second suit in competitive auctions.

North ♠Qxxx ♥Ax ♦x ♣KQJxxx	<i>Standard Bidding</i> <u>S</u> <u>W</u> <u>N</u> <u>E</u> 1♦ 1♥ 2♣ 3♥ ?	Should South bid 3♠, raise clubs, double for takeout, or pass? If South passes, should North bid <u>spades</u> , bid notrump, or repeat the clubs?
South ♠AJxx ♥x ♦QJxxx ♣Axx	<i>Blue Club Bidding</i> <u>S</u> <u>W</u> <u>N</u> <u>E</u> 1♠ 2♥ 3♣ 3♥ 4♦ pass 4♠ pass pass pass	
Change the North hand to:		
♠x ♥Kxx ♦AKxx ♣Kxxxx	Now what? The <i>Blue Club</i> auction would be as follows: <u>S</u> <u>W</u> <u>N</u> <u>E</u> 1♠ 2♥ 3♣ 3♥ 4♦ pass 5♦ all pass	

3. Makes Opposition Defense Difficult.

Suppose the auction goes 1♠-3♠-4♠. You make the opening lead and dummy hits:

♠QJxxx ♥Kx ♦Qxx ♣Kxx

Is the defense more difficult than if the auction went 1♣-1♠-2♠-3♦-4♠?

Often a Blue Club player will not mention his best suit in the auction, a situation that can only happen with Canapé. This puts the Blue Club declarer at a distinct advantage, during the play, compared to others.

This has been a summary of some advantages of the Canapé style. More pluses will become apparent as we examine the rest of the system. Restrain your impatience!

Canapé has two disadvantages. The first is when an opening bid of One gets passed out. Often the opening bid is not in the longest suit, which may result in an inferior contract.

The second disadvantage is when an opening bid is made in a five card major. As compared to a five card major system the rapid realization of a 5-3 major suit fit is not possible in Blue Club. When responder has a good hand (11+ HCP) this is not often a problem, but if responder has less than this a 5-3 major suit part score will often be missed.

Summary of Opening Bids

Here is a summary of Blue Club opening bids:

<u>Opening</u>	<u>Range (HCP)</u>	<u>Description</u>
1♣	17+	Artificial
1♦	11-16	3+ Diamonds
1♥	11-16	4+ Hearts
1♠	11-16	4+ Spades
1NT	13-14 15-17	Balanced with club suit Any balanced distribution
2♣	11-16	5+ Clubs
2♦	17-24	4441 distribution
2♥,2♠*	5-10	6+ card suit (Weak Two)
2NT	21-22	Balanced, no five card major
3♣	11-16	6+ clubs, single-suited, 7-8 playing tricks
3♦,3♥,3♠*	2-10	Normal preempts
3NT*	4-9	Minor suit preempt
4♣*,4♦*	9-14	Disciplined Gang Splinters
4♥*,4♠*	6-11	Standard

Note: the (*) bids (preemptive opening bids of 2♥, 2♠, 3♦-3♠ and 4♥-4♠) are not discussed in this book. For further information on Gang Splinters (4♣-4♦), consult Ray Grace!

CHAPTER 1

Opening Bids of One

Blue Club opens 1♦, 1♥, or 1♠ on hands of 11-16 HCP that do not qualify for one of the specialized opening bids described in later chapters. The system is content to pass most balanced hands of 11 HCP and it opens 1NT on 15-17 HCP (also on certain weaker hands). Thus, the general range for balanced hands is 12-14 HCP; for unbalanced hands 11-16 HCP.

Besides the point count, opening bids of One are restricted in that they may not contain less than five losers or more than 8.5 playing tricks. If the hand is better than this it must be opened 1♣, even if it does not have the 17 HCP normally required.

There is a further main subdivision. Hands of 11-14 HCP are classified as Lower Range. Hands of 15-16 HCP are classified as Upper Range, but only if they contain at least one good suit.

Naturally, one is not bound strictly by the number of HCP. Various considerations may cause a hand to be transferred from one category to another.

Some of Blue Club's basic principles are significantly different from Standard American. So that you will not be taken by surprise later, the main points of difference are listed below.

- A simple rebid of opener's suit over a 2/1 response does not necessarily imply a minimum hand.
- A rebid of 2NT by either partner after a 2/1 response does imply a minimum hand.
- A jump rebid in notrump by opener shows 15-16 HCP only and is usually based on the possession of a five+ card suit.
- A 2/1 response is forcing on both partners to 2NT.
- A minor suit response to an opening bid is often the beginning of a reverse and may be based on a two+ card suit. It is never raised directly unless it coincides with opener's main (longest) suit.
- Two-suited hands, both opener and responder, are usually developed on Canapé lines (shortest biddable suit is mentioned first).

(A) One-Suited Hands

The easiest hands to bid are those that contain only one suit of four+ cards. These one-suited hands will be examined under three headings:

- (1) When the suit is diamonds, hearts or spades (Lower Range)
- (2) When the suit is clubs (Lower Range)
- (3) Upper Range hands

(1) When the Suit is Diamonds, Hearts, or Spades

The Blue Club method couldn't be simpler; you open One of the long suit, even if it is as weak as Jxxx; however, an opening bid of 1♦ on three cards is preferable to One of a major on xxxx. For example:

♠Qxxx ♥AQx ♦Kxx ♣QJx

Players of Standard American, unless they play a weak notrump at any vulnerability, are obligated to open the above hand 1♣. They cannot open 1♠ because partner will expect a five+ card suit. Even playing four card majors partner will expect a better suit and the hand does not offer a sound rebid over a 2/1 response.

None of these problems trouble a Blue Club player. Often the first suit mentioned by opener is a weak four card suit; and the rebid of 2NT over a 2/1 response is by definition a weak, balanced hand. Thus the Blue Club player will happily open the above hand 1♠ and will pass the weak responses of 1NT or 2♠. Over a 2/1 response opener can accurately rebid 2NT.

When you hold a five-card suit you open the long suit and rebid naturally. Over a One level response the choice lies between 1NT, a rebid of the suit and a single raise of responder. Over a 1NT response the choice lies between a pass and a rebid of the suit. The only difficult hands are those with 15-16 HCP and 5332 distribution. These semi-balanced hands are assigned to the Lower Range despite the HCP. In hands of this type where the long suit is a minor, an opening bid of 1NT is preferred. With a five-card major the opening bid should be One of the major, and over a response of 1NT a raise to 2NT is correct. This rebid virtually guarantees 5332 distribution and 15-16 HCP (with any other balanced distribution and sufficient strength to invite a notrump game after a 1NT response, the opening bid would be 1NT).

Over a 2/1 response you should always rebid the five card suit unless it is very weak, in which case a rebid of 2NT may be preferable (11-14 HCP).

With a six+ card suit there is no immediate problem; you open the long suit and repeat it at the lowest level. Note this sequence has a high upper range — it may be up to 16 HCP with a moderate six card suit (although 15-16 HCP is sufficient to warrant the hand being placed in the Upper Range, a good suit is also required). When the response is at the Two level there is no danger of missing game (the bidding is forced to 2NT, so responder must bid again). Over a response at the One level it is possible to miss a close game, but Blue Club accepts that risk for the sake of maintaining the principle that a jump rebid must be based on a good suit.

♠J

♥K10xxxx

♦AQx

♣AQx

Open 1♥ and rebid 2♥ over any response, despite the 16 HCP.

♠AQx

♥xx

♦Jxxxxx

♣AK

With this very poor suit it may be wiser to rebid 1NT over a response of 1♥ and a rebid of 2♠ over 1♠ is mandatory; but over a response of 2♣ rebid 2♦.

(2) When the Suit is Clubs (Lower Range)

An opening bid of 1♣ is ruled out because it guarantees at least 17 HCP (occasionally less with very good distribution). We therefore have to look for a replacement on all hands where there is no other four+ card suit. The precise distribution is important.

(a) 3334 Distribution, 11-14 HCP

Blue Club is content to pass 11-12 HCP hands with this distribution. The 13-14 HCP hands are opened either 1♦ or 1NT. The tendency is to open 1♦ if the diamonds are decent (stopped for notrump), and 1NT otherwise.

(b) 2335 Distribution, 11-14 HCP

Now an opening bid of 1♦ is preferred followed by a minimum rebid in clubs. However Blue Club does not open 1♦ on a doubleton so when the shape is 3325 we open 1NT (with 13-14 HCP). Finally if the clubs are good and the rest of the points are concentrated in one suit we open 2♣ (see Chapter 5).

♠xx		♠Qxx		♠AQx	
♥AQx	Open 1♦.	♥Kxx	Open 1NT.	♥xx	Open 2♣.
♦Axx		♦Kx		♦xxx	
♣KJxxx		♣AJ10xx		♣AK10xx	

(c) 2236 or 1336 Distribution

Now the choice lies between:

2♣	Always the best when the suit is at least half decent; also best with a fair suit and fewer than three diamonds.
1♦	With three diamonds and poor clubs.
1NT	With poor clubs and only two diamonds.

There are no fixed rules for these Lower Range hands containing a club suit. The opener must use his judgment, noting the quality of the hand and anticipating the likely development of the auction.

(3) Upper Range Hands

So far the described hands have been Lower Range ones, justifying a minimum rebid. Hands with 15-16 HCP and a good six+ card suit are classified as Upper Range. The opening bid is generally the same but the rebid is different.

With 15-16 HCP and a good six+ card suit (minimum KJ10xxx) open One of the suit and jump to 2NT or jump in the suit, according to responder's bid.

♠xx ♥AQJxxx ♦Kx ♣AQx	With 16 HCP and a good suit, this hand is a maximum for a 1♥ opening. Over a 1♠ response, holding stoppers in the other two suits, opener rebids 2NT. Over 1NT, 2♣ and 2♦ responses, opener should rebid 3♥.
-------------------------------	--

There is one minor exception. Consider:

♠AQx ♥AQJxxx ♦Kx ♣xx	Now over a 1♠ or 1NT response opener should rebid 3♥. However, over responses of 2♣ and 2♦ opener should rebid only 2♥. The reason for this is that a Two of a Minor response is often made in preparation for a reverse into their own 5+ card suit. Here a 3♥ rebid would mean that should responder hold five+ spades he/she would have to introduce his/her suit at a high level that would make subsequent bidding difficult. The principle is that with good 3+ card support for the other major suit, do not jump rebid your suit after a 2/1 minor suit response.
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The rebid of 2♥ on this Upper Range hand may seem like an underbid, however after a 2/1 response the auction is forced to 2NT. Opener will have a chance to show reserves of strength later.

Let us for the moment consider the following 2533 hand:

♠xx ♥AQxxx ♦KJx ♣AQx

Although this hand contains 16 HCP, it is not an Upper Range opening because the long suit is only five cards long. Nonetheless, let us compare the development of the auction. Open 1♥ and rebid:

- Over 1NT, rebid 2NT (discussed previously).
- Over 2♣ or 2♦, rebid 2♥ (suit not long enough for a jump).
- The only awkward response is 1♠. Rebids of 1NT or 2♥ are underbids and rebidding 3♥ is not allowed because of the five card suit. The best compromise is to rebid 2NT, with stoppers in the unbid suits. If in the above hand the spades and clubs were reversed you would prefer to raise a 1♠ response to 2♠, possibly 3♠.

Strong hands with six clubs are sometimes opened 1NT, as mentioned previously; more often such hands are opened 2♣.

(B) Two-Suited Hands

As with one-suiters, there are four main divisions; hands that do and do not contain clubs as one of the suits, and Upper Range and Lower Range types. Accordingly the same sort of classification is followed:

- (1) Neither suit clubs (Lower Range)
- (2) One suit clubs (Lower Range)
- (3) Neither suit clubs (Upper Range)
- (4) One suit clubs (Upper Range)

The criteria for classifying a two-suited hand as Upper Range are as follows: 15-16 HCP, at least ten cards in the two suits, and at least one good suit (KJ10xx or better). Hands with 5-4 distribution may be considered Upper Range if they have "extras" (concentration of honors in the long suits, side singleton).

(1) Neither Suit Clubs (Lower Range)

Hands with 4-4 distribution and 11-14 HCP are included in this category (stronger hands with this distribution are opened 1NT). Hands with 5-4 distribution and up to 16 HCP also may be included, as well as hands of 5-5 or 6-4 distribution where the suits are poor. However the normal range of HCP for hands in this category, the range which partner expects, is 11-14.

The distinction between Lower Range and Upper Range is important as it affects the choice of the opening bid, not just the rebid. With Lower Range hands the opener must organize the bidding, just as in Standard American, so that he can give a picture of his distribution without reversing or jumping on the second round. In general a sequence such as:

<i>Opener</i>	<i>Responder</i>
1♥	1♠
2♦	

where responder could return to opener's first bid suit at the Two level shows a Lower Range opener. Sequences such as:

<table style="margin-left: auto; margin-right: auto;"> <tr> <td style="text-align: center;"><i>Opener</i></td> <td style="text-align: center;"><i>Responder</i></td> </tr> <tr> <td style="text-align: center;">1♦</td> <td style="text-align: center;">1♠</td> </tr> <tr> <td style="text-align: center;">2♥</td> <td></td> </tr> </table> <p style="text-align: center;">(Reverse)</p>	<i>Opener</i>	<i>Responder</i>	1♦	1♠	2♥		<table style="margin-left: auto; margin-right: auto;"> <tr> <td style="text-align: center;"><i>Opener</i></td> <td style="text-align: center;"><i>Responder</i></td> </tr> <tr> <td style="text-align: center;">1♥</td> <td style="text-align: center;">1♠</td> </tr> <tr> <td style="text-align: center;">3♦</td> <td></td> </tr> </table> <p style="text-align: center;">(Jump)</p>	<i>Opener</i>	<i>Responder</i>	1♥	1♠	3♦	
<i>Opener</i>	<i>Responder</i>												
1♦	1♠												
2♥													
<i>Opener</i>	<i>Responder</i>												
1♥	1♠												
3♦													

show an Upper Range opening.

In all three of these cases the second suit mentioned is at least as long or longer than the first. This is a direct example of the Canapé style. This procedure is followed except where logic dictates otherwise.

♠Ax ♥Jxxxx ♦AQxx ♣Qx	Here the hearts are very poor (consider as a four-card suit) so a rebid of 2♦ (or, better, 1NT) over a response of 1♠ would not be wrong. Even over a 2♣ response a 2NT rebid is best.
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(a) 4-4 Distribution

With 4-4 distribution open the higher ranking suit. Over the response a rebid in notrump is usually correct.

♠Ax ♥AQxx	Open 1♥ and rebid as follows:	Over 1♠ Over 1NT	1NT pass
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♦QJxx		Over 2♣, 2♦	2NT
♣xxx		Over 2♥	pass

The only exception to the rule of opening the higher ranking suit is when both major suits are held. Here open 1♥.

♠AQxx		Over 1♠	2♠
♥AQxx	Open 1♥ and rebid as follows:	Over 1NT	pass
♦Qx		Over 2♣, 2♦	2NT
♣xxx		Over 2♥	pass

(b) 4-5, 4-6, or 5-5 Distribution (Shorter Suit Higher Ranking)

These hands present no problem, for it is simple to combine the two main principles — no reverse or jump on the second round, second suit at least as long or longer than the first. Open the higher ranking suit.

♠AKxx		Over 1NT, 2♣	2♦
♥xx	Open 1♠ and rebid as follows:	Over 2♦	3♦
♦AQJxx		Over 2♥	3♦
♣xx		Over 2♠	pass

If one of the suits is very poor you should suppress it and treat the hand as a one-suiter.

♠10xxx		Over 1♥	1NT
♥Ax	Open 1♦ and rebid as follows:	Over 1♠	2♠
♦AQJxx		Over 1NT	pass
♣Qx		Over 2♣	2♦

Equally simple is 4-6 distribution.

♠x			
♥AJ10x			
♦KJxxxx			
♣Qx	Open 1♥. Make a minimum rebid in diamonds or pass a response of 2♥.		

With 5-5 distribution open the higher ranking suit and bid the second suit on the next round. Then, if prudent, repeat the better of the two suits.

♠Kxxxx			
♥AKxxx			
♦Kx			
♣x	Open 1♠, rebid 2♥ then 3♥.		

♠AQJxx			
♥x			
♦Q10xxx			
♣Ax	Open 1♠, rebid 2♦ then repeat the spades.		

Again there is a single exception to the rule; when both major suits are held. With 4-5 or 4-6 distribution in the majors, open 1♥ and only bid spades if partner does.

♠Axxx		Over 1♠	2♠
♥KJ10xx	Open 1♥ and rebid as follows:	Over 1NT	2♥
♦AQx		Over 2♣, 2♦	2♥
♣x		Over 2♥	pass

Bid the same with 4-6 distribution.

With 5-5 distribution and both majors bid the hand normally (open 1♠).

(c) When the Higher Ranking Suit is Longer

As a sequence like 1♠-2♣-2♦ usually shows 4-5 or 4-6 distribution in the two suits, is it appropriate to follow the same sequence with 5-4 or 6-4 distribution?

No! As the quality of the hand does not allow a reverse, the solution is to open the higher ranking, longer suit and bid it twice before mentioning the shorter suit.

♠AQ10xx
♥Kx
♦KQxx Open 1♠ and rebid 2♠ over responses of 2♣, 2♦, 2♥.
♣xx

There is never any danger of losing the second suit, for remember that responder is committed to a further bid over 2♠.

Consider the following hand:

♠xx
♥AQ10xx
♦Kx With this hand the major suit should be rebid, even when responder has bid
♣KQxx opener's minor suit.

After 1♥-2♣ repeat the hearts before supporting clubs. This is the most economical way to show a five-card major and a fit for partner (whose minor suit, remember, may be imaginary).

There are two exceptions. The first occurs when responder bids 1NT. A sequence such as 1♠-1NT-2♠ is not forcing, so it would be imprudent now to suppress the second suit if it is strong. In sequences such as 1♠-1NT-2♣ and 1♥-1NT-2♦ the respective lengths of the two suits are not shown. Responder knows only that opener is searching for a fit. To summarize, Canapé is suspended (with Lower Range hands) after a 1NT response.

The second exception again occurs when holding both major suits. Completely reversing the normal procedure we open the longer suit (spades) and rebid the shorter one (hearts). For example:

♠AQxxxx		Over 1NT	2♥
♥AQxx	Open 1♠ and rebid as follows:	Over 2♣,2♦	2♥
♦Jx		Over 2♥	3♥
♣x		Over 2♠	pass
			(or try for game)

This sequence (1♠-something-2♥) promises that the spades are five+ cards long and the hearts are shorter, or the same length as the spades.

This modification and the other exceptions when both majors is held are necessary to avoid the following problem.

<i>Opener</i>	<i>Responder</i>	Without the modifications the bidding could go:	
♠AKxxx	♠xx	1♠	1NT
♥QJxx	♥AKxx	2♠	pass
♦Qx	♦xxx		
♣xx	♣Jxxx	In the recommended scheme the auction goes:	
		1♠	1NT

2♥ pass

And the correct contract is reached.

(2) Two-Suited Hand, One Suit Clubs (Lower Range)

When the clubs are shorter or the same length as the second suit, the artificiality of the 1♣ opening bid does not affect the development of the bidding. With 4-4, 5-4 and 5-5 hands, follow normal procedure, opening the higher ranking, longer suit.

With 5-4 distribution and a five-card major, open the major and on the next round rebid it unless the suit is very weak (a rebid in NT is also a choice).

♠xx
♥AKJxx
♦xx
♣KJxx Open 1♥ and rebid 2♥ over 1♠ or 1NT.

♠Ax
♥Jxxxx
♦xx
♣AKJx Open 1♥ and rebid 2♣ over 1♠.

When the clubs are longer follow the normal style of opening the higher ranking suit and bidding the longer clubs at the minimum level (Canapé) on the next round.

♠x
♥KQxx Open 1♥ and rebid 2♣ over 1♠ or 1NT. Rebid 3♣ over 2♣ or 2♦. Pass a response
♦Qxx of 2♥.
♣AKxxx

When the clubs are strong and the other suit is very weak, treat the hand as a one-suiter and open 2♣, even when you are short of the 15 HCP normally required.

♠x
♥xxxx
♦AQ
♣AKJ10xx Open 2♣.

(3) Neither Suit Clubs, Upper Range

Hands classified as Upper Range receive special treatment, so let's review the requirements. To be considered Upper Range, a two-suiter must possess:

- 15-16 HCP (may be less with 11+ cards in the two suits).
- At least 10 cards in the two suits.
- At least one good suit (KJ10xx or better).

For example:

♠Ax
♥KQJxx
♦KQJxx
♣x Here the three conditions are fulfilled; an Upper Range opening bid.

♠Ax
♥KJxxx Enough points, but neither suit is good enough to place the hand in the Upper Range.

♦Kxxxx
♣A

Initially, hands with 5-4 distribution are not considered Upper Range unless the five card suit is good and the hand contains "extras"; a concentration of honor cards in the two suits or good distribution.

♠AKQx ♥AQJxx ♦xx ♣xx	Yes!
♠AQJx ♥AJxxx ♦Kx ♣xx	Marginal.
♠AJxx ♥AJxxx ♦Kx ♣Qx	No!
♠AJxx ♥AJxxx ♦KQx ♣x	Yes (good distribution).

Upper Range two-suiters are expressed in one of two ways:

- When the higher ranking suit is longer or the same length by a **Reverse**.
- When the higher ranking suit is shorter, by a jump to the Three level in the long suit, a **Jump Canapé**.

Let us examine the first case. The procedure is to open the lower ranking suit and reverse in the higher ranking suit at the Two level (there is no such thing as a reverse at the One level).

This ascending sequence guarantees five+ cards in the second suit and four+ cards in the first, with the second suit at least as long or longer than the first. Here are some examples:

♠AQJxxx ♥AK10x ♦x ♣Qx	Open 1♥, rebid 2♠, then repeat the spades.
♠x ♥AK10xx ♦AKJxx ♣xx	Open 1♦, rebid 2♥, then repeat the diamonds.
♠AKJ10xx ♥x ♦KQ109x ♣x	Only 13 HCP but lots of playing strength. Open 1♦, rebid 2♠.
♠xx ♥AKJ10x ♦AKJx ♣xx	Open 1♦, rebid 2♥, then bid notrump.

Now let us examine the second case which consists of 4-6, 5-6, and exceptional 4-5 hands. Now open the shorter suit and follow with a jump in the long suit. This jump Canapé sequence guarantees that the first suit is shorter than the second suit. For example:

♠Jxxx ♥AKQxx ♦AQx ♣x	Open 1♠, rebid 3♥.
♠x ♥AQxx ♦KQJxxx ♣Kx	Open 1♥, rebid 3♦.
♠KQ109x ♥x	Open 1♠, rebid 3♦, then repeat the spades.

♦AKJ10xx
♣x

Neither a reverse nor a jump Canapé is forcing after a response at the One level, but responder is aware of the situation. After a 2/1 response the partnership is forced to game.

Responder will occasionally bid the major suit that opener was intending to reverse or jump into. This situation (termed a superfit) is exposed by one of three rebids.

1. A double raise of responder's major suit (for example 1♦-1♥-3♥), strong but not forcing. This sequence usually denotes a marginal 5-4 Upper Range opening.
2. A jump to game in a major (1♥-1♠-4♠). This sequence denies first round control of either unbid suit.
3. Jump to Four of a minor over responder's major suit bid. This jump (which may be in opener's first bid suit) conveys a triple message: "I have an Upper Range opening bid. You have bid my long suit. I have first round control of the suit I am bidding now".

<i>Opener Responder</i>	
1♥ 1♠	Superfit in spades, first round control in diamonds.
4♦	

More examples:

♠Ax
♥KQJ10x
♦KJxx
♣Jx Marginal Upper Range hand. Open 1♦ and over a response of 1♥, rebid 3♥.

♠AK10xx
♥AKJxx
♦x
♣Jx Open 1♥ and over a rebid of 1♠, jump to 4♠ (no first round control of either minor).

♠AQ
♥KQJxxx
♦Axxx
♣x Open 1♦ and over a response of 1♥ show the superfit by rebidding 4♦ (first round control of diamonds, not of clubs).

The jump to 4♦ denies first round control of clubs. With first round control of both minor suits, bid clubs first.

A minor suit superfit is shown in a similar fashion, either by jumping to the Four level in responder's minor (1♥-2♦-4♦, opener could hold ♠x ♥KQxx ♦AKJxxx ♣Kx) or by jumping to the Four level in the other minor (with first round control in the minor).

(4) One Suit Clubs (Upper Range)

There are two cases: when the clubs are the shorter or of the same length as the other suit, and when the clubs are the longer of the two suits.

When the clubs are shorter or the same length, the normal system (open the short suit then reverse) is not available because an opening bid of 1♣ is artificial. The solution is to completely invert the normal procedure by opening the long suit and jumping in clubs.

♠x		Over 1♠, 1NT	3♣
♥AQJxxx	Open 1♥ and rebid as follows:	Over 2♣	4♣
♦Kx		Over 2♥	3♣
♣AJxx		Over 2♦	2♥

In the last case a complication arises. Over a response of 2♦ opener's rebid of 3♣ would show longer clubs, shorter hearts and probably a Lower Range opening. A rebid of 4♣ would imply a superfit in diamonds and the ace of clubs (see above). The solution is to rebid the hearts (forcing) and show the extra strength later.

The reluctance to show an Upper Range two-suiter with 5-4 distribution applies even more strongly in this situation. The jump-shift rebid in clubs almost guarantees ten+ cards in the two suits, 6-4, 5-5 or better.

When the clubs are longer than the second suit (Upper Range) open 2♣ (see Chapter 5).

(C) Three-Suited Hands

There are no special techniques for three-suiters of less than 17 HCP. For the first two rounds of bidding these hands are treated as two-suiters. If the hand has 5440 distribution and 15-16 HCP it may be considered an Upper Range hand.

♠AQJ9x
♥Axxx
♦KQ10x
♣
Upper Range. Open 1♥ and follow with 2♠ (if you open 1♦ a heart fit could be missed).

♠AQxx
♥
♦AK10xx
♣Kxxx
Upper Range. Open 1♠ and rebid 3♦.

♠
♥AJxx
♦Q10xx
♣AKQxx
Upper Range. Open 2♣.

♠KJxxx
♥AQxx
♦AQxx
♣
16 HCP but no good suit. Lower Range. Open 1♠.

Moderate 4441 hands are treated as if they were 5431.

♠AQxx		Over 1NT	2♣
♥x	Open 1♠ and rebid as follows:	Over 2♣	2♦
♦KJxx		Over 2♦	3♦
♣Axxx		Over 2♥	2NT
		Over 2♠	pass

Quiz

A. What is your opening bid on the following hands? What would you rebid over a response of 1NT?

- | | | | |
|---------|--------|---------|--------|
| 1 | 2 | 3 | 4 |
| ♠KQxx | ♠x | ♠x | ♠Kx |
| ♥xxx | ♥AQxxx | ♥Qx | ♥Jxxxx |
| ♦AKxx | ♦AQxxx | ♦AKJxxx | ♦KQJxx |
| ♣Jx | ♣Kx | ♣KQxx | ♣A |
| 5 | 6 | 7 | 8 |
| ♠AQJxxx | ♠AKxx | ♠Qx | ♠QJxx |

♥KQJ10x	♥QJxxx	♥Ax	♥Axxx
♦x	♦Ax	♦QJ10xxx	♦
♣x	♣xx	♣AKx	♣AKJxx
9	10	11	12
♠Jx	♠xxx	♠AKxx	♠QJ10xx
♥AQJxxxx	♥AQxx	♥QJxx	♥AQxx
♦AKJx	♦AQxx	♦Ax	♦KQx
♣	♣Jx	♣Qxx	♣x

B. In the Hands in A. above, what would you rebid over a response of 2♣?

Answers

- A. 1. 1♠(2♦ or P) 2. 1♦(2♥) 3. 1♦(3♣) 4. 1♥(2♦) 5. 1♣(2♠) 6. 1♥(P)
 7. 1♦(2♦) 8. 2♣ 9. 1♦(2♥) 10. 1♥(2♦ or P) 11. 1NT 12. 1♠(2♥)

Hand 5: The hand has 3½ losers (9 playing tricks) and thus is too strong for an opening bid of One.

Hand 8: This hand is considered an Upper Range two-suiter, and is thus opened 2♣ (see Chapter 5).

Hand 11: With 15-17 HCP and balanced distribution, open 1NT (see Chapter 4).

- B. 1. 2NT 2. 2♥ 3. 2♦ 4. 2♦ 5. 2♠ 6. 2♥
 7. 2♦ 8. -- 9. 2♥ 10. 2NT 11. 2♠ 12. 2♥

CHAPTER 2

Responding to Opening Bids of One

Responses to opening bids of 1♦, 1♥, and 1♠ are mainly natural and familiar. However there are a few situations where Blue Club style is different from Standard American.

- A major suit response to a 1♦ opening bid usually promises five+ cards.
- The lower limit for a 2/1 response is about 11 HCP. Unless responder is a passed hand it is forcing as far as 2NT.
- The requirements for a 1NT response are slightly higher than normal (7-10 HCP) and 1NT is not forcing. Over a 1♦ opening bid a 1NT response may conceal one or two four-card major suits.
- An immediate jump-shift by responder is usually based on a semi-solid six+ card suit, with or without support for opener's suit. The hand need contain no more than 12 HCP.
- Five+ card major suits with 12+ HCP in responder's hand are expressed by a reverse, which may be initiated by bidding a two+ card suit.

Responses to opening bids of One and later sequences fall into five categories:

- (A) Negative
- (B) Limited
- (C) One round forces
- (D) Game invitations
- (E) Game forces

(A) Negative-Pass

Blue Club players will pass on up to 7 HCP when the hand contains neither good support for partner, nor a fair suit that can be bid at the range of One. Say you pick up:

♠Jx	With this hand a player of Blue Club would pass an opening bid of 1♥, but you
♥xxx	should bid 1NT over an opening bid of 1♠, hoping for a better spot. There is a
♦Qxxx	logical basis for this: in Blue Club the first suit mentioned is often not the best, so we
♣Kxxx	like to give partner a second chance.

(B1) Limited Responses-non supportive

By this we mean any limit bid that describes the hand within narrow limits does not imply support and leaves the next move to partner.

(1) 1NT

As mentioned above, Blue Club sometimes responds 1NT on 6-7 HCP in hopes of finding a better fit, but the average range for this response is closer to 8-10 HCP.

As well as the HCP requirements, a response of 1NT denies a suit biddable at the One level. Over a 1♦ opening a 1NT response denies a five+ card major. Over a 1♥ opening bid 1NT denies four+ spades.

Over a 1♦ opening bid a 1NT response does not deny a four-card major. The reason for this is that 99% of the time a 1♦ opening bid denies the position of a four-card major! Consider the following hands:

1	2	3	4
♠Axxx	♠KQx	♠AJxx	♠AKxxx
♥Ax	♥KQxx	♥x	♥Kx
♦AQxxx	♦KJxx	♦AQxxxxx	♦KQJxx
♣xx	♣xx	♣x	♣x

Hands 1-3 are examples of hands containing a diamond suit and a four-card major. All these hands are opened with One of the major. Hand 4 contains a five-card major and a diamond suit. This hand is opened 1♦, in preparation for a reverse into spades.

The gist of this is that since a 1♦ opening virtually denies a four-card major and thus there is no need for responder to show one; no four-four major suit fit will be missed. If opener has a five+ card major, this will be shown on the next round.

Over a 1♥ opener, however, a 1NT response does deny a four-card major, although a suit such as 10xxx could well be ignored. Thus over a 1♥ opening Blue Club suggests a response of 1NT, not 1♠, with ♠10xxx ♥Kx ♦QJxx ♣Q10x.

(2) Response of 2NT Over a 1♦ Opening

This response promises 11-12 HCP and is non-forcing. Again this response does not deny a four-card major. Blue Club is less addicted to this bid than Standard American because it is difficult afterwards to find a suit fit. This response is only made on hands that are in all respects "dead centre" — the right number of HCP, stoppers in all unbid suits and weak in controls.

♠KJxx
♥KQx
♦xx
♣QJ10x Respond 2NT to a 1♦ opening.

(3) Response of 3NT to 1♦

This is another response Blue Club uses sparingly. It shows a balanced hand of 13-15 HCP, with 4333 distribution, not containing four clubs (respond 2♣), and weak in controls.

♠KJxx
♥Kxx
♦QJx
♣QJx Respond 3NT to a 1♦ opening.

(B2) Limited Responses-supportive

Included in this section are bids that imply a fit for partner's suit but do not guarantee the values for game.

(1) Single Raise of a Major Suit

As in Standard American, this bid shows 6-10 HCP. Four card support is virtually guaranteed. Remember, the major opened may not be opener's longest suit!

(2) Double Raise of a Major Suit

A stronger hand, ranging from a good 9 to a bad 12 HCP. Non-forcing, always four+ card support. The opener may pass with a minimum and will do so more often than in other systems where 1♠-3♠ is also non-forcing. The reason we are more likely to pass this sequence is that we so often open 1♥ or 1♠ on weak hands with a four-card suit.

(3) Double Raise of 1♦

This is part of the Inverted Minors system of raises. A raise of 1♦ to 3♦ is preemptive, with at least five card support and less than 9 HCP.

(4) Triple Raise

As in all modern systems, the direct raise from One to Four is essentially preemptive, implying 5-8 HCP, at least five trumps and a singleton or void.

♠Qxxxx
♥x
♦Jxx
♣Kxxx Raise 1♠ to 4♠.

♠x
♥xx
♦A10xxxx Raise 1♦ to 4♦.
♣QJxx

(C) **One Round Forces**

As in Standard American, a simple change of suit over an opening bid is forcing for one round.

(1) New Suit at the Level of One

This response has the widest range of all. It may be a sub minimum 5 HCP with a good suit and there is no upper limit, although responses at the One level with more than 12 HCP are uncommon. The Canapé style of bidding is used.

Responses of One of a major to 1♦ imply a five+ card suit and 6-11 HCP. With only a four card suit in this point range the preferred responses are 1NT, 2NT, or a 2/1. With a five+ card major and greater than 11 HCP a reversing sequence starting with 2♣ is correct.

In only two instances is the response of 1♥ or 1♠ to a 1♦ opening bid correct on a four-card suit. The first of these is a hand containing 12+ HCP with a four-card major and another five+ card suit. In this instance it is necessary to respond One of a major and then jump or reverse in the second suit, in order to give opener a picture of responder's distribution. If responder's major suit response is raised, he/she should still jump in the second suit to put partner in the picture.

The second instance of a One of a major response to 1♦ on four cards is a balanced hand of 11+ HCP containing one unstopped suit and without a biddable club suit (4+ clubs or the ace or king of clubs). The normal response on these hands is 2NT or 3NT (with all unbid suits stopped) or 2♣ (with at least the club ace or king).

♠AQxx
♥Kxx
♦KJx
♣xxx Respond 1♠ to 1♦, bid 3NT over any response (including 2♠).

♠AQxx
♥Kxx
♦xxx
♣KJx Respond 2♣ to 1♦ (too many controls for a response of 3NT).

The 1♠ response to a 1♥ opening bid is often made on a four-card suit, as the 1♥ opening bid does not deny four spades. The point range for this response is virtually unlimited.

(2) New Suit at the Level of Two

As mentioned previously, this is a positive response implying 11+ HCP, with no upper limit. The first bid suit, if followed by a reverse or NT, may be a false suit no better than Ax or Kx. Four card minor suits are bid freely as new suits at the Two level.

We do not insist on 11 HCP. With 8-10 HCP and a strong rebiddable suit responder may bid at the Two level and repeat the suit. This sequence warns that the hand is below the normal strength in high cards.

Examples of 2/1 responses:

♠Q10x
♥Axxx
♦AQxx
♣xx

Over a 1♠ opening bid, respond 2♦.

♠Kxx
♥KQxxxx
♦Kx
♣Ax

Over a 1♦ or 1♠ opening bid, respond 2♣ preparing to reverse into hearts on the next round.

♠x
♥J10x
♦AQJ9xx
♣xxx

Over a 1♥ or 1♠ opening bid respond 2♦, intending to rebid 3♦ on the next round.

♠Jxx
♥AQxx
♦QJx
♣Kxx

Over 1♦ or 1♠ opening bid respond 2♣.

♠KJx
♥xx
♦KJ10xx
♣AQx

Over a 1♥ or 1♠ opening bid respond 2♦.

♠AKxx
♥QJxx
♦xxx
♣Kx

Over an opening bid of 1♦, respond 2♣ (too many controls for a response of 3NT).

A 2/1 response of 2♥ is different from the others, as it can never be made in preparation for a reverse. The response of 2♥ is natural, at least a five-card suit. If the hand is single-suited it contains 10-12 HCP. With more HCP than this a reverse, starting with Two of a minor, is preferred. With only four hearts, start with Two of a minor first, to see if opener has four hearts himself/herself. If the hand is two-suited the second suit is a 5+ card minor, 10-12 HCP, or a 6+ card minor, 12+ HCP.

♠x
♥AQxxx
♦x
♣KJ10xxx

Over an opening bid of 1♠, respond 2♥ and rebid clubs at a minimum level.

♠xx
♥KQJxx
♦AQJxxx
♣

Over an opening bid of 1♠, respond 2♥ and jump in diamonds on the next round.

(D) Game Invitations

A jump rebid by responder in his/her own suit is invitational.

<i>Opener</i>	<i>Responder</i>	
1♥	1♠	Responder may hold: ♠AQJxxx ♥x ♦Kxx ♣10xx A delayed jump in partner's minor suit is only invitational.
2♣	3♠	

<i>Opener</i>	<i>Responder</i>	
1♦	1♥	For example: ♠x ♥KJxxx ♦AQxxx ♣xx. The final bid in this auction is not forcing.
1NT	3♦	

(E) Game Forces

The following sequences are forcing to game:

- (1) Immediate jump-shift
- (2) Reverse by responder
- (3) Jump-shift on the second round
- (4) Bids denoting an exceptional fit
- (5) Forcing raises of opener's suit

(1) Immediate Jump-shift

The special function of an immediate jump-shift is to describe a long, semi-solid suit and 12+ HCP. The high card requirement is less than in standard systems, but this is balanced by the insistence on a strong suit. To jump in a major suit, the suit should be playable for one loser opposite a low doubleton (minimum KJ10xxx). For a jump to 3♣ or 3♦, however, it is permitted to have more than one potential loser if there are compensating values (extra HCP). Otherwise there would be no way of bidding certain strong minor suit hands.

♠AKJ9xx
♥AJx
♦Jxx
♣x Bid 2♠ over an opening bid of 1♦ or 1♥.

♠Kxx
♥xx
♦Ax
♣AQJ10xx Bid 3♣ over an opening bid of 1♦, 1♥ or 1♠ (the standard type).

♠AQx
♥AQx
♦KQxxx
♣xx Bid 3♦ over an opening bid of 1♥ or 1♠ (insufficient suit but compensating values).

After a major suit jump-shift opener should always raise on Qx, xxx or better to set the suit and prepare for cue-bidding.

A jump-shift describes a single-suited hand. Even a side suit as poor as Jxxx is not allowed. However a jump-shift may be made with four+ cards in opener's suit. This situation is revealed by rebidding in opener's first suit, even if the jump-shift suit is raised.

♠x
♥KJxx
♦AK10xxx
♣Kx Bid 3♦ over a 1♥ opening bid and rebid 4♥ over opener's rebid (even if it is 4♦).

The corollary to this exception is that after a jump-shift response has been raised responder cannot cue-bid in opener's first suit immediately.

♠x
 ♥AJx
 ♦KQJxxx Bid 3♦ over a 1♥ opening bid. If opener raises to 4♦, cue-bid 4♠ as opposed to 4♥
 ♣Kxx (which would show four+ card heart support).

The rules discussed above render one type of hand unbidable: over a 1♠ opening bid a two-suiter with four hearts and a six card minor and 12+ HCP (for example ♠Qx ♥Kxxx ♦x ♣AKJxxx). Using the rules above, one cannot respond 3♣ to a 1♠ opening bid (four card side suit) nor 2♥ (this response promises a five+ card heart suit). The response of 2♣ is possible, but after this start, you will never be able to show a suit this good.

The solution to this problem is to either ignore the hearts (treating the hand as a one-suiter) or responding 2♣ in hopes that opener will rebid hearts, but "losing", to some degree, the clubs. As the playing strength of the responding hand increases, the tendency increases to ignore the hearts and jump-shift.

(2) Reverse by Responder

This is the sequence where responder bids at the Two level and follows with a bid of a higher ranking suit. For example:

<i>Opener</i>	<i>Responder</i>		<i>Opener</i>	<i>Responder</i>
1♥	2♣		1♠	2♦
2♥	2♠		2NT	3♥

The reverse by responder shows in theory 12+ HCP, four+ cards in the first suit, and five+ cards in the second suit, with the second suit at least as long or longer than the first. However, as mentioned previously, the first suit is often imaginary, possibly as little as Axx or Kx. This style of bidding comes easily once the Canapé principle is understood. This sequence is necessary because there is no other way to describe a good hand with a major suit not strong enough for a jump-shift. For example:

♠KJ10xx
 ♥xxx Over a 1♦ or 1♥ opening bid you cannot properly bid 2♠ on this suit. You prepare
 ♦AKx for a reverse by bidding 2♣ (over 1♦) or 2♦ (over 1♥), intending to follow with 2♠ or
 ♣Kx 3♠ on the next round according to opener's rebid.

With a choice of two suits in which to start a reverse by responder (as in the previous example) always choose the longer, or with equal length, the lower ranking.

A reverse by responder promises that the first suit bid is four+ cards long or is headed by the A or K. These restrictions may require bidding a three-card heart suit occasionally.

♠AQ10xx
 ♥KQx
 ♦Axx Over a 1♦ opening bid prepare to reverse into spades by bidding 1♥. If 1♥ gets
 ♣xx raised to 2♥, rebid 3♠. That shows this type of hand.

(3) Jump-shift on the Second Round

<i>Opener</i>	<i>Responder</i>
1♦	1♥
1NT	3♣

This type of sequence is analogous to a jump Canapé by opener. It promises 12+ HCP, four+ cards in the first suit and five+ cards in the second. Unlike a reverse by responder, the first bid suit in this case is always real (four+ cards long). You hold as responder:

	<i>Opener</i>	<i>Responder</i>
♠KQxx		
♥Ax	1♥	1♠
♦x	1NT	3♣
♣KQJ9xx		

If in the above sequence opener chooses to rebid 2♥ then responder's intention to jump will be frustrated; however 3♣, a new suit at the Three level, will still be forcing. Another complication is if opener rebids 2♣. Now 3♣ would be a non-forcing raise and a jump to 4♣ is necessary to show the big hand. Should opener raise 1♠ to 2♠ (which in this case implies four card support) responder should still jump to 4♣ to put opener in the picture.

(4) Bids Denoting an Exceptional Fit

Sometimes opener will rebid the suit in which responder was planning to reverse or jump Canapé. In Blue Club we have many ways of celebrating this happy (but rare) event. You hold as responder:

♠xx	
♥AKJxx	Over an opening bid of 1♦ or 1♠ responder bids 2♣ preparing to reverse into hearts.
♦xxx	Surprise! Opener rebids 2♥.
♣Axx	

♠KQxx	
♥KJxxx	Over an opening bid of 1♦ responder bids 1♠, preparing to jump Canapé into hearts.
♦Qx	Opener rebids 2♥!
♣Kx	

These types of superfits are revealed in two ways, depending on whether the superfit suit is in a major or a minor.

(a) Major Suit Superfit

A superfit in a major is described by a jump to Four of a minor, even if this minor was originally bid by responder. For example:

♠Kx	
♥AJ10xx	
♦xx	Over an opening bid of 1♠ respond 2♣, preparing to reverse into hearts. If opener rebids 2♥, jump to 4♣.
♣AQxx	

♠KQxx	
♥KJ10xx	
♦Kx	Over an opening bid of 1♦ respond 1♠, preparing to jump Canapé into hearts. If opener rebids 2♥ jump to 4♣.
♣Ax	

These jumps to the Four level confirm terrific support for opener's second bid suit. In the first case the 4♣ bid promises the A or K of clubs as well. In the second case a control is not promised as 4♣ is the only Four of a minor bid available to show a superfit (4♦ would be delayed support for diamonds, e.g., ♠AKxxx ♥x ♦KJ10xx ♣Ax).

(b) Minor Suit Superfit

Here the superfit is confirmed by a jump to Four in opener's second suit.

♠AJxx	
♥Qx	
♦K10xxxx	Over a 1♥ opening bid respond 1♠, preparing to jump Canapé into diamonds. If opener rebids 2♦, jump to 4♦ to confirm a superfit.
♣A	

♠Ax
 ♥KQJx
 ♦xx
 ♣KQJxx

Over a 1♦ opening bid respond 1♥, preparing to jump Canapé into clubs. If opener rebids 2♣, jump to 4♣.

(5) Forcing Raises of Opener's Suit

(a) 1♦ Opening

There are three sequences which responder can use to show strong support for opener's 1♦ opening bid.

- (i) Single raise
- (ii) Reverse into diamonds by responder
- (iii) Delayed jump to 4♦

(i) Single raise

This bid is part of the Inverted Minors system of raises. A raise of 1♦ to 2♦ promises 12+ HCP, five+ diamonds and is forcing to 3NT or 4♦. This raise denies a five-card major or four+ clubs (see ii below).

♠Kxxx
 ♥Ax
 ♦AKxxx
 ♣xx

Over a 1♦ opening bid respond 2♦.

After the single raise opener rebids as follows:

2♥	Heart stopper.
2♠	Spade stopper (denies a heart stopper).
2NT	Six+ diamonds, 15-16 HCP (Upper Range opening).
3♣	Only three diamonds, five+ clubs, 11-14 HCP.
3♦	No major suit stopper, 11-14 HCP.
3♥	Five+ hearts, 15-16 HCP.
3♠	Five+ spades, 15-16 HCP.
3NT	Four+ clubs, five+ diamonds, 15-16 HCP.

(ii) Reverse into diamonds by responder

This sequence is employed when responder has good five+ card support for diamonds and four+ clubs.

♠x
 ♥AJx
 ♦KJ10xx
 ♣AQJx

Over a 1♦ opening bid respond 2♣, preparing to reverse into diamonds.

Note that in this case, unlike a reverse into a major, a reverse into diamonds promises a real club suit.

(iii) Delayed jump to 4♦

This sequence is employed when opener has five+ spades or hearts and good diamond support. Responder bids his/her major at the One level, then jumps to 4♦ over opener's rebid.

♠Kx
 ♥AJ10xx
 ♦KQJxx
 ♣x

Over a 1♦ opening bid respond 1♥ then jump to 4♦ over opener's rebid (even if it is 2♥).

<i>Opener</i>	<i>Opener</i>	<i>Responder</i>
♠xxx	1♦	1♥
♥KQx	2♥	4♦
♦Axxxx	5♣	6♦
♣Ax		

(b) Major Suit Openings

Blue Club possesses many ways of expressing good support for opener's major suit opening. The underlying principle is that support for opener's first bid major suit is always acknowledged immediately with sub game forcing values. As well opener's major suit opening is assumed to be four cards long unless rebid, thus it is extremely unlikely that a preference to this suit would be taken later in the auction. Therefore, as a rule, a bid by responder of opener's first bid major suit at the Three level or higher, after the first round of the auction, signifies a game forcing raise of some sort.

The following forcing raises of opener's first bid major suit are available:

- (i) Swiss Raise
- (ii) Splinter Raise
- (iii) Delayed Game Raise
- (iv) Minor Suit Controls Raise
- (v) Reverse into opener's major
- (vi) Jacoby 2NT

(i) Swiss Raise

The immediate jump to 3NT over a major suit opening bid describes a balanced hand containing four card trump support with 12-15 HCP. The hand should not contain a decent 5+ card side suit nor a singleton or void.

Opener's rebids in a new suit show 15-16 HCP (Upper Range two-suiter) and show his/her Canapé (longer) suit.

(ii) Splinter Raise

Bids of 4♣ and 4♦ over opener's major suit bid announce four card trump support (possibly bad five card support), 13-15 HCP, with a singleton or void in the suit bid. If the hand contains a five+ card side suit, then that suit is relatively weak.

Opener either bids game after the Splinter Raise or initiates a cue-bidding sequence.

(iii) Delayed Game Raise

The possession of a five+ card side suit with a trump fit can be of significant value when discovering a deal's slam potential. Hands of this nature, where responder has four card trump support with a decent five+ card side suit and 12-15 HCP are expressed as follows; responder bids his long suit over the opening bid of One of a major then jumps to game over opener's rebid.

♠Axxx	
♥Kxx	Over partner's 1♠ opening, respond 2♦ and rebid 4♠ over partner's response (side suit too good for Splinter Raise).
♦KQ10xx	
♣x	

♠AKxxx	
♥KQJx	Over partner's 1♥ opening bid respond 1♠ then jump to 4♥ over opener's rebid (unless spades are raised).
♦Qx	
♣xx	

In the case where opener rebids his/her suit, the jump to game may lose its implication of four card support plus a good side suit, and it may be necessary to modify responder's rebid.

♠AJxx
♥Ax
♦xx
♣KQ10xx

Over an opening bid of 1♠ rebid 2♣, intending to jump to 4♠. Over a rebid of 2♠ responder should bid 4♣ (Minor Suit Controls Raise), implying better trumps, but showing the good hand.

If the side suit is six+ cards long and semi-solid or better, the suit is too good for a Delayed Game Raise. In this instance responder should jump-shift into the long suit and support partner on the next round.

(iv) Minor Suit Controls Raise

Hands that qualify for a Minor Suit Controls Raise contain 12-16 HCP, moderate five+ card support for opener's major suit and honor control in at least one minor suit. The Minor Suit Controls Raise is executed by bidding a minor suit at the Two level and then jumping to the Four level in the same or the other minor. For example:

<i>Opener Responder</i>		<i>Opener Responder</i>	
1♥	2♣	1♥	2♦
2♥	4♦	2NT	4♣

Responder plans from the first to show an exceptional fit for opener's major. The message he/she conveys depends on the order in which he/she bids the minor suits:

2♣ followed by 4♣	Honor control of clubs only (A or K or both).
2♦ followed by 4♦	Honor control of diamonds only (A or K or both).
2♣ followed by 4♦	Either first round honor control of each minor or second round honor control of each minor (A-A or K-K).
2♦ followed by 4♣	First round honor control of one minor suit and second round honor control of the other.

The ascending sequence of minor suits (clubs followed by diamonds) shows like controls in the minors. The descending sequence shows different controls in the minors.

The advantage of showing precise controls in this manner hardly needs to be stressed.

The idealized sequence described above may require modification, depending on opener's rebid.

1. Opener rebids 2NT or 2 of his/her original major.

No modification necessary. Responder completes his/her Minor Suit Controls Raise as intended.

2. Opener raises responder's Two level response.

Opener's rebid promises exactly four cards in his/her major suit, five+ card support for responder's "suit", and usually 11-14 HCP. Responder must abandon his intention to complete the Minor Suit Controls Raise. At this point responder has four options.

- Bid Three of opener's major (Reverse Raise). This implies (see below) honor control in the minor responder bid, game forcing values, and very good five+ card support for opener's major.
- Jump to game in opener's major (implying a Delayed Game Raise). This is usually best if responder's initial bid happened to be in a four+ card suit.
- If the initial bid by responder was 2♣, a jump to 4♦ by responder implies a Minor Suit Controls Raise of opener's major.
- Responder is free to bid Four of the raised minor, which will set the suit as trumps and force to game (remember, opener has five+ cards in your "suit", and you get to play the hand!).

3. Opener rebids the other minor (non jump). For example:

Opener Responder

1♠ 2♣
2♦

Here responder must jump to 4♣ with any Minor Suit Controls Raise as a jump to 4♦ would show a superfit in diamonds.

4. Opener rebids other major (non reverse).

Opener Responder

1♠ 2♣
2♥

Now responder must rebid 3♠ with any Minor Suit Controls Raise (implying a Reverse Raise), as both 4♣ and 4♦ rebids would imply a superfit for hearts.

5. Opener reverses.

Opener Responder

1♥ 2♦
2♠

No modification necessary, both 4♣ and 4♦ show superfit raises of hearts (with a spade fit a simple raise to 3♠ is sufficient).

6. Opener jump Canapés in responder's "suit".

<i>Opener</i>	<i>Responder</i>	<i>Opener</i>	<i>Responder</i>
1♠	2♣	1♥	2♦
4♣		4♦	

Responder has three options:

- Bid game in opener's major. This is appropriate for the weaker types of Minor Suit Controls Raises. Remember: opener will know when you rebid in the major that you have at least 12 HCP, a fit for the major, and "something" in the minor (length or a high honor).
- Bid 4NT. This will be interpreted as Roman Key Card Blackwood for the minor. You can sign off later in the major.
- Cue-bid (raised minor trump).

7. Opener jump Canapés into the other minor. For example:

<i>Opener</i>	<i>Responder</i>	<i>Opener</i>	<i>Responder</i>
1♠	2♣	1♥	2♦
3♦		4♣	

Now a rebid of responder's minor is a Minor Suit Controls Raise. In the second auction opener will have a five+ card major. This may cause some problems if responder has a long minor suit. For example:

♠Ax
♥xx
♦KQ10xxx
♣xxx

Over an opening bid of 1♥ respond 2♦. If opener rebids 4♣ you cannot rebid 4♦, as this would be a Minor Suit Controls Raise. Best rebid is 4♥. Partner's hand could be ♠Kx ♥AJ10xx ♦x ♣AKJxx

♠Ax
♥xx
♦xxx

Over an opening bid of 1♥ respond 2♣. If opener rebids 3♦ you cannot rebid 4♣, as this would imply a Minor Suit Controls Raise. Best rebid is 3NT.

♣KQ10xxx

8. Opener's jump Canapé into the other major

<i>Opener</i>	<i>Responder</i>
1♠	2♦
3♥	

Here 3♠ would show a forcing raise in spades (Minor Suit Controls Raise or Reverse Raise), and 4♣ and 4♦ are cue-bids, agreeing hearts.

This system of modifications to the Minor Suit Controls Raise may seem very complicated, however the scheme has a logical theoretical basis.

- Delayed support for opener's first bid major suit is always game forcing (except when opener has rebid his/her suit).
- After a 2/1 response and opener's reverse or jump Canapé the auction is forced to game.
- With all game forcing hands in which responder holds a rebiddable minor suit, the initial response is a jump-shift. That's why a sequence such as 1♠-2♣-2♦-4♣ can show support for spades. With a game going hand containing rebiddable clubs such as ♠AK ♥Kxx ♦x ♣KQJxxx responder would bid 3♣ on the first round.
- A bid of the fourth suit at the Four level, if made without a jump, always implies support for partner's last bid suit.

(v) Reverse Raise

The Reverse Raise is employed on hands containing good five+ card support for opener's major and 14-17 HCP. This raise is somewhat stronger than a Minor Suit Controls Raise. In that part of the HCP range where the two raises overlap, the Reverse Raise promises better trumps.

A Reverse Raise is made by bidding a minor suit (four+ cards long or headed by the Ace or King) at the Two level then bidding Three of opener's first bid major suit, whether or not this is a jump. For example;

<i>Opener</i>	<i>Responder</i>	<i>Opener</i>	<i>Responder</i>
1♠	2♣	1♠	2♦
2NT	3♠	2♥	3♠

Again this theoretical sequence may require modification, based on opener's rebid.

1. Opener rebids 2NT or a new suit at the Two level.

No modification necessary. Responder rebids three of opener's first bid major to show a Reverse Raise.

2. Opener rebids his/her suit

<i>Opener</i>	<i>Responder</i>
1♠	2♣
2♠	

Now a rebid of three of opener's suit (here spades) is not forcing (it would show a hand like ♠Qxx ♥xx ♦Axx ♣KQxxx). To show a forcing spade raise with five+ trumps responder must jump to Four of a minor, implying a Minor Suit Controls Raise.

3. Opener raises responder's minor, or jump Canapés into another suit at the Three level.

<i>Opener</i>	<i>Responder</i>	<i>Opener</i>	<i>Responder</i>
1♥	2♣	1♥	2♣
3♣		3♦	

No modification necessary. Three of opener's first bid suit still implies a Reverse Raise.

4. Opener jump raises responder, or jump Canapés into the other minor at the Four level.

<i>Opener</i>		<i>Responder</i>		<i>Opener</i>	<i>Responder</i>
1♠		2♣		1♥	2♦
4♣				4♣	

These sequences, which consume much bidding space, make the decision of how to continue much more difficult. A bid of Four of the major implies a forcing raise (Delayed Game, Minor Suit Controls or Reverse) and opener, with 15-16 HCP is always likely to try for slam. Depending on responder's hand responder can:

- Bid a new suit (cue-bid agreeing opener's last bid suit).
- Bid 4NT (Roman Key Card Blackwood for opener's last bid suit).
- Bid 5♠ (slam try in spades lacking control of the unbid suit (second example) or asking about trumps (first example))

(vi) Jacoby 2NT

So far all forcing raises discussed have been "descriptive", describing responder's hand to opener and letting opener choose the next move. Let's make a table of them:

Distribution	HCP	Additional features	Trumps	Raise
Balanced	12-15	No good 5+ card side suit. No shortness.	4	Swiss (3NT)
Unbalanced	12-15	Singleton or void club.	4	Splinter (4♣)
		Singleton or void diamond.		Splinter (4♦)
Unbalanced	12-15	Five+ card side suit.	4	Delayed Game
Unbalanced	12-15	Control(s) in the minor suits.	5+	Minor Suit Controls
Unbalanced	14-17	Good trumps.	5+	Reverse

Hands that do not fall into one of these categories are included in Jacoby 2NT. There are five types:

- (1) Balanced hands with four trumps and 16+ HCP (too strong for Swiss Raise).
- (2) Four trumps, five+ card side suit, 16+ HCP (too strong for Delayed Game Raise).
- (3) Five+ trumps, 17+ HCP (too strong for Minor Suit Controls or Reverse Raises).
- (4) Five+ trumps, 12-14 HCP, no minor suit control.
- (5) Freaks.

Jacoby 2NT fulfils the needs of responder when he/she wants to get information from opener, rather than give it.

The responses to Jacoby 2NT after a 1♥ opening are as follows:

<i>Opener</i>	<i>Responder</i>
1♥	2NT
3♣, 3♦, 3♠	Singleton or void (bid suit below shortness), 11-14 HCP.
3♥	Six+ hearts, 14-16 HCP.
3NT	5332 distribution, 14-16 HCP.
4♣, 4♦, 4♠	Five+ card suit (the suit bid), 15-16 HCP (Upper Range two-suiter).
4♥	Four hearts, no shortness, 11-14 HCP, Five+ hearts, no shortness, 11-13 HCP.

The responses are slightly different after a 1♠ opening.

3♣, 3♦, 3♥	Singleton or void (suit below shortness).
3♠	Six+ spades.
3NT	5332 distribution.
4♣, 4♦, 4♥	Five+ card suit.
4♠	Weak opening.

In the case where opener shows shortness, responder's immediate bid of the short suit is a Trump Asking Bid (TAB).

<i>Opener</i>	<i>Responder</i>
1♥	2NT
3♣	3♦ (TAB)

Opener responds:

1st Step	Four "bad" trumps.
2nd Step	Four "good" trumps.
3rd Step	Five+ "bad" trumps.
4th Step	Five+ "good" trumps.

"Bad" trumps are at best Q high. "Good" trumps are headed by the A or K.

A rebid of the short suit asks for further information.

"Bad" Trumps

1st Step	J high or worse.
2nd Step	Q only high.
3rd Step	QJ high.

"Good" Trumps

1st Step	A or K only.
2nd Step	A or K plus Q.
3rd Step	AK.

All suit bids after the TAB and all suit bids other than the short suit by responder are cue-bids.

Jumps by responder after opener's first rebid show a long second suit, and are forcing. For example;

<i>Responder</i>	<i>Opener</i>	<i>Responder</i>
♠AJxxx	1♠	2NT
♥	3any	5♦
♦AKxxxxx		
♣K		

(F) Passed Hand Responses

The fact that Blue Club players tend to open somewhat lighter than people playing standard systems means that it is unlikely that you will hold a near game forcing hand as a passed hand.

(1) New Suits at the One-Level and 1NT

These responses are unaffected by being a passed hand.

(2) New Suits at the Two-Level

New (non-jump) suits at the two-level by a passed hand are not forcing and are thus never made on a short suit. Although opener may pass them, if he/she does rebid they are still forcing to 2NT.

(3) Raises of Opener's Suit

Single and double raises of opener's major suit opening are the same as by an unpassed hand, although a limit double raise of a major suit third hand opening bid should be kept up to strength. The use of the Drury Convention (a response of 2♣ by a passed hand to a 1♥ or 1♠ opening to show a limit raise) is not part of Blue Club, but... the transplant would not be rejected.

The single raise of opener's 1♦ opening bid, previously a game force, is modified to promise only a limit raise, forcing (if opener rebids at all) to 2NT or 3♦. The preemptive double raise of 1♦ is retained in passed hand bidding.

(4) Jump-Shift

The jump-shift responses to opening bids of One are obviously prohibited in their normal sense in passed hand bidding. These responses now show a "flower", five+ cards in the suit bid, four+ card support for opener's suit (five+ cards if diamonds) and the values for a limit raise of opener's suit.

Opener may pass, return to Three of his/her original suit, raise the new suit (forcing), jump to game in either suit or bid a new suit (cue-bid with the opening bidder's suit as trumps).

(5) 2NT

The 2NT response by a passed hand reverts to its natural meaning, even over a major suit opening; 10-12 HCP and a balanced hand. Some caution should be exercised in using this response opposite a third hand opener; the responding hand should be a maximum, well bolstered with nines and tens.

Quiz

1. With each of the following hands, what would you respond to partner's opening bid of 1♦?

A	B	C	D	E	F
♠AKxx	♠Ax	♠QJx	♠A	♠KQJxxx	♠Kx
♥xx	♥KQxxx	♥Qxxx	♥KJxx	♥Ax	♥Axxx
♦Jxxx	♦KQxxx	♦Kx	♦xx	♦Ax	♦KJ10xxx
♣Kxx	♣x	♣xxxx	♣AQJxxx	♣xxx	♣Kx
G	H	I	J	K	L
♠xx	♠AJxx	♠Kx	♠x	♠KJ10xx	♠KJxx
♥AJ10xxx	♥Kx	♥xxxx	♥Axx	♥Qxx	♥xxx
♦Kx	♦Jxxx	♦QJxx	♦KQJxx	♦Kx	♦Axxx
♣AJx	♣Qxx	♣xxx	♣Kxxx	♣AKx	♣Jx
M	N	O	P		
♠QJxx	♠x	♠xxx	♠KQxx		
♥KJxx	♥xx	♥Axx	♥KQxx		
♦Ax	♦KJxxx	♦xx	♦Jx		
♣xxx	♣AKJxx	♣KQJxx	♣Qxx		

2. With each of the hands in 1. above, what would you respond if partner's opening bid was 1♥?

3. With each of the hands in 1. above, what would you respond to partner's 1♠ opening bid?

4. With each of the following hands partner opens 1♥. (i) What is your response? (ii) What type of raise are you intending to make?

A	B	C	D	E	F
♠xxx	♠xx	♠Axx	♠xxx	♠AKx	♠Axx
♥AKJxxx	♥KQJx	♥KJ10x	♥AJxxx	♥KQxxx	♥KQxx
♦AKx	♦Kx	♦xx	♦Axx	♦xxxx	♦Ax
♣x	♣AJxxx	♣xxxx	♣Ax	♣x	♣KJxx
G	H	I	J	K	L
♠AKx	♠x	♠KQ10xxx	♠xx	♠Ax	♠Qxx
♥AKxxx	♥QJxx	♥AQJx	♥AJ10xx	♥AKxxx	♥KQxx
♦xxx	♦AQxx	♦Jxx	♦xxx	♦KQxx	♦KJ10xx
♣Ax	♣xxxx	♣	♣Kxx	♣xx	♣x

5. With each of the hand in 4. above, partner rebids at the minimum level in clubs. (i) What is your rebid? (ii) What is partner's general strength? (iii) What can you say about partner's club holding?

6. In each of the hands below, what can you tell about partner's hand, and what is your next bid?

A	B
♠AQxxx	1♠
♥Axxxx	2♥
♦Kx	?
♣x	
2♣	4♦
	♠xx
	♥QJxxx
	♦KQJx
	♣Kx
	1♥
	3♥
	?
	2♠
	3NT

Answers

1. A. 2♣ B. 1♥ C. 1NT D. 1♥ E. 2♠ F. 2♦ G. 2♥ H. 2NT I. P J. 2♣ K. 2♣ L. 1NT
M. 2NT N. 2♣ O. 2♣ P. 3NT

2. A. 1♠ B. 2♦ C. 2♥ D. 3♣ E. 2♠ F. 2♦ G. 2♦ H. 1♠ I. P J. 2♣ K. 2♣ L. 1♠
M. 3♥ N. 2♣ O. 2♣ P. 3NT

3. A. 3♠ B. 2♦ C. 1NT D. 2♣ E. 2♦ F. 2♦ G. 2♣ H. 3♠ I. 1NT J. 2♣ K. 2♦ L. 2♠
M. 3♠ N. 2♣ O. 2♣ P. 3NT

4. A. (i) 2♦ (ii) Reverse
B. (i) 2♣ (ii) Delayed game
C. (i) 2♥ (ii) Single
D. (i) 2♣ (ii) Minor suit controls
E. (i) 4♣ (ii) Splinter
F. (i) 2NT (ii) Jacoby
G. (i) 2NT (ii) Jacoby
H. (i) 3♥ (ii) Limit
I. (i) 2♠ (ii) Jump-shift
J. (i) 2♥ (ii) Single
K. (i) 2♦ (ii) Reverse
L. (i) 3♥ (ii) Limit

5. A. (i) 3♥ (ii) 11-15 (iii) 5+ clubs,
B. (i) 3♦ (cue-bid) (ii) 11-14 (iii) 5+ clubs
C. (i) 3♥ (ii) 15-16 (iii) 4+ clubs
D. (i) 4♦ (ii) 11-14 (iii) 5+ clubs
E. (i) 5♥ (ii) 15-16 (iii) 5+ solid clubs

Unbalanced hand

- | | | | | |
|----------------------|----------------------|----------------|-----------------|----------------|
| F. | G. | H. | I. | J. |
| (i) 3♦ or 3♥ | (i) 3♠ | (i) 3♦ | (i) 3♥ | (i) 4♣ |
| (ii) prob 11-14 | (ii) prob 11-14 | (ii) 15-16 | (ii) prob 11-14 | (ii) 15-16 |
| (iii) ? (sing. dia.) | (iii) ? (sing. dia.) | (iii) 4+ clubs | (iii) 5+ clubs | (iii) 4+ clubs |
| K. | L. | | | |
| (i) 3♥ | (i) 4♦ | | | |
| (ii) 11-15 | (ii) 15-16 | | | |
| (iii) 5+ clubs | (iii) club control | | | |

6.

- A. Partner's jump to 4♦ implies a superfit in hearts and the ace of diamonds; partner had intended to reverse into hearts. He/she lacks the ace of clubs. Slam is an excellent prospect. Bid 4♠ (cue-bid).
- B. Partner has 6+ semi-solid spades and 12+ HCP. His/her rebid of 3NT should show stoppers in the minor suits. Though your hand is a minimum, you should bid 4♣ which must be a cue-bid in support of spades, showing less than Qx.

Hand 1D: Do not make a jump-shift response with this hand as it is a two-suiter. This is despite the fact that opener almost certainly does not have a four card major.

Hand 3G: A jump-shift of 3♥ over a 1♠ opening is pre-emptive and should be avoided unless the suit is very good. A bid of 2♣, preparing to reverse into hearts, will work almost as well and uses much less bidding space.

Hand 5E: It is very unlikely that partner would bid 5♣ without first or second round control of both diamonds and spades, as bypassing these two suits implies. This auction is very unlikely to occur.

CHAPTER 3

Opening Bids of One-Dealing with Interference

So far all the auctions that we have discussed in the last two chapters have been blissfully free of intervening bids by the opponents. In real life this is obviously not true. Overcalls, especially preemptive ones, are far more common now than in the past and any effective modern system must be able to deal effectively with them.

The arrival of negative doubles, more than 40 years ago, changed the face of competitive bidding forever. However the negative double in its normal sense is of little use in Blue Club, due to the Canapé style of bidding.

In Standard American negative doubles, in large part, are used to discover a 4-4 fit in a suit higher ranking than the opening bid. This function is of little use in Blue Club as the opening bid is usually in the highest ranking 4+ card suit, especially Lower Range hands. Thus the "standard" meanings of many competitive bids must be modified for use in Blue Club.

(A) Takeout Double

The general philosophy (largely developed by playing in Montana) is: ignore the takeout double. As a takeout double takes up no bidding space it is of no immediate hindrance to constructive bidding. Its power (if your side holds the balance of power) lies in that the doubler's partner is very likely to preempt if he/she is weak as he/she has a choice of three suits for a fit. If you as responder are weak and it is the doubler's side that has the balance of power then your first bid is likely to be your last (remember opener cannot have 17+ HCP) so you should make it count.

General Principles

- Takeout double generally ignored with good hands.
- Bids of bad suits avoided with weak hands.
- Two level bids always natural.
- Canapé style of bidding used.

Let's look at the various responses after the auction 1♦ or 1♥ or 1♠-dble-

(1) New Suit at the One Level

New suits at the One level are unchanged by the intervening takeout double. They have the same meaning as without the double and they are forcing on opener. Responses at the one level are kept "up to strength" (*i.e.*, 8+ HCP). With 6-7 HCP only bid if the suit you have is good (*i.e.*, it would make a good lead).

♠AQxx

♥x

♦Kx

♣KQJxxx

Over partner's 1♥ opening bid and a takeout double, respond 1♠, preparing to jump Canapé into clubs.

♠KQxxx

♥Qxx

♦xx

♣xxx

Bid 1♠ over 1♦ or 1♥-dble.

♠Qxxxx

♥Qxx

♦Kx

♣xxx

Now it is better to pass the double.

(2) 1NT

The response of 1NT is again unaffected by the intervening takeout double. This response again should be kept up to strength (8-10 HCP).

(3) New Suit at the Two Level

Here we come to some variations in the "ignore the double" principle. New suits at the Two level are natural 9-12 HCP. They are forcing on opener unless he/she has an absolute minimum. Two level responses are never made as preparations for reverses, *etc.*

♠Ax
♥xxx
♦xxx
♣AQJxx Bid 2♣ over a 1♦, 1♥ or 1♠ opening bid and a takeout double.

♠Kx
♥KQJxxx
♦xx
♣xxx Bid 2♥ over 1♠-dble.

With 7-8 HCP and a strong rebiddable suit, a bid of the suit at the Two level is permissible only with tolerance for opener's first bid suit.

♠xxx
♥x
♦AQJxxx Bid 2♦ over an opening bid of 1♠-dble. Over a sequence of 1♥-dble, pass (or respond 1 NT).
♣xxx

(4) Raises

We will consider three raises of opener's suit: single raise, double raise and 2NT.

(a) Single Raise

This bid shows the values for a normal single raise, *i.e.*, semi-constructive (7-10 HCP, 4+ card support if raising a major, 5+ card support if raising diamonds).

(b) Double Raise

The double raise is preemptive, ranging from 5+ trumps and 7 HCP down to as low as your courage will take you.

Preemptive raises are most effective when: (a) they have a chance to make (*i.e.*, opener is very strong); or (b) they keep the opponents in the dark as to their best suit. Neither of these cases applies under present circumstances. Opener is never going to "save you" by whipping out a 19 HCP hand. The takeout doubler has already announced that he/she has support for the three unbid suits so it is unlikely that the doubler's partner will be in the dark about which suit to play in. Preempts of this sort should be a suggestion to opener to sacrifice over the opponent's game. Otherwise they help the opponents evaluate their fit and galvanize them to bid games and slams that they would never bid on their own.

(c) 2NT

The response of 2NT is played in the style of the Dormer 2NT convention. It promises the values for a limit raise or better in opener's suit. Opener bids Three of his/her suit if he/she would have passed a limit raise,

otherwise he/she cue-bids his/her lowest control or jumps to the Four level in his/her second suit and an Upper Range opening.

(5) Redouble

The one new bid afforded by the takeout double is redouble. The redouble promises game forcing values without support for partner. Opener must keep the bidding open until game is reached or the opponents are doubled.

The redouble covers hands that would have been described with a jump-shift, reverse by responder, or strong balanced sequence if the takeout doubler had passed.

Over the redouble opener bids with a distributional hand and passes with a more balanced one, even if doubler's partner bids. Subsequent bidding is natural, responder starting with 5+ card suits, except if responder rebids 2NT, which asks opener to bid his/her 4 card suits "up the line" as in the Baron convention.

♠Kx
♥AKJxx
♦QJx
♣xxx Over 1♠-dble, redouble intending to bid hearts next.

♠AKxxx
♥AKxxx
♦x
♣xx Over 1♦-dble, bid 1♥ then 2♠ over partner's rebid. Redouble denies the ability to make the normal response at the One level.

♠Ax
♥Ax
♦AQJxxx
♣xxx Over 1♥-dble, redouble and bid diamonds twice.

♠x
♥AQxx
♦KQxx
♣QJxx Over 1♠-dble, redouble and hope to penalize the opponents. If partner rebids 2♠, bid 2NT to search for a 4-4 fit.

A final thought: When bidding over a takeout double, don't devote too much time to "chasing ghosts", trying at all costs to get the opponents. Go on to your maximum spot via constructive bidding and if the opponents go higher, consider doubling. In my opinion, one unsuccessful double of 2♥ (down one) when you are cold for 6♦ is more harmful to partnership morale than 10-800 point sets help it.

(B) **Simple Overcall**

The philosophy of retaining normal bidding meanings over interference extends to combating simple overcalls. All calls higher ranking than the overcall retain their meanings and all calls preempted by the overcall are covered by the Negative Double.

General Principles:

- Over a negative double opener makes the rebid he/she would have made if responder had made the overcaller's bid (NT bids and raises excepted).
- All suit bids by responder are identical to those he/she would have made if the overcaller had passed.
- In general a negative double promises that opener will be safe making his/her normal rebid at the required level.

(1) New Suit at the One Level

There is only one instance of this (1♦-(1♥)-1♠). It promises the same values as if the overcaller had passed, which are (as a review):

- 5+ spades, 6-11 HCP or
- 4 spades, a longer suit, 12+ HCP or
- 4 spades, balanced hand, no ace or king of clubs, 11-15 HCP.

(2) 1NT

The same as without the overcall, except that 1NT here promises a stopper in the opponents' suit.

(3) New Suit at the Two Level

The same as without intervention. Can be short in preparation for a reverse, *etc.* If a new suit is followed by a cue-bid it shows a jump-shift type of hand (single-suited, good six+ card suit, 12+ HCP).

Over 1♦-(2♣) there is no space to prepare a reverse, however as bids of 2♥ or 2♠ promise 5+ cards and are forcing to 2NT this need is eliminated.

(4) 2NT

2NT over an overcall promises 10-12 HCP, a balanced hand with a stopper in the opponents' suit.

(5) Jumps to the Three Level

New suits bid with a jump are preemptive (6+ cards, less than 9 HCP).

(6) Raises

As over a takeout double a single raise tends to be constructive (8-10 HCP), and a double raise is preemptive.

Hands with limit raise or better values are expressed by a cue-bid in the enemy suit (1♥-(2♣)-3♣). Opener bids Three of the trump suit if he/she would have passed a limit raise, cue-bids with game going values or jumps to the Four level with an Upper Range two-suiter.

(7) Double

The double of a simple overcall replaces those bids preempted by the overcall and adds precision to NT bidding. As the objectives change over the different One level opening bids, each of these will be discussed separately.

(a) 1♦

(i) 1♦-(1♥)-dble. This promises a 1NT response without a heart stopper. Opener rebids accordingly. If responder rebids 2NT he/she shows 11-12 balanced HCP without a stopper.

(ii) 1♦-(1♠)-dble. The double promises 5+ hearts and 7-10 HCP or 11-12 balanced HCP without a stopper (if followed with 2NT). Opener makes his/her normal rebid including 2♥ on three cards. With a superfit in hearts, cue-bid the opponent's suit as responder may have a balanced hand that he/she will show with a NT rebid at this point.

- ♠x You open 1♦, preparing to reverse into hearts. Over an overcall of 1♠ and partner's
- ♥AQ10xxx double (ostensibly showing 5+ hearts) bid 2♠ showing a superfit in hearts. If partner
- ♦AQxx rebids 2NT (showing 11-12 balanced HCP without a stopper) rebid 3♥.
- ♣Ax

(iii) 1♦-(2♣)-dble. This overcall, which preempts the responses of 1♥, 1♠ and 1NT, is more difficult to deal with. The double implies 5+ cards in a major or a balanced hand of 8+ HCP. Opener rebids with the following priorities:

(1) He/she makes his/her normal rebid (2♦ if one-suited and minimum, cue-bids 3♣ with 15-16 HCP and an Upper Range two-suiter or bids 3♦ with an Upper Range one-suiter)

(2) Bids his/her lowest ranking three-card major (balanced hand 11-14 HCP with only 3-4 diamonds).

(3) Passes for penalties (with a club Canapé).

(b) 1♥

(i) 1♥-(1♠)-dble. Shows a 1NT rebid without a spade stopper. If followed by 2NT shows 11-12 HCP without a stopper.

(ii) 1♥-(2♣)-dble. In theory this double promises 4 spades and an unlimited hand, 5+ spades and 7-10 HCP or a balanced 8+ HCP. Opener rebids on the following priorities:

(1) Makes his/her normal rebid (2♦ or 2♥ on minimum hands, 3♥ with an Upper Range one-suiter, 3♦ with a heart-diamond Upper Range two-suiter or cue-bid 3♣ with an Upper Range heart-spade two-suiter).

(2) Bids 2♠ with a four-card spade suit.

(3) Bids 2NT with 5332 distribution and 15-16 HCP. May not have a club stopper.

(4) Lies with 3433 or 3424 distribution (2♠ is best).

(5) Passes for penalties.

(iii) 1♥-(2♦)-dble. Again the highest ranking overcall causes the most problems. Priorities 1, 2 and 5 listed above remain the same. The cue-bid now promises an Upper Range two-suiter in hearts-spades or hearts-clubs. With 5332 distribution and 15-16 HCP opener should jump to 3NT with a diamond stopper and bid 2♥ without one. With 3424 or 3433 distribution, opener can rebid 2NT with a diamond stopper, 2♠ with a three-card spade suit or 2♥ without either.

(c) 1♠

(i) 1♠-2suit-dble. The double now promises nothing except the values necessary to make opener's rebid safe. Opener makes his/her normal rebid avoiding 2NT without a stopper in the enemy suit. The cue-bid promises an Upper Range two-suiter in spades and one of the suits lower ranking than the overcall.

Some examples:

♠AJxx	Over 1♦-(1♥)-	dble, intending to rebid 2NT (showing the lack of a stopper).
♥Jx	Over 1♥-(1♠)-	rebid 2NT.
♦KQx	Over 1♥-(2♣)-	dble, hoping partner can bid spades.
♣xxxx	Over 1♠-(2♦)-	cue-bid 3♦, and pass if opener rebids 3♠.
♠x	Over 1♦-(1♠)-	rebid 2♣, preparing to reverse into hearts.
♥KQJxxx	Over 1♠-(2♦)-	rebid 2♥ (forcing).
♦Axx	Over 1♥-(1♠)-	cue-bid 2♠, then cue-bid over partner's response.
♣KJx	Over 1♦-(1♥)-	pass and start sharpening your axe!
♠xxx	Over 1♦-(2♣)-	dble, in the hope that opener can rebid a three-card heart suit.

♥KQxxx	Over 1♠-(2♦)-	dbl. Partner's rebid should be safe.
♦Ax	Over 1♥-(2♣)-	bid 2♥. A maximum.
♣xxx		
♠Axx	Over 1♦-(1♠)-dbl-(P)-	bid 2♥. If responder rebids 2NT, pass.
♥Jxx	Over 1♦-(2♣)-dbl-(P)-	bid 2♥. Pass a 2♠ rebid. If responder rebids
♦AQxx		2NT, rebid 3♦ (partner knows you don't have 5 diamonds.)
♣Qxx		
♠x	Over 1♦-(1♠)-dbl-(P)-	cue-bid 2♠. Shows a presumed superfit in hearts.
♥KJ10xxx	Over 1♦-(2♣)-P-(P)-	bid 2♥.
♦AKJx	Over 1♦-(2♣)-2♦-(P)-	bid 2♥.
♣Kx		

(8) Pass

The pass shows nothing worth saying, 0-7 HCP over a One level overcall, 0-8, 9 HCP over a Two level overcall. These requirements can be shaded if three card support is held for opener's first bid suit.

The pass also replaces the penalty double of the overcall. Opener should reopen with a double whenever short in the overcalled suit, unless he/she is strong offensively or conversely would have pulled a penalty double.

A new suit by opener (*i.e.*, 1♥-(2♣)-P-(P)-2♦) if lower ranking than opener's first bid suit may be only a shapely Lower Range opener but a new suit higher ranking than opener's first bid suit (*i.e.*, 1♥-(2♣)-P-(P)-2♠) is a good Upper Range one.

(C) Overcalls of 1NT

Nothing here to add to standard practice. Assuming the bid shows a strong notrump hand, a double is for penalties and all other bids are weak.

(D) Two-Suited Overcalls

Two-suited overcalls include the familiar Michaels and the Unusual Notrump and also more uncommon devices such as Astro, Roman Jump Overcalls, and Top and Bottom Cue-bids. Against these conventions the following Unusual vs Unusual defense is recommended:

(1) When the Two Suits are Known

The method relies on the fact that there are now two cue-bids available, the **cheaper** and the **dearer**. First the simpler responses:

1♥-(2NT)-? (♣ & ♦)

- Double. Promises a penalty double of at least one of overcaller's suits.
- Single Raise. Competitive (≈8-10 HCP).
- Fourth suit at minimum level is competitive (8-11 HCP, 5+ cards, natural).
- Cue-bids. The **cheaper** cue-bid is the one that can be made at the lowest auction level. It is linked to the **lower** ranking of the two suits not shown by the enemy two-suited overcall. The **dearer** cue-bid is the one that must be made at the higher auction level and it is linked to the **higher** ranking of the two non-enemy suits.

If opener's suit is the lowest ranking non enemy suit (*i.e.*, 1♥-(2NT)-) the **cheaper** cue-bid (here 3♣) shows a limit raise or better in opener's suit. The **dearer** cue-bid (3♦) shows a game forcing hand with length (5+ cards) in the fourth suit.

1♦-(2♠, ♠ & ♣)-

3♣ (cheaper) limit raise or better in diamonds.

3♠ (dearer) forcing with hearts.

If opener's suit is the highest ranking non enemy suit;

1♠-(2♠, ♥ & ♣)- 3♣ (cheaper) forcing with diamonds.
 3♥ (dearer) limit raise or better in spades.

1♦-(2♦, ♥ & ♠) 2♥ (cheaper) forcing with clubs.
 2♠ (dearer) limit raise or better in diamonds.

Let's see an example of all these bids in action.

1♦-(2♦, ♥ & ♠)	pass	nothing to say
	2♥	cheaper cue-bid, forcing with clubs.
	2♠	dearer cue-bid, limit+ in diamonds.
	2NT	invitational, natural.
	3♣	9-11 HCP, natural.
	3♦	7-10 HCP, competitive.
	3♥	Western Cue-bid.
	3♠	Western Cue-bid.
	3NT	to play.
1♠-(2♠, ♣ & ♥)	pass	----
	2NT	natural.
	3♣	cheaper cue-bid, forcing with diamonds.
	3♦	natural, invitational
	3♥	dearer cue-bid, limit+ in spades.
	3♠	competitive.
3NT	to play.	
1♦-(2♥, ♥ & ♠)	pass	----
	2♠	cheaper cue-bid, forcing with clubs.
	2NT	natural.
	3♣	natural, invitational.
	3♦	competitive.
	3♥	dearer cue-bid, limit+ in diamonds.
	3♠	Western Cue-bid.
3NT	to play.	

In all cases a double would show a penalty double in one of the opponent's suits.

(2) If One Suit is Unknown

Now attention is concentrated on the known suit. A raise of opener's suit is competitive. A cue-bid of the known suit is limit+ in opener's suit, a double is penalties in the known suit and new suits are forcing. If during the auction the second suit becomes known (i.e., 1♠-(2♠)-P-(2NT)-P-(3♣)-) the cheaper-dearer cue-bid scheme applies and a double is for penalties in the newly revealed suit.

CHAPTER 4

Opening 1NT

An opening 1NT in Blue Club shows, in principle, a balanced hand of 15-17 HCP. However we also admit, by the back door as it were, a group of balanced hands in the 13-14 HCP range where no other opening bid is available. These hands have only one long suit, clubs, and in most cases only two diamonds. When three diamonds are held we usually open 1♦ with 13-14 HCP, unless the diamonds are very weak. It follows that when we open 1NT with 13-14 HCP the hand always contains three cards in each major. The only distributions possible are 3334 and 3325. This precision, combined with our system of responses and rebids, makes the wide range practical.

♠K10x
♥Axx
♦QJx
♣Kxxx
With three fair diamonds, open 1♦.

♠KQx
♥Axx
♦Jxx
♣Kxxx
With three weak diamonds, open 1NT.

♠KQx
♥Jxx
♦Ax
♣Kxxxx
With 3325 open 1NT.

Having established the norm, we add a few remarks by way of clarification:

- Occasionally 1NT is opened with a doubleton diamond and six clubs. This is when the clubs are too weak for a 2♣ opening bid.
- The Blue Club 1NT opening never contains a five-card major unless the suit is very weak (worse than Qxxxx).
- Avoid 1NT when all the points are concentrated in two suits.

(A) Responses to 1NT

(1) Pass

With up to 8 HCP and no length. If partner has his/her maximum of 17 HCP, game will still be a struggle.

(2) 2♥ or 2♠

These responses are natural and non-forcing, generally 0-7 HCP and a five+ card suit. We make these bids on some hands where players of other systems would pass for fear of striking a doubleton in opener's hand. Remember that if partner is in the 13-14 HCP range he/she will hold three cards in each major.

(3) 2NT

This bid shows either a weak hand with a long minor suit or a game going hand with 4441 distribution with a singleton major (generally 13-16 HCP). Opener must rebid 3♣, after which responder passes, bids 3♦ with long diamonds and a weak hand, or names his/her major suit singleton (3♥ or 3♠) with a 4441 hand.

(4) Three of a Suit

One of our specialty bids. These bids show a six+ card suit and 14+ HCP, setting the suit and preparing for cue-bidding. Opener rebids 3NT with 15-17 HCP and at best Jxx in the suit, cue-bids with Qx or better, or simply raises the suit with 13-14 HCP.

(5) 3NT

Respond 3NT on hands containing upwards of 12 HCP when no alternate contract appears worth investigating.

(6) 4♣ or 4♦

4♣ and 4♦ are transfer bids (South African Texas) asking opener to bid 4♥ or 4♠, respectively. Such bids are rare, obviously, in view of the wide range of the 1NT opening. A response by opener in the intervening suit (for example 1NT-4♦-4♥) is a super acceptance of the transfer, showing 3+ cards to an honor in partner's suit and a maximum NT opening with good controls.

(7) 2♣

Conventional response on 8-11 HCP. The main objective, as we will see, is to discover the range of the 1NT opening.

(8) 2♦

Conventional response on upwards of 12 HCP, forcing to game.

(B) Developments After 1NT-2♣

The response of 2♣ asks opener to show the range of his/her opening bid and he/she does this on a step response system with one irregularity in the sequence.

2♦	13-14 HCP	3334 distribution.
2♥	13-14 HCP	3325 distribution.
2♠	16-17 HCP	Any balanced distribution.
2NT	15 HCP	Any balanced distribution.

Remember: the 2♦ response shows diamonds!

Over the 2♦ and 2♥ responses all rebids by responder are non-forcing, except Three of a major or 4♣. Three of a major asks opener to bid 3NT with secondary values and bid game in the major with aces and kings. 4♣ shows an excellent club fit and a highly distributional hand. Opener is encouraged to cue-bid.

After the 2♠ response the auction is forced to game. Responder rebids as follows:

2NT	Stayman.
3♣	Transfer to 3♦.
3♦	Transfer to 3♥.
3♥	Transfer to 3♠.
3♠	Minor Suit Stayman (at least 5-5 in the minors).
3NT	To play.

The transfer responses promise five+ cards in the immediate higher ranking suit.

The responses to Stayman (2NT) are as follows:

- 3♣ No four card major.
- 3♦ Two four card majors, three diamonds (4432 distribution).
- 3♥ Four hearts, denies four spades.
- 3♠ Four spades, denies four hearts.
- 3NT Two four card majors, three clubs (4423 distribution).

After the 2NT response by opener (15 HCP) responder rebids as follows:

- Pass -----
- 3♣ Stayman.
- 3♦ Transfer to 3♥.
- 3♥ Transfer to 3♠.
- 3♠ Minor Suit Stayman (at least 5-5 in the minors).
- 3NT To play.

(C) Developments After the 2♦ Response

The response of 2♦ is forcing to game and is used either as a form of constructive Baron or as the first move in slam exploration. The opener rebids as follows:

- 2♥ 15-17 HCP Four hearts, does not deny four spades.
- 2♠ 15-17 HCP Four spades, denies four hearts.
- 2NT 13-14 HCP 3334 or 3325 distribution.
- 3♣ 15-17 HCP No four card major.

Mark this in your diary: over 2♣ the rebid of 2NT is strong but over 2♦ it is weak.

(1) Subsequent Development of the Auction

After the opener has declared himself over 2♦ responder will either:

- Bid another suit, showing four+ cards if bid at the Two level and five+ cards if bid at the Three level.
- Bid 2NT (or 3♦ over 3♣) to ask opener for another four card suit.
- Raise partner's suit.
- End the exchanges with a game bid. We shall examine these possibilities in detail after all possible rebids.

(a) The bidding has begun:

<i>Opener</i>	<i>Responder</i>
1NT	2♦
2♥	

Opener has 15-17 HCP with four hearts. He/she may have four spades. Taking the simpler situations first, responder's next bid will be:

3NT or 4♥	No further interest.
3♥	Heart fit, initiates cue-bidding sequence.
3♣ or 3♦	Shows five+ card suit (natural). Opener will rebid on the following principles: Fit and minimum Raise to four. Fit and maximum New suit (cue-bid). No fit 3NT.
2♠	Natural, four+ card suit, continuing Baron sequence. Opener rebids as follows: 2NT No other four card suit, so 3433 distribution. 3♣, 3♦ Second four card suit. 3♠ Four spades.
2NT	Relay, asking opener to show another four card suit. Denies four spades.

(b) The bidding has begun:

<i>Opener</i>	<i>Responder</i>
1NT	2♦
2♠	

Opener has 15-17 HCP and four spades, denying four hearts. Responder now bids:

3NT or 4♠	No further interest.
3♠	Fit, initiates cue-bidding sequence.
3♣, 3♦, 3♥	Five+ card suit. Opener shows his/her fit as above.
2NT	Relay, asking for second four card suit. Opener rebids 3NT without one.

(c) The bidding has begun:

<i>Opener</i>	<i>Responder</i>
1NT	2♦
2NT	

Opener has 13-14 HCP with 3334 or 3325 distribution. Responder now rebids:

3NT, 4♥, 4♠	To play.
3♦, 3♥, 3♠	Sets trump suit, initiates cue-bidding sequence.
3♣	Conventional relay. Opener gives an exact account of his/her hand with these rebids: 3♦ 3325 13 HCP 3♥ 3325 14 HCP 3♠ 3334 13 HCP 3NT 3334 14 HCP

Responder's next bid will set the trump suit (forcing), bid game in a major or 3NT, or bid 4NT to initiate a cue-bidding sequence with one of the majors as trump. Opener will pass (or raise) the next time responder bids either major suit.

(d) The bidding has begun:

<i>Opener</i>	<i>Responder</i>
1NT	2♦
3♣	

Opener has 15-17 HCP and no four card major. Responder now rebids:

3NT	Sign off.
3♥, 3♠	Five+ card suit. Opener will show his/her fit and hand as before.

3♦	Minor Suit Stayman. Opener rebids:
	3♥ One or two four-card minors.
	3♠ Five clubs.
	3NT Five diamonds.

Over a 3♥ rebid, responder names the minor he/she is interested in (3♠=clubs, 3NT=diamonds). Opener bids the minor at the Four level with a fit or signs off with 3NT.

(D) Dealing with Intervention

When an opponent enters the bidding after an opening 1NT we abandon the artificial responses of 2♣ and 2♦ and replace them with certain other conventional moves. Before coming to that, let us dispose of one minor matter.

(1) Jumps to the Three Level Change Their Character

(1)	1NT	dbld	3any
(2)	1NT	2♦	3♥, 3♠
(3)	1NT	2♠	3♣, 3♦, 3♥

In (1) and (2) where responder jumps freely to the Three level, his/her bid shows an invitational hand containing a six-card suit to two of the top three honors and 5-8 HCP. In (3) responder does not have the space to jump in his suit and these bids are simply competitive.

(2) A Double by Opener, Even When Partner has Bid or Redoubled, Indicates 15-17 HCP

When there is intervention, the primary concern of the opener is to inform his partner whether his/her 1NT opening is the strong or the weak type. A double always confirms the strong type.

(1)	1NT	2any	pass	pass
	dbld			
(2)	1NT	pass	pass	2any
	dbld			

In each case the primary message is that the opening 1NT was strong. In (2) (where responder has passed) opener will have a trick or two in the enemy suit.

Players of Standard American would also regard the double as showing a maximum in the two sequences above. In the next two examples we depart completely from normal practice.

(3)	1NT	dbld	redble	2any
	dbld			
(4)	1NT	pass	2any	2any
	dbld			

These are not penalty doubles; they simply show the strong notrump.

It may seem that by abandoning the penalty double we lose an obvious opportunity. There are two points to be made about that:

- Whereas it is true that opener loses some opportunities to swing the axe, we get the points back when opener, holding nothing special in the enemy suit, doubles to show the strong notrump and responder is then able to pass for penalties.
- As a matter of tactics in match play, the Blue Team strategy was to score the par on their cards rather than snatch every chance to improve on par. Thus it caused them no pain to bid and make 3NT when it was theoretically possible to punish the opponents for 800. What did put them to shame was to accept an inadequate penalty when they could have scored an easy game.

(3) Responder's Double of an Overcall Replaces the 2♣ Response

1NT 2any dble

Not for penalties. Shows 8-11 HCP and demands responsive action by opener.

Opener responds as follows:

Pass	Transforming into a penalty double.
2NT	13-14 HCP, 3334 distribution.
3♣	13-14 HCP, 3325 distribution.
3♥, 3♠	15-17 HCP, natural.
3NT	15-17 HCP, no four card major, enemy suit stopped.
Cue-bid	15-17 HCP, no four card major, no stopper in the enemy suit.

Playing the double for takeout in this sequence may cost a little (game instead of big penalty) when responder is strong defensively, but it has these positive advantages:

- It leads to good penalty doubles when opener is strong in the enemy suit (a more likely case).
- Responder's problem is solved when he/she has moderate values but a singleton or doubleton in the enemy suit.
- It may lead to the discovery of a major suit fit.
- It prevents silly misunderstandings that can occur when responder has to guess about opener's strength.

(4) The 2NT Relay

A bid of 2NT by responder over intervention replaces the 2♦ relay and is forcing to game.

1.	1NT	2 any	2NT
2.	1NT	dble	redble pass
	pass	2 any	2NT

In both cases, responder's 2NT bid replaces the normal 2♦ relay. Opener rebids as follows:

3♣	13-14 HCP, 3334 or 3325.
3♦, 3♥, 3♠	15-17 HCP, lowest ranking four+ card suit.
3NT	15-17 HCP, clubs only four- or five-card suit.

The rest of the auction (after a response showing 15-17 HCP) is developed by bidding four card suits up the line as in the Baron convention. After the 3♣ response responder sets the trump suit, followed by cue-bidding, with one exception. A bid of 3♦ over 3♣ confirms diamonds as trumps if opener has three diamonds. If opener only has two diamonds he/she rebids 3NT.

Quiz

1. With the following hands you have opened 1NT. What is your rebid if partner responds (i) 2♣ (ii) 2♦ (iii) 3♥?

A	B	C	D	E	F	G	H	I
♠Qx	♠Kxx	♠KJxx	♠AJ	♠QJx	♠KQJ	♠KJxx	♠Kx	♠Jxx
♥KQx	♥Axx	♥QJx	♥xxx	♥AJx	♥xx	♥Qxx	♥Kxxx	♥KQx
♦Axxx	♦xx	♦Qx	♦AQJxx	♦Jxx	♦AKxxx	♦AQJx	♦Axx	♦xx
♣KJxx	♣AKxxx	♣AKxx	♣KQx	♣Axxx	♣Qxx	♣Kx	♣KQxx	♣AKJxx

2. With the following hands your partner has opened 1NT and you have responded 2♣. What is your rebid if partner bids (i) 2♥ (ii) 2♠ (iii) 3♥?

A	B	C	D	E	F	G	H	I
♠KQJxx	♠x	♠Jxx	♠xx	♠Kx	♠AQxx	♠Kxxx	♠AKJxxx	♠KQxx
♥xx	♥x	♥KQx	♥AQJxx	♥KQxxx	♥Kx	♥AQxx	♥Qxx	♥x
♦Axx	♦KQxxxx	♦Kxxx	♦KJxxx	♦xxx	♦Jxx	♦x	♦x	♦xx
♣xxx	♣KQxxx	♣xxx	♣x	♣xxx	♣xxxx	♣Qxxx	♣xxx	♣Axxxxx

3. With the following hands, your partner has opened 1NT and you have responded 2♦. What is your rebid if (i) partner rebids 2♥ (ii) partner rebids 2NT (iii) partner rebids 3♣?

A	B	C	D	E	F	G	H	I
♠AKJxx	♠KJx	♠QJx	♠xx	♠AQJxxx	♠Ax	♠	♠QJ10xx	♠Axx
♥x	♥KQ	♥KQxx	♥AKx	♥Axx	♥xx	♥KJxxx	♥QJx	♥xxx
♦AKJxx	♦Axx	♦KQxx	♦KJxx	♦AKx	♦QJxx	♦KQJx	♦Ax	♦AKxx
♣xx	♣KJxxx	♣xx	♣AJxx	♣x	♣AQxxx	♣AJxx	♣QJx	♣Kxx

4. You have opened 1NT with the hands in 1. above. The next player has overcalled as indicated. What is your rebid if partner bids (i) double (ii) 2NT and the next player passes?

- A. 2♠ B. 2♦ C. 2♠ D. 2♥ E. 2♠ F. 2♥ G. 2♥ H. 2♥ I. 2♦

Answers

1.

- A. (i) 2NT (ii) 3♣ (iii) 4♣ B. (i) 2♥ (ii) 2NT (iii) 4♥ C. (i) 2♠ (ii) 2♠ (iii) 3♠ D. (i) 2♠ (ii) 3♣ (iii) 3NT E. (i) 2♦ (ii) 2NT (iii) 4♥ F. (i) 2NT (ii) 3♣ (iii) 3NT G. (i) 2♠ (ii) 2♠ (iii) 3♠ H. (i) 2NT (ii) 2♥ (iii) 3♠ I. (i) 2♥ (ii) 2NT (iii) 4♥

2.

- A. (i) 2♠ (ii) 3♥ (iii) 3♥ B. (i) 4♣ (ii) 3♠ (iii) 3♠ C. (i) 3♣ (ii) 3NT (iii) pass D. (i) 3♥ (ii) 3♦ (iii) 3♦ E. (i) pass (ii) 3♦ (iii) 3♦ (or pass) F. (i) 3♣ (ii) 2NT (iii) 3♣ G. (i) 5♣ (ii) 2NT (iii) 3♣ H. (i) 4♠ (ii) 3♥ (iii) 3♥ I. (i) 5♣ (ii) 2NT (iii) 3♥

3.

- A. (i) 2♠ (ii) 3♠ (iii) 3♠ B. (i) 3♣ (ii) 3♣ (iii) 3♦ C. (i) 4♥ (ii) 3NT (iii) 3NT D. (i) 2NT (ii) 3♣ (iii) 3♦ E. (i) 2♠ (ii) 3♠ (iii) 3♠ F. (i) 2NT (ii) 3NT (iii) 3♦ G. (i) 2NT (ii) 4♣ (iii) 3♦ H. (i) 2♠ (ii) 4♠ (iii) 3♠ I. (i) 3NT (ii) 3NT (iii) 3NT (or 3♦)

4.

- A. (i) 3NT (ii) 3NT B. (i) 3♣ (ii) 3♣ C. (i) P (ii) 3NT D. (i) 3♥ (ii) 3♦ E. (i) 2NT (ii) 3♣ F. (i) 3♥ (ii) 3♦ G. (i) 2♠ (ii) 3♦ H. (i) P (ii) 3NT I. (i) 3♣ (ii) 3♣

Hand 3I: Should probably just respond 3NT to the 1NT opening bid.

CHAPTER 5

Opening 2♣ and 3♣

Moderate balanced hands containing a club suit are opened with 1♦ or 1NT. Lower Range two-suiters with long clubs are opened with One in the higher ranking suit. It remains to find a home for less balanced hands with a long club suit in the 12-16 HCP range and for two-suiters with longer clubs in the 15-16 HCP range. The standard opening on such hands is 2♣, but with a single-suited hand and more than seven playing tricks the opening bid is 3♣.

(A) The Opening 2♣

There are two main types of hands that are opened 2♣:

- One-suiters in the 12-16 HCP range with a good 6+ card club suit.
- Two-suiters in the 15-16 HCP range (Upper Range two-suiter) containing a good 5+ card club suit and a second suit of 4+ cards that is always shorter than the clubs.

♠Kxx
♥x
♦xxx
♣AKJxxx

A typical one-suiter with nearly solid clubs.

♠xx
♥AKx
♦xx
♣AJ9xxx

The clubs are somewhat below standard but no other opening would be satisfactory.

♠Ax
♥KQxx
♦x
♣KQJxxx

A two-suiter with good clubs.

♠xx
♥AQJx
♦xx
♦AKJ10x

Moderate distribution, but all the points concentrated in two suits.

♠AJxxx
♥x
♦x
♣AKQxxx

A 5-6 hand which receives special treatment in some sequences.

(B) Responses to 2♣

There are five natural responses and one conventional response to 2♣. We will consider the natural responses first.

(1) 2♥ and 2♠

These are non-forcing responses that imply 7-11 HCP and a 5+ card suit (the suit bid). Opener's rebids are all on natural lines, except for the special bids denoting a superfit.

♠xxx
♥Ax

Pass a response of 2♥ or 2♠.

♦Jx
♣AKxxxx

♠Kx
♥xx
♦AJx
♣AQJ10xx

With a maximum, bid 2NT over 2♥. Over 2♠ raise to 3♠, or bid 3♦, temporarily suggesting a two-suiter.

♠xx
♥Kxx
♦xx
♣AKJ10xx

Take out 2♠ to 3♣. Pass 2♥, but raise in competition.

♠AJx
♥x
♦xxx
♣AK109xx

Raise 2♠ to 3♠. Over 2♥ bid 3♣.

♠xx
♥AQx
♦Kx
♣AQJxxx

Bid 2NT over 2♠. Raise 2♥ to 4♥.

With an average two-suiter (15-16 HCP) bid the second suit at minimum level. With a strong 5-6 consider a jump in the second suit.

When partner's Two-of-a-major response coincides with your second suit, make use of the superfit jumps to Four of a minor described in Chapter 1. The jump to 4♣ denies a diamond control; 4♦ promises control of diamonds (control of clubs is assumed!).

♠AQxx
♥x
♦Jx
♣AKJ9xx

Over a response of 2♥ bid 2♠. Over a response of 2♠ bid 4♣, showing a superfit in spades and denying control of diamonds.

(2) 2NT

Another non-forcing response, describing a balanced hand, with or without a four card major, and 10-11 HCP with all side suits stopped. For example:

♠QJx
♥KJx
♦A10xx
♣xxx

Respond 2NT to an opening bid of 2♣.

All rebids by opener are natural. A rebid of 3♣ is non-forcing. A rebid of a new suit shows a two-suiter and is game forcing (minimum 15 HCP opposite 10). If opener shows a two-suiter, responder can take a preference to clubs by bidding 4♣ or by bidding a new suit (a cue-bid), confirming opener's second suit.

(3) Raises (3♣, 4♣, 5♣)

All of these raises are primarily defensive. Opener will either pass or, with good distribution, preempt still higher.

(4) Jump-shift (3♦, 3♥, 3♠)

Jump-shift responses to 2♣ are the same as over opening bids of One of a suit. They are game forcing, show a powerful 6+ card suit, and are one-suited, with the possible exception of 4+ clubs. For example:

♠AQJxxx ♥KQx ♦xx ♣Jx

Either 3NT or a raise to game over the jump-shift is a limited rebid. With a strong hand, opener may bid a new suit (implying a two-suiter), or make the waiting bid of 4♣ (which implies a fit for responder's suit). For example:

<i>Opener</i>	<i>Responder</i>
♠AQxx	♠KJ10xxx
♥xx	♥AKQ
♦x	♦xxx
♣AKQxxx	♣x
2♣	3♠ (forcing)
4♣ (waiting, implies fit)	4♥ (cheapest cue-bid)
6♠	pass

(5) 3NT

This response is natural, implying no four+ card major, all side suits stopped and 12-14 HCP. For example:

♠AQx
♥Kxx
♦Axxx
♣xxx

Respond 3NT to 2♣.

Opener passes or bids on in light of this information.

(6) 2♦

This is the one conventional response to 2♣. This response is used whenever the final contract is uncertain and no natural response is even temporarily satisfactory. The strength required for this response is 7+ HCP. In effect the 2♦ response is used for four types of hands:

- Hands containing a four-card major (7+ HCP) and neither 5+ cards in the other major (7-11 HCP) nor a balanced 10-11 HCP.
- Hands with a 5+ card major (suit not long or strong enough for a jump-shift), 12+ HCP.
- Hands aiming for 3NT, containing one or more unstopped suits.
- Game forcing raises of clubs.

(a) Opener's Rebids After 2♦

We now enter a more complicated field, as often happens when partner has made a conventional bid that covers a wide range of hands. Opener has three rebids available.

- With a single-suited hand and one side suit stopped, opener rebids 3♣.
- With a single-suited hand and two side suits stopped, opener rebids 2NT.
- With a two-suited hand (15-16 HCP) opener rebids his/her second suit at the minimum level, or jumps in his/her suit with a strong 5-6 hand.

(i) Opener Shows a Single-Suited Hand

After the first two cases (where opener has a single-suited hand) opener can make a further inquiry by bidding the further relay of 3♦. The 3♦ rebid asks opener to identify the stopper or stoppers he/she has promised.

<i>Opener</i>	<i>Responder</i>
2♣	2♦ (tell me more)
3♣ (one side suit stopped)	3♦ (which?)
2♣	2♦ (tell me more)
2NT (two side suits stopped)	3♦ (which two?)

In the first case (where opener has promised one side suit stopper) opener bids the suit he/she has stopped, 3NT with a diamond stopper.

In the second case (where opener has promised two stoppers), opener rebids as follows:

Suits Stopped	Bid
diamonds and hearts	3♥
diamonds and spades	3♠
hearts and spades	3NT

After receiving this information, responder rebids 3NT or may retreat to clubs if an unstopped suit is discovered. A rebid of 4♣ at this point is considered invitational.

There is one other case after opener shows his stoppers. If responder rebids a major over 3♣ or 2NT it shows a five+ card suit and game forcing values. For example:

<i>Opener</i>	<i>Responder</i>
2♣	2♦ (tell me more)
3♣ or 2NT (one or two side suits stopped)	3♥ or 3♠ (five+ card suit, 12+ HCP)

Subsequent bidding is natural. After opener has shown one stopper his bid below 3NT (3♠ over 3♥) shows the stopper, new suits at the Four level are cue-bids in support of responder, and 4♣ is a denial of support. After opener has shown two stoppers, 3NT promises stoppers in the other two suits, 4♣ shows a weak fit for responder's suit (xxx to Qxx), Four level bids are cue-bids which show a good fit for responder (Axx or Kxx) and control in the suit bid, new suits at the Three level show a stopper in the suit bid and a stopper in partner's suit without support (Ax or Kx) and a jump to game shows a good fit but no control in an unbid suit. For example:

<i>Opener</i>	<i>Responder</i>
2♣	2♦
3♣	3♥

<i>Opener</i>		<i>Opener</i>	
♠AJx		♠xx	
♥x		♥xx	
♦Jxx		♦KQJ	
♣AKJxxx	Rebid 3♠.	♣KQJxxx	Rebid 3NT. Denies spade stopper.

<i>Opener</i>		<i>Opener</i>	
♠Ax		♠Jxx	
♥Jxx		♥AQx	
♦xx		♦x	
♣AKxxxx	Rebid 4♥.	♣AQJxxx	Rebid 4♦.

<i>Opener</i>	<i>Responder</i>
2♣	2♦

	2NT		3♣
<i>Opener</i>		<i>Opener</i>	
♠x		♠Qxx	
♥KJx		♥AQx	
♦Axx		♦x	
♣AJxxxx	Rebid 3NT.	♣KQxxxx	Rebid 4♣. Moderate spade fit.
<i>Opener</i>		<i>Opener</i>	
♠AJx		♠AJ	
♥QJx		♥KJx	
♦x		♦xx	
♣AQJxxx	Rebid 4♦. Good spade fit, diamond control.	♣KQJxxx	Rebid 4♠ (least of evils).
<i>Opener</i>			
♠Kxx			
♥Ax			
♦xx			
♣AKQxxx	Rebid 4♥		

The third possibility after opener shows a one-suited hand is that responder has a forcing raise of clubs. Here he/she simply rebids 4♣ over 3♣ or 2NT. All new suits after the raise are cue-bids.

(ii) Opener shows a two-suited hand

The auction is much simpler after opener shows a two-suited hand. After opener shows his/her second suit responder can sign off, bid game directly, introduce his/her own suit, or set one of opener's suits as trump.

(A) Signoffs

The only two ways responder can sign off below game is by passing or rebidding 3♣. A rebid of 2NT is discouraging, but opener is allowed to raise with a dead maximum.

(B) Game bids

Raising opener's second suit to game, or bidding 5♣ or 3NT are limited actions and opener is virtually barred from bidding on.

(C) Introducing responder's own suit

A new suit by responder after opener's rebid shows a five+ card suit and game forcing values. All subsequent bidding is natural. A rebid in the fourth suit by opener implies support for responder.

(D) Forcing raises of opener's suits

A single raise of opener's second suit is forcing to game, as is a rebid by responder of 4♣ directly over opener's second suit. Subsequent development of the auction is by cue-bidding.

Some examples:

♠QJxx
♥xxx
♦Kxxxx
♣xx

After 2♣-2♦-, pass a rebid of 2♠, bid 3♣ over 2♥ or 2NT.

♠KJxxx
♥x

After 2♣-2♦-, rebid 3♠ over 2NT or 3♣, rebid 2♠ over 2♥. Over a rebid of 2♠, jump to 4♦ showing a superfit in spades (a jump to 4♣ would be a forcing raise of clubs)

♦Axxx without the inference of a spade fit).
 ♣KJx

♠Ax
 ♥KQxx
 ♦Qxx
 ♣KJxx

After 2♣-2♦-, rebid 3♥ over 2♥ (forcing). Over opener's rebids of 2♠, 2NT or 3♣, bid 4♣ as a forcing raise of clubs.

(C) The Opening 3♣

In place of the weak (and not very effective) pre-empt in most systems, the 3♣ opening in Blue Club is opened on hands with a long, powerful club suit, at least one stopper outside of clubs and 7½-8½ playing tricks, making the hand too good for 2♣ (with 9+ playing tricks, open 1♣).

The 3♣ opening bid promises a six+ card club suit, generally with only one loser opposite a singleton, and no four+ card side suit. It represents the type of hand one might open 1♣ and rebid 3♣ in Standard American.

♠Kxx	♥x	♦xx	♣AKQxxxx	Open 3♣ (7½ playing tricks)
♠AK	♥QJx	♦x	♣KQJxxxx	Open 3♣ (8½ playing tricks)

(1) Responses to 3♣

(a) 3NT

Natural, to play.

(b) 4♣, 5♣

Pre-emptive.

(c) Jump-Shift (4♦, 4♥, 4♠)

A jump in a new suit shows an excellent six+ card suit, a minimum of 15 HCP and is a slam suggestion.

Opener may pass (at game level), rebid 5♣, rebid 4NT (to play) or cue-bid in a new suit.

(d) 3♦

This response is, in the first instance, not a suit but a notrump stopper. Opener rebids as follows:

3♥	Stopper in hearts, none in spades
3♠	Stopper in spades, none in hearts
3NT	Stoppers in both majors
4♣	Stopper in diamonds only

After opener's rebid responder will know whether 3NT is playable. Failing that he/she may reverse in a major, forcing for one round and a slam invitation. Responder's other alternative is 4♦, a relay requesting opener to do one of the following, in order of priority:

- Show an additional control, which must be a singleton or void.
- Repeat a suit where he/she has shown a stopper, confirming that the stopper consists of the ace.
- Lacking either of these features, rebid 5♣.

In the following examples only the opener's hand is shown:

♠Kxx	3♣	3♦ (diamond guard)
♥x	3♠ (stopper in spades)	4♦ (relay)

♦xx ♣AKQ10xxx	4♥ (singleton or void)	
♠xx ♥AQ ♦xx ♣KQJxxxx	3♣ 3♥ (stopper in hearts) 4♥ (♥A)	3♦ 4♦
♠QJx ♥Kx ♦x ♣AKQxxxx	3♣ 3NT (stoppers in majors) 5♦ (singleton or void)	3♦ 4♦
♠KQ ♥xx ♦xx ♣AKQJxxx	3♣ 3♠ (stopper in spades) 5♣ (no shortness, no ♠A)	3♦ 4♦

(e) 3♥

Again this will first be interpreted as showing a stopper in hearts and denying one in diamonds. Opener's rebids are not exactly what they might seem on the surface:

3♠	<i>Stopper in diamonds</i> (the critical suit), none in spades.
3NT	Stoppers in diamonds and spades.
4♣	No stopper in diamonds, so a stopper in at least one of the other suits, possibly both.

Responder continues on the same lines as before:

4♥, 4♠	Reversing values, forcing for one round.
4♦	Relay as before, Requesting opener to show a singleton in a new suit, to indicate the ace of a suit where he/she holds a stopper, or to deny both features by rebidding 5♣.

(f) 3♠

A stopper in spades, but none in diamonds or hearts. Opener has only two alternatives: 3NT with stoppers in diamonds and hearts or 4♣.

Responder may reverse in spades now, but not in hearts as by definition he/she lacks even a stopper in hearts.

The relay of 4♦ remains available but as opener lacks even a stopper in either red suit the relay will be justified only in exceptional circumstances:

♠AKQxxx ♥xx ♦ ♣xxxxx

After 3♣-3♠-4♣ responder may bid 4♦ in hopes that responder can show a singleton or void in hearts.

Quiz

1. With the hands listed below (i) what would be your opening bid (ii) what would be your rebid if partner responds 2♦?

A	B	C	D	E	F	G
♠AQxx ♥x	♠AJ ♥KQ	♠xx ♥AKx	♠AJxx ♥Ax	♠xx ♥Ax	♠x ♥AQJxx	♠Jx ♥Ax

♦Kx ♣AKxxxx	♦Axx ♣Jxxxxx	♦xxx ♣AKxxx	♦x ♣QJxxxx	♦KQx ♣KJ10xxx	♦Kx ♣KQJxx	♦KQxx ♣AJ10xx
H	I	J	K	L	M	N
♠KQJxx ♥Qx ♦ ♣AKJxxx	♠Qxx ♥Ax ♦x ♣KQxxxxx	♠Qx ♥KQx ♦Qx ♣QJ10xxx	♠Axx ♥KQxx ♦x ♣AQJxx	♠Kxx ♥QJx ♦Kx ♣AKxxx	♠x ♥xxx ♦AKx ♣KQJxxx	♠x ♥AQJx ♦x ♣AKQxxxx

2. With the hands listed below: (i) what would you respond to partner's 2♣ opening bid; (ii) what is your rebid if partner rebids clubs at the minimum level; and (iii) what is your rebid if partner bids spades at the minimum level?

A	B	C	D	E	F	G
♠Kxxx ♥QJxx ♦Kxx ♣Qx	♠AQxx ♥KJxxxx ♦xx ♣x	♠xxx ♥AJxx ♦Kx ♣KJxx	♠x ♥AQJxxx ♦Kxxx ♣Kx	♠AJx ♥Kx ♦QJxx ♣AJxx	♠KQJxxx ♥AJ ♦xx ♣QJx	♠xx ♥KJ10x ♦KJ10xx ♣xx
H	I	J	K	L	M	N
♠xx ♥KQxx ♦AKxx ♣Kxx	♠Qxx ♥xxx ♦QJxx ♣Qxx	♠KQxx ♥xxx ♦xxx ♣Qxx	♠AJ10xx ♥KQxx ♦Axx ♣x	♠xx ♥KQxx ♦Kxxx ♣xxx	♠Ax ♥Ax ♦AJ10xxx ♣xxx	♠KQ10xx ♥Axxxx ♦x ♣Qx

Answers

1.

A. (i) 2♣ (ii) 2♠	B. (i) 1♦ (ii) 3♣	C. (i) 2♣ (ii) 3♣	D. (i) 1♠ (ii) 3♣	E. (i) 2♣ (ii) 2NT	F. (i) 1♥ (ii) 4♣	G. (i) 1♦ (ii) 3♣
H. (i) 2♣ (ii) 3♠	I. (i) 2♣ (ii) 3♣	J. (i) 2♣ (ii) 3♣	K. (i) 2♣ (ii) 2♥	L. (i) 1NT (ii) 3♣	M. (i) 2♣ (ii) 3♣	N. (i) 1♣ (ii) 3♣

2.

A. (i) 2NT (ii) P (iii) 4♦ (cue-bid)	B. (i) 2♥ (ii) P (iii) 3♠ (forcing)	C. (i) 2♦ (ii) 3♦ (iii) 4♣	D. (i) 2♦ (ii) 3♥ (iii) 3♥	E. (i) 2♦ (ii) 3NT (iii) 4♣	F. (i) 3♠ (ii) 4♥ (cue-bid) (iii) P	G. (i) 2♦ (ii) P (iii) 3NT
H. (i) 2♦ (ii) 3♦ (iii) 4♣	I. (i) 3♣ (ii) P (iii) 4♣	J. (i) 2♦ (ii) P (iii) 4♠	K. (i) 2♦ (ii) 3♠ (iii) 4♦	L. (i) 2♦ (ii) P (iii) 2NT	M. (i) 3♦ (ii) 4♥ (iii) 4♣	N. (i) 2♠ (ii) 3♥ (iii) 4♦

CHAPTER 6

Opening 1♣

The conventional 1♣ opening, a foundation stone of the system, is the basis for the development of nearly all strong hands.

In many natural systems 1♣ is often bid on short suits and partner knows nothing about the strength of the hand. This can create serious problems when there is intervention. In the Blue Club, whether there is an overcall or not, responder can estimate at once the minimum combined strength and the chances for game or slam. Prospects may improve as the bidding develops, for there is no upper limit to the 1♣ opening.

I am aware of the objections raised by some critics that the artificial opening renders us vulnerable to vigorous preemptive action by the opponents. I can only say, from long experience, that it does not seem to work out that way. Uncertainty about opener's distribution can operate in either direction and opponents who get too busy usually end in the hospital. As will be seen shortly, we are well equipped with countermeasures to deal with normal intervention.

(A) Opening Types

All hands containing 17+ HCP are opened with 1♣, with three exceptions.

1. Balanced hands of 17 HCP (without a five-card major) are opened 1NT.
2. Balanced hands of 21-22 HCP with no unstopped suit or good five-card suit are opened 2NT.
3. Hands with 4441 distribution and 17-24 HCP are opened 2♦.

Hands that are opened 1♣ fall into three types:

1. Balanced: These are hands of notrump type with distributions of 4333, 4432, or 5332 where the five card suit is a minor or a very weak major. The first rebid is in notrump.
2. Unbalanced: These may be one-suiters, two-suiters, or three-suiters (5440 or 4441, 25+ HCP). The first rebid is in a suit.
3. Special types: Rare hands containing less than 17 HCP but a minimum of nine playing tricks.

Some examples of 1♣ openings:

♠xxx ♥AKxx ♦AQx ♣AQx	Balanced 19 HCP. Rebid 1NT.
♠AKx ♥AKx ♦AQxx ♠Kxx	Balanced 23 HCP. Rebid 2NT.
♠AKx ♥AJ10xxx ♦AJx ♣x	Unbalanced one-suiter. Rebid hearts at minimum level.
♠AKxxx ♥AQJx ♦x ♣AKx	Two-suiter with 21 HCP. Open 1♣ and rebid the suits in natural order.

♠AQJ10xx
♥x
♦AKJxx
♣x

Special type with nine playing tricks.

(B) Responses to 1♣

The first response to the opening bid of 1♣ is most often conventional. When the hand contains fewer than three controls (by controls we mean aces and kings only, with an ace counting as two controls and a king as one) the response describes the number of HCP held. From three controls upwards the response describes the number of controls held.

(1) With No Intervention

Responder has the following bids at his/her disposal. The first group of responses is artificial and relates to controls:

1♦	0-5 HCP.
1♥	6+ HCP, less than three controls (at best an ace or two kings).
1♠	Three controls (an ace and a king, or three kings).
1NT	Four controls.
2♣	Five controls.
2♦	Six controls.
2NT	Seven or more controls (you should be so lucky!).

The second group of responses are natural:

2♥,2♠	Six or seven card suit to two honors but only 0-5 HCP; at best KQxxxxx.
-------	---

The third group of responses is quite specialized. The idea for these responses came from Marshall Miles' book *Bridge From the Top, Vol. II*.

3 of a suit	Six or seven card suit with maximum one loser opposite a void (minimum KQJ10xx). Bid the suit below the one held.
3NT	Seven+ card suit, no losers opposite a void (minimum AKQJxxx).

The responses of Three of a suit and 3NT may contain a maximum of one control card (ace or king) outside the long suit; the hand cannot contain two aces.

Here are some highlights that we will meet several times during this chapter:

- After a response of 1♦, responder is not forced to bid again unless opener makes a jump rebid in a suit.
- The response of 1♥ is forcing on the partnership to 2NT.
- Control-showing responses of 1♠ upwards are forcing to game
- Opener, with a minimum and a misfit, may pass the responses of 2♥ and 2♠.

(2) When There is Intervention

The responses are still conventional and relate to controls. They depend on the level of the interference.

(a) Opponent Doubles 1♣. Responder bids:

Pass	0-3 HCP.
Redouble	4-5 HCP, values in clubs.

1♦	4-5 HCP.
1♥ <i>etc.</i>	Same as without interference.

(b) Opponent Overcalls 1♦. Responder bids:

Pass	0-5 HCP (1♦ response).
Double	6-8 HCP, 0-2 controls (weak 1♥ response).
1♥	9+ HCP, 0-2 controls (strong 1♥ response, game force).
1♠ <i>etc.</i>	Same as without interference.

(c) Opponent Overcalls 1♥, 1♠ or 1NT. Responder bids:

Pass	0-5 HCP (1♦ response).
Double	6+ HCP, 0-2 controls (1♥ response).
1st Step	3 controls.
2nd Step	4 controls.
3rd Step	5 controls, <i>etc.</i> Responses of 2♥ and 2♠ (if not the overcaller's suit) retain their original meaning.

(d) Opponent Overcalls at the Two Level:

Now the scheme is different.

Pass	0-7 HCP, no decent suit, 0-2 controls. Any 0-3 HCP.
Double	8+ HCP, no decent suit, 0-2 controls.
New suit	4+ HCP, decent five+ card suit, 0-2 controls.
2NT	3-4 controls.
Cue-bid	5+ controls.

In deciding between pass, double, and a new suit the quality of the hand is the prime factor.

- A pass shows a 1♦ or weak 1♥ response without any suit worth mentioning.
- A double shows some values without a decent suit. Probably a flat hand. Opener should always consider passing for penalties.
- A new suit shows some values with at least one decent suit.

(e) Opponent Overcalls 2NT or Higher:

Pass	Nothing worth saying.
Double	Scattered HCP (7+), balanced hand.
New suit	Five+ cards, natural, forcing.
3NT	To play. Guarantees a stopper.

(C) Rebidding on Balanced Hands

Balanced hands that are opened 1♣ are divided into three ranges:

- (1) 18-20 HCP
- (2) 23-24 HCP
- (3) 25-26 HCP

The missing range, 21-22 HCP, is opened 2NT.

(1) Range 18-20 HCP

Opener rebids 1NT over any response at the One level and 2NT over a Two level response. Opener himself may pass the weak responses of 2♥ or 2♠.

- ♠AQxx Open 1♣ and rebid 1NT over any response at the One level. Rebid 2NT over a positive response at the Two level. Pass a response of 2♥, raise a response of 2♠ to 3♠.
- ♥Qxx
- ♦AJx
- ♣AQx

In the case where an opponent overcalls at the One level and responder passes (0-5 HCP), opener rebids as follows:

- 1NT Guarantees a good stopper(s) in the enemy suit.
- Double Describes a 1NT rebid without good stoppers. Usually only two cards in the enemy suit.
- Pass A bad 18 HCP with no attractive option.

If responder gives a positive response (1♥ or better) and the next hand intervenes, a double is for takeout, a pass is forcing (generally a balanced hand with values in the enemy suit), and 1NT again promises a stopper.

(a) Rebids by Responder

(i) After a 1♦ response (1♣-1♦-1NT)

Here a part score is more likely than game (18-20 HCP opposite 0-5). Responder holds the key, because his/her range is wider and he/she may have distributional values. Responder rebids as follows:

Pass

2♣ Weak transfer, requiring opener to rebid 2♦ (the Gladiator Convention). After opener's rebid of 2♦ responder bids as follows:

- Pass When the object was to sign off in 2♦.
- 2♥, 2♠ Firm sign off.
- 2NT Long club suit, at best Q high.
- 3♣ Six+ clubs headed by the ace or king.

2♦ Stayman. Promises at least four cards in one of the majors and 4-5 HCP. Opener rebids a major suit if he/she has one or 2NT without one. The next bid by responder completes the picture.

<i>Opener</i>	<i>Responder</i>
1♣	1♦
1NT	2♦
2♥	3♣

Responder is 4-5 or 4-6 in spades and clubs.

<i>Opener</i>	<i>Responder</i>
1♣	1♦
1NT	2♦
2♥	2♠

Responder has four spades and no liking for hearts.

2♥,2♠ Natural. Five+ card suit with 4-5 HCP. Opener rebids naturally.

2NT Conventional rebid by responder. Promises exactly KQxxx in a minor. If opener is not prepared to attempt 3NT directly, he/she rebids the minor he/she does not like. Responder passes with the bid minor and with the other minor bids it or 3NT. For example:

- ♠AQxx
- ♥KQxx
- ♦Ax
- ♣Axx

Opener is willing to attempt 3NT if responder has clubs. He therefore bids 3♦. Responder will pass if he/she has diamonds and bid 3NT with clubs.

3♣,3♦ Promises specifically KQxxxx in the bid minor. New suits by opener ask for responder's singleton or void, if any.

(ii) After a 1♥ Response (1♣-1♥-1NT)

Here game is almost certain (6+18=24 HCP minimum). The auction is forced to 2NT, and may only subside below game in precisely 2NT or Three or Four of a minor. Over opener's 1NT responder rebids:

- 2♣ Baron (may or may not have a four card major).
- 2♦ Transfer to hearts.
- 2♥ Transfer to spades.
- 2♠ Minor Suit Stayman.

- 2NT Shows a six-card minor to one of the top three honors and 6-7 HCP. Opener bids 3NT or the minor he/she doesn't like (3♣ if he/she likes neither). New suits by opener ask for a singleton or void if present.

- 3 of a suit 4441 distribution with a singleton in the bid suit, 8+ HCP.

Minor Suit Stayman after a 1♥ response guarantees at least 5-5 in the minors and upwards of 9 HCP. Opener bids his/her better minor suit, cue-bids a major suit with 3-3 or better in the minors and a good fit, or signs off in 3NT.

(iii) After a Response of 1♠ to 2♦

With these rebids reaching game is certain and slam more likely than after a 1♥ response.

The rebids by responder over a minimum NT rebid by opener are the same as those over 1♥, except that 2NT shows a single-suited minor suit slam try. Opener rebids 3♣ after which responder bids 3♦ with a diamond suit or cue-bids a major suit control with clubs.

<i>Opener Responder</i>		<i>Auction</i>	
♠AKxx	♠xxx	1♣	1♠
♥AQJx	♥Kxx	1NT	2NT
♦Kxx	♦AJ10xxx	3♣	3♦
♣Jx	♣x	3♥	4♣
		4♦	4♥
		6♦	Pass

(2) Range 23-24 HCP

(a) After a 1♦ Response (1♣-1♦-2NT)

Opener rebids 2NT and responder rebids in the same style as after 1♣-1♦-1NT.

pass	----
3♣	Weak transfer.
3♦	Stayman.
3♥, 3♠	Natural.
3NT	KQxxx in a minor suit.
4♣, 4♦	KQxxxx in a minor suit.

(b) After a 1♥ or 1♠ Response

Opener jumps to 2NT and responder rebids as after 1♣-1♠-1NT.

3♣	Baron.
3♦, 3♥	Transfers.
3♠	Minor Suit Stayman.
3NT	Long minor suit.

(c) After Responses of 1NT-2♦

After these responses slam is a distinct possibility. Opener rebids 2NT (as he/she would with 18-20 HCP) and shows the extra strength later.

(3) Range 25-26 HCP

Here opener jumps to 3NT over a 1♦ response. Responder rebids as over 1♣-1♦-1NT. Over any other response opener makes a minimum rebid in notrump and again shows the extra strength later.

(D) Rebidding on Unbalanced Hands

As with balanced hands the style of bidding with unbalanced hands differs depending on responder's initial response. Suit bids by both opener and responder are in "natural" order, longest suit first (no Canapé).

(1) After a 1♦ Response

After a 1♦ response the emphasis shifts from a count of points to a count of losers. There are three classes of treatment.

1. Rebid at the minimum level (non jump). This rebid is non-forcing and shows a hand with five or more losers.
2. Forcing rebid, non-forcing continuation (second round jump followed by a rebid of the suit or a single raise of responder's suit). This is for hands with 3½-4½ losers.
3. Forcing rebid, forcing continuation (second round jump followed by a change of suit on the next round). This treatment is for hands of three losers or less.

Class 1		Class 2		Class 3	
1♣	1♦	1♣	1♦	1♣	1♦
1♥		2♥	2♠	2♥	2♠
		3♥		3♣	

In practice it is not hard to pick out hands that merit a forcing rebid. The 1♦ bidder will muster a response if he/she holds anything better than 0-3 HCP with no fit and no suit of his/her own. The strong 1♣ of Blue Club allows much more room for manoeuvre than the 2♣ opening of Standard American.

<i>Opener</i>	<i>Opener</i>	<i>Responder</i>
♠AQx	1♣	1♦
♥AKJxx	1♥	
♦AQx		
♣Jx		

<i>Opener</i>	<i>Opener</i>	<i>Responder</i>		
♠AQx	1♣	1♦	1♣	1♦
♥AK10xxx	2♥	2NT	2♥	2♠
♦x	3♥		3♠	
♣AKx				

<i>Opener</i>	<i>Opener</i>	<i>Responder</i>
♠AKQJxx	1♣	1♦
♥A	2♠	2NT
♦AJx	3♣	
♣AKJ		

(a) Development of Two-Suiters After a 1♦ Response

We bid the longer suit first, but with a four-card major and a longer minor suit we bid the major first. The reason for this is that if game is possible on the deal it is likely in the major suit. Bidding the longer minor suit first may result in responder passing and the major suit fit could be lost.

<i>Opener</i>	<i>Opener</i>	<i>Responder</i>
♠AKJx	1♣	1♦
♥KQJxx	1♥	2♣
♦Ax	2♠	
♣Kx		

but

<i>Opener</i>	<i>Opener</i>	<i>Responder</i>
♠AKxx	1♣	1♦
♥AJx	1♠	1NT
♦AKJxx	2♦	
♣x		

In the second example responder cannot be sure about the relative length of the two suits, as with 5-5 or 5-4 opener would follow the same sequence. It follows that when the minor suit is bid in front of the major the main strength of the hand lies in the minor.

<i>Opener</i>	<i>Opener</i>	<i>Responder</i>
♠AJxx	1♣	1♦
♥x	2♦	2♥
♦AKJxxx	2♠	
♣Ax		

Here we do not want to play in spades unless responder can make a free bid over 2♦.

(b) Rebidding by Responder After a 1♦ Response

The 1♦ bidder should respond to opener's rebid on almost any pretext. The object of this exercise is to get to game, and this object should be pursued, even at some risk.

General principles

- Responder's first bid suit should be five+ cards long.
- With 3+ HCP, no five+ card suit and no support for opener (xxx or better), responder should rebid notrump.
- With support for opener's minor suit and a five+ card major, responder should bid the major before supporting partner.
- With support for opener's minor suit and a decent four-card major, responder should consider bidding notrump instead of supporting partner.

Responder

♠Kxxxx	1♣	1♦
♥xx	1♥	1♠
♦Jxx		
♣xxx		

Responder

♠Kxxx	1♣	1♦
♥Jx	1♥	1NT
♦xxx		
♣xxxx		

Responder

♠x	1♣	1♦
♥KJxxx	2♣	2♥
♦xxx		
♣xxxx		

When supporting partner's major suit, consider a jump raise with extra length in trumps to a high honor or jumping in a new suit to show good support plus the ace or a singleton/void in the bid suit.

Responder

♠xx	1♣	1♦
♥Kxxxx	1♥	3♥
♦Qxx		
♣xxx		

Responder

♠x	1♣	1♦
♥Qxxxx	1♥	2♠
♦Kxxx		
♣xxx		

Responder

♠Jxxx	1♣	1♦
♥xxxx	1♠	3♦
♦Ax		
♣xxx		

(2) Rebidding Over a Positive Response

As with balanced hands a response of 1♥ is forcing to 2NT. If a major suit fit is discovered then a game force exists.

1♣	1♥	1♣	1♥	1♣	1♥
1♠	2♦	1♠	2♦	1♠	2♦
2♥	2NT	2♥	3♥	2♠	2NT
(Not forcing)		(Forcing)		3♦	(Not forcing)

(a) Opener's Rebids

After a positive response (1♥ or higher) opener rebids his suit at the minimum level and waits for partner to describe his hand.

Jumps by opener have quite different meanings than after a 1♦ response.

(i) Second round jump

A jump by opener at his first rebid shows a long, self-supporting suit and establishes that suit as trumps. Responder rebids minimum notrump with a void in the suit, otherwise he/she cue-bids his/her lowest control (ace, king, singleton, or void).

(ii) Jumps in later rounds

Jumps by opener later in the auction are splinter raises of responder's last bid suit. These jumps guarantee good four+ card support for responder's suit and a singleton or void in the bid suit.

(b) Responder's Rebids After a Positive Response

Responder rebids naturally, long suit first.

General principles

- Responder's first bid suit is always five+ cards long.
- Responder should support opener's first bid major suit immediately with Qxx, xxx or better, unless an excellent side suit is held.
- Without a five+ card suit or support for opener's major, responder's first rebid should be in notrump.
- Again responder should not raise opener's minor suit immediately if a four+ card major is held.

(i) Second round jumps

Jumps by responder on the second round show single-suited hand with a good suit, six+ cards long, playable for one loser opposite a low doubleton (minimum KJ10xxx). Opener raises with Qx, xxx or better if he/she can do so below game. If no raise below game is possible then opener's rebid in notrump is a denial of support and any new suit is a cue-bid, confirming responder's suit.

(ii) Later jumps

As with opener, responder's later jumps are splinter raises of opener's last bid suit.

(3) Rebids After Responses of 2♥ or 2♠

These responses show a decent six+ card suit and 3-5 HCP. Opener rebids as follows:

2NT	Asks for a second four+ card suit.
New suit	Forcing, asks for a raise on xxx or better. Without support responder returns to his/her major or bids notrump with a Q or better outside the suit.
Raise	Forcing, asks responder to show a control (usually as singleton or void) below game.

(E) Rebidding After Responses of Three of a Suit or 3NT

The response of Three of a suit to 1♣ shows a six+ card suit with one loser opposite a void. Responder bids the suit below the one he/she actually holds. The response of 3NT shows a no loser suit opposite a void.

(1) Rebidding After Three of a Suit

The responses to a response of Three of a suit are as follows: Opener can rebid Three of responder's suit, after which natural bidding follows, opener can rebid 3NT (to play), or opener can rebid a new suit, which is an asking bid.

If opener rebids responder's suit, for example 1♣-3♦-3♥ responder is expected to show any extra values he/she holds. New suits by responder show controls (ace, king, singleton or void), A rebid of his/her suit shows extra length, without a side control, and a rebid of 3NT (or 4NT) shows no extra value.

A new suit by opener is an asking bid. The responses are as follows:

1st Step	No control.
2nd Step	Singleton.
3rd Step	King.
4th Step	Ace or void.

Opener may ask again in a new suit. If opener repeats an asking bid suit, it is a demand that responder pass. This is the only way opener can play in his/her own suit.

<i>Opener</i>	<i>Responder</i>	1♣	3♠
♠Axx	♠Jx	3NT	pass
♥QJx	♥xx		
♦AKJxx	♦xxx		
♣Kx	♣AQJ10xx		
<i>Opener</i>	<i>Responder</i>	1♣	3♥
♠Ax	♠KQJ10xxx	3NT	pass
♥Kx	♥xx		
♦AQx	♦xx		
♣KJxxxx	♣xx		
<i>Opener</i>	<i>Responder</i>	1♣	3♥
♠	♠AQJ10xx	3♠	3NT
♥AKJxxx	♥xx	4♠	pass
♦Axx	♦Qxx	The hand obviously plays much better in spades than hearts (especially when 4♠ is played by opener).	
♣AJxx	♣xx		
<i>Opener</i>	<i>Responder</i>	1♣	3♦
♠AKQJxxxx	♠	3♠	4♥
♥	♥KQJ10xxx	4♠	pass
♦KQJx	♦xxx	This hand is exceptional: it plays better in opener's suit. 3♠ is the asking bid and 4♥ (4th step) promises ace or void. The rebid of spades says opener wants to play the hand in spades.	
♣x	♣Jxx		

(2) Rebidding After 3NT

Most of the time opener can decide which is opener's suit merely by looking at his own hand. Opener rebids responder's suit as a sign off (if the suit is a major), rebids opener's minor at the Four level (forcing, with rebids by responder as after 1♣-3♠-4♣), or rebids a new suit (asking bid).

Some examples:

<i>Opener</i>	<i>Responder</i>	1♣	3NT
♠AKQJxx	♠x	4♥	pass
♥	♥AKQJxxx	Opener knows responder cannot have a side ace, so he/she signs off.	
♦Kxxx	♦xx		
♣KQx	♣Jxx		

<i>Opener</i>	<i>RResponder</i>	1♣	3NT
♠x	♠AKQJxxx	7NT	pass
♥AKJxxx	♥xx		
♦AKQx	♦xx		
♣Ax	♣xx		

<i>Opener</i>	<i>Responder</i>	1♣	3NT
♠AKQJxx	♠x	4♥	5♣
♥Qx	♥Kxx	6NT	pass
♦x	♦AKQJxxx	4♥ is the asking bid. When responder shows the king (3rd step), opener can bid the slam.	
♣AKJx	♣xx		

Quiz

1. What would be your response to partner's 1♣ opening bid?

A	B	C	D
♠Kxx	♠AKx	♠Jx	♠AQxx
♥KJxxxx	♥Qxx	♥K10xxxx	♥AKxxx
♦QJx	♦xx	♦xxx	♦Jx
♣x	♣Jxxxx	♣xx	♣xx
E	F	G	H
♠xxx	♠xxx	♠x	♠KQJ
♥xxxx	♥KJx	♥xx	♥KQx
♦Qx	♦KJx	♦KQJ10xxx	♦KQJx
♣xxxx	♣Qxxx	♣Kxx	♣KJx

2. With the hands in 1. above, what would you respond if your RHO overcalls 1♠?

3. With the hands in 1. above, what would you respond if your RHO overcalls 2♠?

4. With the hands in 1. above, What would you respond if your RHO overcalls 3♠?

5. On the following hands you open 1♣ and partner responds 1♦. What is your rebid?

A	B	C	D
♠AKxx	♠KJx	♠AJxx	♠AKx
♥x	♥AQxx	♥Kx	♥AKx

BLUE CLUB, CALGARY CASUAL

♦KQJ10xx
♣AQ

E

♠x
♥KQJxxx
♦AQJ
♣Axx

♦KQxx
♣Kx

F

♠QJx
♥AQJxx
♦Ax
♣KJx

♦AKxxx
♣Ax

G

♠Kx
♥Ax
♦AKQxxx
♣AKJ

OPENING 1♣ 68

♦AKxxx
♣Ax

H

♠AQJxx
♥AQJx
♦Ax
♣xx

6. On the following hands partner has opened 1♣ and you have responded as suggested. What is your response over partner's rebid of 1NT?

<p>A (1♥)</p> <p>♠KJx ♥xxx ♦xxx ♣Kxxx</p>	<p>B (1♥)</p> <p>♠x ♥xx ♦KQxxx ♣KQxxx</p>	<p>C (1♥)</p> <p>♠KQJxxx ♥x ♦xxx ♣KJx</p>	<p>D (1♥)</p> <p>♠QJxx ♥QJxxx ♦Kxx ♣x</p>
<p>E (1♥)</p> <p>♠xx ♥xx ♦Kxx ♣KQxxxx</p>	<p>F (1♠)</p> <p>♠AQxx ♥xx ♦KJxxx ♣Qx</p>	<p>G (1♦)</p> <p>♠xxxxxx ♥xx ♦xx ♣xxx</p>	<p>H (1♦)</p> <p>♠x ♥KJxxx ♦Jxxx ♣xxx</p>

7. In the following auctions, what can you tell about partner's hand, and what is your next bid?

<p>A</p> <p>♠Qx ♥AQxxxx ♦AQx ♣Kx</p>	<p>1♣ 2♥ ?</p>	<p>1NT 3♠</p>	<p>B</p> <p>♠AKx ♥KQx ♦AQx ♣AQJx</p>	<p>1♣ 2NT ?</p>	<p>1NT 3♣</p>
<p>C</p> <p>♠KQxx ♥AKJxx ♦Axx ♣x</p>	<p>1♣ 2♥ ?</p>	<p>1♥ 3♦</p>	<p>D</p> <p>♠xxx ♥KJ10xx ♦Kx ♣Qxx</p>	<p>1♣ 2♦ 3♥</p>	<p>1♥ 2♥ ?</p>

Answers

- | | | | | | | |
|----|----------------|------------------|--------|-------|--------|--------|
| 1. | A 1♥
G 3♣ | B 1♠
H 1NT | C 2♥ | D 2♣ | E 1♦ | F 1♥ |
| 2. | A Dble
G 3♣ | B 1NT
H 2♣ | C 2♥ | D 2♦ | E pass | F Dble |
| 3. | A 3♥
G 3♦ | B 2NT
H 2NT | C 3♥ | D 3♠ | E pass | F Dble |
| 4. | A 4♥
G 4♦ | B Dble
H Dble | C pass | D 4♥ | E pass | F Dble |
| 5. | A 3♦
G 3♦ | B 1NT
H 1♠ | C 1♠ | D 3NT | E 1♥ | F 1♥ |
| 6. | A 2♣
G 2♣ | B 2♠
H 2♥ | C 2♥ | D 2♣ | E 2NT | F 2♣ |

7. Partner has four controls and six+ good spades. Slam is still possible (partner could hold ♠AKxxxx ♥Kx ♦xxx ♣xx or ♠KJ10xxx ♥Kx ♦xxx ♣Ax). The proper rebid is 4♣, confirming spades as trumps and showing a club control.

- B. Partner has four controls (♣ace, ♦king, ♣king) and is interested in finding a suit fit of some sort. You can already count 12 tricks (2 spades, 3 hearts, 3 diamonds and 4 clubs) and if partner has the ♠queen or ♥AJxx or ♦KJxx you can count 13 tricks. The correct bid is a jump to 5NT, which implies 12 tricks and possession of all the controls. Partner will bid the Grand Slam with ♠Qxx and will rebid 6♦ or 6♥ with a four-card suit containing extra values.

With a slightly weaker hand (minus the ♠king) you would rebid 4♣, promising extra values, with clubs as the only four or five card suit, and slam interest.

- C. Partner has six+ HCP, 0-2 controls and five+ diamonds. Slam is unlikely. The best rebid at this point is 3♠ showing four spades, five hearts and probably no club stopper. If your diamonds and clubs were reversed, a bid of 3NT would probably be best, although this could easily result in missing a 4-4 spade fit.
- D. Partner has 17+ HCP, five+ diamonds and three+ hearts. If his/her heart support is poor (less than Qxx) he/she probably does not have four spades. Although you are near minimum for your bidding, you should still bid 4♦ at this point. This bid denies first or second control of spades or clubs and promises the ace or king of diamonds (do not cue-bid shortness control of partner's known long suit). It does not promise extra values as the cue-bid is made below game. The cue-bid of 4♦ may be exactly what partner needs to bid slam (♠x ♥AQx ♦AQJxxx ♣Ax)

CHAPTER 7

Opening 2NT

This opening bid is made on a balanced hand of 21-22 HCP. It occupies the narrow range between the sequences 1♣-1♦-1NT and 1♣-1♦-2NT.

The opening bid of 2NT is never made with a five card major. Also, avoid opening 2NT with a five card minor unless the suit is very weak. With a hand such as ♠Kx ♥AQx ♦AQJxx ♣KQx it is better to open 1♣ and show the diamonds. Opening 2NT with hands of this sort could easily result in losing the minor suit.

(A) Responses to 2NT

Systems of responding to 2NT are numerous and varied. Feel free to use the system with which you are most comfortable. Outlined below is the original system as set out in *The Blue Club*. In the years I have been playing Blue Club I have found this method accurate and effective. I suggest you give it a try.

(1) 3♣ Response

The 3♣ response is the Gladiator convention; a weak transfer bid similar to that used after 1♣-1♦-1NT. It is employed when responder has a six card suit of diamonds, hearts or spades at best queen high and an otherwise worthless hand. The response of 3♣ commands opener to rebid 3♦ in theory. With long diamonds and a very weak hand responder will pass; with a similar holding in hearts or spades he/she will rebid in the major, indicating that so far as responder is concerned, that is all the hand is worth.

There is one extra development, applying only in the minor suits. A suit such as Qxxxxx or Kxxxxx in the responder's hand is difficult to value because so much depends on the fit. If opener has only a doubleton honor the suit will be useless in NT. This problem is overcome in the following way:

2NT	3♣	Moderate suit of clubs. If opener has the wrong sort of fit he/she
3♦ (forced response)	3NT	takes out into 4♣ (or possibly 5♣).

2NT	3♣	Moderate suit of diamonds. Opener may pass, try 4NT, or raise to
3♦ (forced)	4♦	5♦.

When opener is responding to 3♣ he/she should keep alive to the possibilities. If you are willing to attempt game opposite a suit of xxxxxx and a valueless hand do not relay into the suit, but instead bid the lowest ranking suit in which you are not interested in game. For example:

♠Ax	In this case you are willing to attempt game if partner has xxxxxx in diamonds or hearts, but not in spades. After the sequence 2NT-3♣ do not rebid 3♦ as partner will pass if he/she has diamonds. The correct rebid is 3♠, the lowest ranking suit in which you have no game interest. Responder will pass with spades, bid 3NT with diamonds and bid 4♦ with hearts to allow you to play the hand.
♥AKxx	
♦AKxx	
♣QJx	

(2) 3♦ Response

The response of 3♦ is Stayman, asking opener to bid a four card major. This may lead to one of three sequences:

2NT	3♦
3♥ (does not deny four spades)	

2NT	3♦
3♠ (denies four hearts)	

2NT

3♦

3NT (denies four of either major)

Any continuation by responder is natural except that:

3♠ over 3♥ shows only four spades and 4♣ over any rebid is conventional.

(i) After a 4♣ Rebid

Responder's 4♣ after starting with 3♦ enables him/her to pinpoint opener's distribution as follows:

(a)	2NT	3♦
	3♥	4♣
	?	

Opener rebids as follows:

4♥	no other four card suit so 3-4-3-3.
4♦	four card suit of diamonds.
4♠	four of each major.
4NT	four clubs as well as four hearts.

(b)	2NT	3♦
	3♠	4♣
	?	

Remember that opener has denied four hearts. He/she rebids:

4♠	no other four card suit, so 4-3-3-3.
4♦	four diamonds, three clubs, so 4-2-4-3.
4♥	four diamonds, three hearts, so 4-3-4-2.
4NT	four clubs.

(c)	2NT	3♦
	3NT	4♣
	?	

Now opener has denied four of either major. He/she rebids:

4♦	four diamonds, 3-3-4-3.
4♥	a five card minor.
4♠	four cards in both minors.
4NT	four clubs, 3-3-3-4.

Over a 4♥ rebid, responder rebids 4♠ to show slam interest if clubs are held, 5♣ to show interest if diamonds are held and 4NT to sign off. Remember that 4NT always stands for clubs. Most of the other bids explain themselves.

(3) 3♥ and 3♠ Responses

The responses of 3♥ and 3♠ are natural and forcing, showing a five+ card suit. If opener has a fit (at least Qxx) he/she should cue-bid in response. Any new suit by responder over opener's rebid of 3NT is natural and forcing.

(4) 3NT

Natural, to play.

(5) 4♣ and 4♦ Responses

These responses are South African Texas, transfers to 4♥ and 4♠ respectively.

CHAPTER 8

Opening 2♦

This chapter is a very slightly modified version of part of Chapter 10 "When Clubs are Blue" in *Slam Bidding* by Hugh Kelsey.

The idea of using the opening bid of 2♦ to show a strong three-suited hand was first hatched by the developers of the Roman System. The Blue Club version of this bid is as follows: the opening bid of 2♦ shows a hand of precisely 4-4-4-1 distribution (any singleton) and 17-24 HCP.

Such hands do not come up very often. Besides dealing effectively with them, the 2♦ opening bid removes such hands from the 1♣ opening. Hands of 4-4-4-1 distribution contain no 5+ card suit yet they are unbalanced. If such hands were included, they would have to be described by a suit rebid over the initial control showing response by responder (*i.e.*, 1♣-1♥-1♠ with ♠AKxx♥x♦KQJx♣AJ10x). The inference of a five+ card suit would be compromised.

After the 2♦ opening bid the responder is in complete control of the auction. He/she asks questions of the opener and places the final contract when sufficient information has been received.

(A) Responses to 2♦

There are four possible responses to 2♦; 2♥, 2♠, 2NT and Three of a suit. We shall consider each of these in turn.

(1) 2♥

This is the normal conventional relay response used on nine hands out of ten. It shows neither weakness nor strength, merely asking opener to clarify his/her holding.

(2) 2♠

This is a natural, negative response, showing in theory four+ spades and less than 6 HCP. The response may have to be made with three spades if the distribution is 4-3-3-3.

(3) 2NT

This is a semi-positive to positive response (6-10 HCP) showing a six card suit with at least two honors, one of which is the ace or king.

(4) Three of a Suit

These responses show weaker six card suits (those headed by the ace, king or queen-jack) in the same point range as 2NT.

(B) Developments after 2♦-2♠

(1) Showing Singleton and Range

With a hand in the lower half of the range (17-20 HCP) opener passes with four spades and rebids 2NT with a singleton spade, passing responder's next bid.

With a hand in the upper half of the range, opener bids the suit below his/her singleton.

- 3♣ with a singleton diamond
- 3♦ with a singleton heart
- 3♥ with a singleton spade
- 3♠ with a singleton club

Responder either passes or makes the final bid.

<i>Opener</i>	<i>Responder</i>		
♠AKQx	♠Jxx	2♦	2♠
♥AQJx	♥xxxx	3♣	4♥
♦x	♦xxx		
♣AJxx	♣Q10x		

Responder does not have much, but his/her hand is improved by the knowledge that opener has a singleton diamond.

(C) Developments after 2♦-2NT

Irrespective of his/her strength opener rebids in the suit below his/her singleton. Responder then bids his/her suit and if this coincides with the singleton opener passes with 17-20 HCP and bids 3NT with 21-24 HCP.

An exceptional case occurs when the bidding starts 2♦-2NT-3♠. In order not to bypass the notrump game, responder must rebid 3NT when his/her suit is clubs. Opener then passes with 21-24 HCP and takes out to 4♣ with 17-20 HCP.

When a fit is revealed by responder's second bid, opener either goes straight to game or cue-bids at the cheapest level. In the latter event responder is expected to show any singleton he/she possesses.

<i>Opener</i>	<i>Responder</i>		
♠AJxx	♠x	2♦	2NT
♥AKQx	♥10xx	3♠	4♦
♦Kxxx	♦AJxxxx	4♥	4♠
♣x	♣Jxx	6♦	

(D) Developments After 2♦-Three of a Suit

If his/her singleton coincides with partner's suit, opener passes with 17-20 HCP and bids 3NT with 21-24 HCP.

With a fit in responder's suit opener either raises to game or bids his/her singleton suit. This is the only occasion where opener rebids in the singleton rather than in the suit below. The responder rebids by steps to show his/her values.

- 1st step trumps headed by QJ
- 2nd step trumps headed by ace or king, no singleton
- 3rd step trumps headed by ace or king, side singleton

Opener can cue-bid if he/she wishes to discover where the singleton lies.

<i>Opener</i>	<i>Responder</i>		
♠A	♠QJx	2♦	3♥
♥Axxx	♥K10xxxx	3♠	4♦
♦KQJx	♦xxx	4♠	5♣
♣Axxx	♣x	6♥	

The three step response of 4♦ shows the king of hearts plus a side singleton, and opener learns that it is the right singleton on the next round.

(E) Developments After 2♦-2♥

Opener's rebids are codified all the way and responder assumes complete responsibility for placing the contract.

Opener's first duty is to show his/her range and singleton, done with the following rebids:

Rebid	Range (HCP)	Singleton
2♠	17-20	Major suit
2NT	"	Club
3♣	"	Diamond
3♦	21-24	Heart
3♥	"	Spade
3♠	"	Club
3NT	"	Diamond

The 2♠ rebid is the only one that does not immediately define the singleton. Responder makes a relay bid of 2NT to ask whether a singleton spade or heart is held and to ask for a closer definition of the range.

After 2♦-2♥-2♠-2NT:

- 3♣ shows a singleton heart.
- 3♦ shows a singleton spade, 17-18 HCP.
- 3♥ shows a singleton spade, 19-20 HCP.

When opener shows a singleton heart, responder can make a further relay in hearts to ask about the range. After 2♦-2♥-2♠-2NT-3♣-3♥:

- 3♠ shows 17-18 HCP.
- 3NT shows 19-20 HCP.

When opener has shown 17-20 HCP and a singleton club or diamond, responder can again bid the short suit to ask for a closer definition of the range, *i.e.*:

2♦	2♥	2♦	2♥.
2NT	3♣	3♣	3♦
3♦	shows 17-18 HCP.	3♥	shows 17-18 HCP.
3♥	shows 19-20 HCP.	3♠	shows 19-20 HCP.

After a 2♥ response to 2♦ any bid by responder, apart from a further relay in the short suit, ends the auction. The only exception is that a bid of Four in a minor invites opener to continue to game if he/she has two honor cards in the suit.

Let's see some examples:

<i>Opener</i>	<i>Responder</i>		
♠x	♠xxx	2♦	2♥
♥AKxx	♥Jxxx	2♠	2NT
♦AKxx	♦Qxxx	3♥	4♥
♣KQxx	♣xx		

When responder hears that opener has 19-20 HCP with a singleton spade he/she judges game to be worth bidding. If on the third round opener had rebid 3♦ to show 17-18 HCP, responder would have closed the bidding with 3♥.

<i>Opener</i>	<i>Responder</i>		
♠AKQx	♠xx	2♦	2♥
♥KJxx	♥xx	3♣	
♦x	♦Q9xxx		
♣Axxx	♣Q9xx		

Responder has no reason to bid again.

<i>Opener</i>	<i>Responder</i>		
♠AQxx	♠KJx	2♦	2♥
♥x	♥10xxx	2♠	2NT
♦KJxx	♦Qxxx	3♣	3♥
♣AKJx	♣xx	3♠	4♦
		5♦	

After discovering opener has 17-18 HCP and a singleton heart, responder invites game in diamonds. Opener accepts on the strength of his two honor cards in the suit.

(1) Asking for Controls

When opener's first rebid shows a hand in the 21-24 HCP range, responder does not attempt to obtain a closer definition of the range. A relay bid in the short suit now asks for controls, as does a further short suit relay by a responder who has already learned the exact HCP range of a 17-20 HCP opener. Responder should, of course, see some prospect of slam before he/she asks for controls.

Counting an ace as two controls and a king as one, opener bids by steps to show the number of controls held. A singleton ace in the short suit is counted as two controls; a singleton king is not counted at all. The steps start with four controls in the 17-20 HCP zone, and with six controls in the 21-24 HCP zone, i.e.:

2♦	2♥	2♦	2♥
2♠	2NT	3♥	3♠
3♣	3♥	3NT	six controls
3NT	4♥	4♣	seven controls
4♠	four controls	4♦	eight controls
4NT	five controls	etc.	
5♣	six controls		
etc.			

The number of controls shown by opener will often enable responder to identify the holding precisely.

<i>Opener</i>	<i>Responder</i>		
♠AQJx	♠Kx	2♦	2♥
♥AKxx	♥Q9xxx	3♣	3♦
♦x	♦Jxx	3♠	4♦
♣AJxx	♣Kxx	5♣	6♥

The seven controls shown by opener can only be three aces and the king of hearts. Thus, opener must have at least one queen to bring his/her point total to 19.

Responder does not need much strength to become slam-minded when opener show the 21-24 HCP range.

<i>Opener</i>	<i>Responder</i>
---------------	------------------

♠AKxx	♠Qxxxx	2♦	2♥
♥AKxx	♥Qxx	3♠	4♣
♦AKJx	♦x	4NT	6♠
♣x	♣Jxxx		

When opener shows a singleton club and nine controls, responder knows that the slam is good.

<i>Opener</i>	<i>Responder</i>		
♠AJxx	♠Kx	2♦	2♥
♥x	♥Axx	3♦	3♥
♦AKJx	♦10xxxxx	4♣	7♦
♣AKJx	♣xx		

Opener's eight controls suffice to take care of all the losers in responder's hand.

(2) Further Relays

When partner's controls do not quite fill all the gaps, responder may make yet another relay bid in the short suit to ask for queens, but the wholesale showing of queens will not always be helpful. To place the contract with accuracy responder may need to know not just how many queens are held but *which* queens are held.

To overcome this problem the following method is recommended. After checking on controls responder may ask about queens in the three known suits by bidding the short suit or 4NT, whichever is cheaper. Opener springs to attention as follows:

- With one queen names the suit
- With two queens bids the short suit
- With none or three bids notrump

At first glance it may appear dangerous to bid notrumps (perhaps skipping several steps) with no queen, but in practice it is not so. Opener's strength is always known within a point or so, and responder can have no reason to ask for queens if a negative response is both possible and embarrassing.

This is the sort of hand on which responder needs to know which queen is held.

<i>Opener</i>	<i>Responder</i>		
♠x	♠xxx	2♦	2♥
♥AQJx	♥K10xx	3♥	3♠
♦AKxx	♦QJ	4♦	4♠
♣AKxx	♣J10xx	5♥	6♥

After learning that opener has a singleton spade, 21-24 HCP and eight controls, responder asks for queens by bidding 4♠. When opener promises the queen of hearts responder bids slam in that suit, secure in the knowledge that his/her club losers will be discarded on the diamonds. If opener had shown the queen of clubs instead, responder could have bid the slam in that suit with equal confidence. Clubs would also have been the safer suit if opener had admitted to holding two queens.

A responder with grand slam aspirations will at times be worried about trump solidity. In the codified sequences that follow 2♦, no Trump Asking Bid is available since opener is not allowed to know the trump suit until the bidding is over. Asking for specific queens will usually solve the problem, however.

<i>Opener</i>	<i>Responder</i>		
♠Axxx	♠KJxx	2♦	2♥
♥x	♥Axxx	2♠	2NT
♦AQxx	♦Kx	3♣	3♥
♣AKxx	♣QJx	3♠	4♥
		5♦	5♥
		6♦	6♠

Responder learns that opener has a singleton heart, 17-18 HCP and seven controls, and then asks for queens by bidding 5♥. When opener shows the wrong queen responder settles for six. Naturally responder would also have signed off in six if opener had bid 5NT to show no queen. But if opener had shown the queen of spades a good grand slam would have been reached.

When opener shows two queens, responder may still be in doubt about whether the queen of trumps is missing or not. In such cases a further relay in notrumps can be used to ask opener to name the missing queen.

This refinement helps on hands like the following.

<i>Opener</i>	<i>Responder</i>		
♠AJxx	♠Kxx	2♦	2♥
♥AKQx	♥xx	3♣	3♦
♦x	♦Axx	3♥	4♦
♣QJxx	♣AKxxx	4♠	4NT
		5♦	5NT
		6♠	7♣

After learning about the singleton diamond, 17-18 HCP and five controls, responder uses 4NT to check on queens. Opener admits to two queens and the next bid of 5NT asks which is missing. Responder can count 13 tricks once he/she is assured that it is a major suit queen that is missing. Responder is in a position to pass a bid of 6♣, however, thus avoiding the grand slam when it is a dubious proposition.

That takes care of the queen position, but suppose it is the king of trumps that responder is worried about. We can cater for this by stipulating that a bid of 5NT by responder, when not preceded by an enquiry for queens, asks opener to name a missing king.

When opener has two kings there are no complications.

<i>Opener</i>	<i>Responder</i>		
♠AKxx	♠Q	2♦	2♥
♥AJxx	♥Qxx	3♣	3♦
♦A	♦Jxx	3♠	4♦
♣KJxx	♣Axxxxx	5♦	5NT
		6♥	7♣

Responder learns about the singleton diamond and 19-20 HCP. When he/she discovers that opener has eight controls responder realizes that the grand slam must be on ice unless it is the king of trumps that is missing. Responder's bid of 5NT queries the missing king and opener puts his/her mind at rest.

When opener has only one king the position is not so simple, for he/she cannot afford to bid the king suit at the six level. The solution is for opener to bid the cheaper of the missing kings. If this is the trump suit responder passes. Otherwise he/she converts to trumps, expecting opener to pass without the trump king and bid the grand slam if he/she has it.

<i>Opener</i>	<i>Responder</i>		
♠Axxx	♠x	2♦	2♥
♥AKxx	♥QJxxxx	2NT	3♣
♦AQxx	♦Kx	3♦	4♣
♣x	♣Axxx	4NT	5NT
		6♦	6♥
		7♥	

Opener reveals a singleton club, 17-18 HCP and seven controls. Needing to know about the king of trumps, responder asks with 5NT. Opener denies the king of diamonds, after which responder converts to the trump suit and leaves the rest to his/her partner.

The sequences that follow an opening bid of 2♦ are certainly complex and highly artificial, but if you examine them closely you will discover a logical basis for every manoeuvre.

CHAPTER 9

Slam Bidding

Introduction

I find that slam bidding is the most fascinating aspect of contract bridge. Blue Club, with its emphasis on distribution and controls provides an excellent platform, at low levels, upon which to base a partnership's slam investigations. Much of the success that the Blue Team had during their string of World Championships was due to their accuracy in the slam zone.

To separate out a chapter on slam bidding is to a certain degree misleading. Accurate slam bidding is founded in the early stages of the auction, when the partnership is searching out a trump fit and defining the general strength of their hands. The more precise the information exchanged at low levels, the more accurate the assessment of slam possibilities. The restriction of the opening one bid by the strong 1♣ opening and the Canapé style of showing distribution and strength allow early, relatively precise, definition of the strength and distributional assets of the partnership.

The Blue Club method of slam bidding is founded on its unique style of cue-bidding. Although quantitative and bulk control methods are used occasionally, it is cue-bidding that carries most of the load. The Blue Club style of cue-bidding is alive with inferences, both positive and negative, and does take some practice and concentration from those new to this style. However, I sincerely believe that the results merit the effort.

(A) Cue-bidding

Let's set out some of the general principles of the Blue Club cue-bidding style.

- First and second round controls, either by honor control or shortness are shown indiscriminately. That is the lowest ranking control is shown first, regardless of its type.
- Short suit control in a suit where partner has shown length is not shown at the first opportunity to do so.
- Cue-bids below game do not necessarily show extra values.
- Bids of 4NT and 5NT, made in the midst of a cue-bidding sequence are general cue-bids, showing extra values and asking partner to show additional features.
- Second round controls are not shown above 4NT unless it is reasonably certain that first round control of the suit is held by the partnership.
- A suit bypassed by one partner during a cue-bidding sequence denies holding either first or second round control of that suit. If the other partner continues cue-bidding, he/she shows by inference control of the suit his/her partner bypassed.
- A repeat cue-bid in the same suit generally implies first and second round control. Occasionally, if the repeat cue-bid is made at the Five level or higher, it may be made to confirm first round control (especially if the partnership has already cue-bid it the suit).

(1) When is a New Suit a Cue-bid?

Before discussing the methodology of the Blue Club cue-bidding style, it is important to set down the circumstances in which a new suit is interpreted as a cue-bid.

1. When a suit has been bid and raised and a game forcing situation exists, a new suit is a cue-bid.

<i>Opener</i>	<i>Responder</i>	
1♥	2♣	
2♥	2♠	
3♠	4♣	4♣ is a cue-bid.
1♠	4♣	Spades are agreed by the splinter raise. 4♥ is a cue-bid, denying control of

4♥		diamonds.
1♠ 3♣	2♣ 3♥	3♥ is not a cue-bid. Although clubs have been raised, a game force does not exist. Responder has reversing values with five+ hearts.
1NT 3♠	3♥	3♠ is a cue-bid. The partnership is known to have an eight+ card heart fit.
1♠ 2♠ 4♣	2♣ 3♠	4♣ is a cue-bid. Although 3♠ was not game forcing, the cue-bid obviously forces to at least 4♠.
1♦ 2♠	1♠ 3♣	3♣ is not a cue-bid. It is just a game try in spades.
1♠ 2♦ 3♥	2♣ 2♥ 3♠	3♠ is a cue-bid. Hearts have been raised and responder has forced to game. Shows ace or king of spades.
1♣ 2♦ 3♥	1♠ 3♦	3♥ is a cue-bid. Diamonds have been raised and a game force exists.
1♣ 1♠ 3♣	1♥ 2♠	3♣ is a cue-bid. The 2♠ raise established a game force.

2. A new suit at the Four level, if bid without a jump, is a cue-bid, with partner's last bid suit as trumps.

<i>Opener</i>	<i>Responder</i>	
1♠ 2♠ 4♣	2♣ 3♥	Not a cue-bid. Not a new suit. Natural raise of clubs (which could be a short suit).
1♠ 2♠ 4♦	2♣ 3♥	4♦ is cue-bid. Since 4♣ would not be a cue-bid (see above) 4♦ does not deny control of clubs.
1♥ 3♥	2♣ 3♠	Not a cue-bid. Natural reverse (also not at the Four level).
1♠	2♦	4♣ is a cue-bid. Spades agreed by inference.

3♠ 4♣

1♠ 2♣
 2♠ 3♥
 3NT 4♦

4♦ is a cue-bid. Agrees partner's spades (responder could be 3-5-1-4 or 3-5-2-3 for instance). Does not deny a club control as 4♣ would be natural.

3. The bid of a new suit in which the partnership cannot have an eight+ card fit, or in which the cue-bidder is known to hold less than four cards is a cue-bid for partner's last bid suit and establishes a game force.

Opener Responder

1♣ 1♥
 2♣ 2♦
 2♠ 3♥

3♥ is not a cue-bid. Although opener cannot have four hearts (with 4-4-0-5 distribution he/she would rebid 2♥, not 2♠) responder can have 5♥ (0-5-6-2 for instance).

1♠ 2♦
 2NT 3♥
 3NT 4♣

4♣ is a cue-bid in support of spades. Responder cannot have four+ clubs (with 0-5-4-4 distribution he/she would have responded 2♣).

1♠ 3♣
 3♠ 4♦

4♦ is a cue-bid. A jump-shift response denies a side suit.

1♣ 1♠
 1NT 2♣
 2♥ 2♠
 3♦

3♦ is a cue-bid. Opener denied four+ diamonds with his/her 2♥ rebid.

1♦ 2♣
 2NT 3♥
 3♠

3♠ is a cue-bid. 1♦ followed by 2NT denies holding four+ spades.

1♣ 1NT
 2♥ 2♠
 3♣ 3NT
 4♦

4♦ is a cue-bid. Responder denied holding four+ diamonds, and opener can have four at most. Spades agreed by inference.

1NT 2♦
 2♠ 3♣
 3♥

3♥ is a cue-bid. Opener denied holding four hearts with his 2♠ rebid.

1NT 2♣
 2♠ 2NT
 3♣ 3♦
 3♥

3♥ is a cue-bid. Opener denied holding four hearts with his/her 3♣ rebid.

(2) Blue Club Style

(a) Indiscriminate Cue-bids

Once a Blue Club player decides to cue-bid, he/she cue-bids the first available suit in which he/she holds first or second round control (ace, king, singleton or void). The corollary to this is that when a player bypasses a suit in a cue-bidding sequence, he/she denies first or second round control. This is the major feature of Blue Club style cue-bidding; the negative inference available when a player bypasses a suit in a cue-bidding sequence.

The only exception to this rule is when cue-bidding in a suit where partner has shown length. At the first available opportunity to cue-bid in such a suit we do not cue-bid a short suit control. Thus if this suit is bypassed "the first time around" it denies first or second round honor control of the suit. This exception is established because cue-bidding is meant to provide useful information to partner. It is much more useful if partner knows your cue-bid in his/her suit promises a fitting high honor (therefore allowing him/her to estimate the number of playing tricks the suit will provide) rather than shortness (which may indicate wastage).

An apparent drawback to the use of indiscriminate cue-bids is the possibility of reaching slam off an unsuspected ace (the best chance of this happening is when one partner has the king of a suit and the other partner a singleton, and both cue-bid in the suit). This case is almost completely eliminated by the Principle of Neutral vs Positive Acceptance (see below) and the ability to recce-bid a suit to confirm first round control.

Let's look at some examples of Blue Club cue-bids in action.

<i>Opener</i>	<i>Responder</i>	
1♠	3♠	The 4♣ cue-bid promises first or second round control of clubs. The 4♥ cue-bid does the same for hearts <u>and</u> denies first or second round control of diamonds.
4♣	4♥	
1♦	2♣	The last three bids in this auction are cue-bids. The last bid, 4♦, is unlike the others in that it promises first or second round <u>honor</u> control of diamonds, partner's suit.
2♦	2♥	
3♥	3♠	
4♣	4♦	
1♣	1♠	3♠ and 4♦ are cue-bids, the latter denying first or second round control of clubs.
2♥	3♥	
3♠	4♦	
4♥		
1♠	2♣	After trump agreement responder cue-bids 4♦, denying control of clubs and honor control of spades (incidentally this virtually guarantees four+ clubs). opener now cue-bids 4♠ promising first or second round control of spades <u>and</u> first or second round control of clubs.
2♦	2♥	
3♥	4♦	
4♠		

<i>Opener</i>	<i>Auction</i>		
♠AKxxx	1♣	1♠	After the 4♥ cue-bid, denying control of diamonds, opener has no further thoughts of slam.
♥AQ	2♠	3♠	
♦xx	4♣	4♥	
♣KQx	4♠		

The last two examples illustrate an important inference made available by the Blue Club cue-bidding style. As in the latter of these two examples, when cue-bidding reveals two quick losers in any suit there is obviously no interest in slam and the player who acquires this information immediately signs off. If he/she does not sign off but continues to cue-bid the obvious inference is that he/she has control of the suit that partner bypassed. Two cue-bids for the price of one! If he/she subsequently cue-bids in the suit that partner bypassed it guarantees first round control as he/she has already promised at least second round control by continuing to cue-bid.

(b) Principle of Neutral vs Positive Acceptance

As stated before, a cue-bid made below game does not promise extra values. It can be considered a neutral expression of slam interest. If partner cue-bids in response, still below game, it is a Neutral Acceptance of the slam try, again not promising extra values.

This style is of great value as the information exchanged by these cue-bids below game may prove vital in assessing a deal's slam chances. The old notion that a cue-bid showed at least mild slam interest (*i.e.*, extra values) is wasteful of bidding space and may in fact conceal vital information which would have allowed one of the partners to recognize a deal's slam potential.

<i>Opener</i>	<i>Responder</i>		
♠xxx	♠x	1♥ 2♣	This near minimum hand for a Reverse Raise has been significantly upgraded by opener's Neutral Acceptance cue-bid of 4♣, denying a spade control and promising the king of clubs (honor control in a suit where partner has implied length). Without this neutral cue-bid (on the 3-4-3-3 minimum) slam might well be impossible to reach. Responder should bid 5♣ at this point, denying a diamond control, but showing second round control of spades and control of clubs.
♥Kxxx	♥AQJxx	2NT 3♥	
♦AKx	♦xxx	4♣	
♣Kxx	♣AQJx		

The Principle of Neutral Acceptance can be taken to extremes. Obviously if one partner knows slam is impossible he/she will sign off at the appropriate level.

<i>Opener</i>			
♠AKJxxx	1♣ 1♥	In this case you know that if you are not off two aces, then you are off one ace and the king of hearts. Partner has two controls maximum and no singleton or void in view of his/her 1NT response. There is no point in making the Neutral cue-bid of 4♣. Sign off with 4♠.	
♥Qx	1♠ 1NT		
♦x	2♣ 2♠		
♣AKQx			

When making a Neutral Acceptance cue-bid you are telling partner that there is some hand that you can construct for him/her, consistent with his/her previous bidding, that makes slam a good contract. It also says that you are not sub-minimum for your bidding. If you have stretched in your previous bidding then do not make a Neutral Acceptance cue-bid.

<i>Responder</i>		
♠KJxxx	1♥ 2♣	Here you have a dead minimum, possibly sub-minimum, hand for a reverse by responder. Aceless, only two controls, bad distribution. Having decided to force to game, a Neutral Acceptance cue-bid would be unwise. Sign off in 4♠.
♥Qx	2♥ 2♠	
♦Qx	3♠	
♣KJxx		

The principle of Neutral Acceptance extends to higher levels. If partner has shown extra values in a cue-bidding sequence (cue-bidding beyond game for example) a responsive cue-bid that does not increase the level further is still Neutral Acceptance.

<i>Auction</i> 1♠	Here opener cue-bids beyond game, obviously showing extra values (forcing to a small slam). Responder's 5♥ cue-bid is still a Neutral Acceptance of the slam try, with a minimum+ hand for his/her original jump-shift.
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3
♣
4♣

4
♦
4♠

4
N
T
5♦

5
♥

Let me illustrate with a hand from actual play where I violated the principle of Neutral Acceptance, resulting in a missed grand slam.

<i>Opener</i>	<i>Responder</i>		
♠AK	♠Jxxx	2NT 3♥	After partner's 4♠ cue-bid, a Positive Acceptance slam try, I could place partner with the ♠AK, and the ♦A. For a grand slam to be possible the ♥AK were necessary. To make the grand slam a viable contract partner's possible four additional HCP had to be the ♣A and partner would need a doubleton spade. Although all this was possible, it seemed unlikely so instead of making the correct Neutral Acceptance cue-bid of 5♦, I leapt to 6♥. Partner had the perfect hand! My fault.
♥AKxx	♥QJ10xx	3♠ 4♣	
♦Axx	♦Kxx	4♦ 4♥	
♣Axxx	♣K	4♠ 6♥	

Of course, during a cue-bidding sequence, at some point one of the partners must decide that a slam try above game is warranted. That is he/she must make a Positive Acceptance of the slam try. There are two ways to do this. The obvious one, mentioned briefly in some of the above examples, is to cue-bid beyond game. To do this the cue-bidder says that the information exchanged to date suggests the real possibility of slam, not just if partner has the perfect hand, and that should the slam try peter out at the five level, 11 tricks will be safe.

<i>Opener</i>	<i>Responder A</i>	<i>Responder B</i>		
♠AJxx	♠KQxxx	♠Kxxxxx	1♥ 2♣	The 5♣ cue-bid is a Positive Acceptance of the slam try. Opposite a minimum like A, 11 tricks will be safe. And opposite a slightly better minimum like B, slam is excellent. Both hands would be consistent with responder's previous bidding.
♥AJxxx	♥xx	♥xx	2♥ 2♠	
♦x	♦Qx	♦Ax	3♠ 4♣	
♣KJx	♣AQxx	♣AQx	4♦ 4♠	
			5♣	

The other method of showing a Positive Acceptance of a slam try is with the general cue-bids of 4NT and 5NT.

(c) General Cue-bid 4NT and 5NT

In order for the bids of 4NT and 5NT to be considered as general cue-bids they must be made in the following circumstances:

- Both partners have made at least one cue-bid.
- These bids are made without a jump.
- It is after the second round of bidding.

Thus the bids of 4NT and 5NT made without a jump in the midst of a cue-bidding sequence are general cue-bids showing extra values and slam interest. They are Positive Acceptance cue-bids.

First a few examples:

1♠	3♣	Here responder bypasses 4♠, thus denying first or second round honor control of spades, but rather than signing off in 5♣ he/she has made a general cue-bid of 4NT, showing a Positive Acceptance of the slam try without the ace or king of spades.
4♣	4♦	
4♥	4NT	

1♣	1♠	Responder, after having shown three controls, a heart fit and a diamond control (with control of spades as well, the suit opener bypassed), bypasses 4♠ (denying first round spade control) but issues a general slam try with 4NT, showing considerable extra values.
2♥	3♥	
4♣	4♦	
4♥	4NT	

1♠	2♦	Responder's hand is virtually unlimited. After an exchange of cue-bids (one of which, 5♣, showed a Positive Acceptance of the slam try) responder invites the grand slam with the general cue-bid of 5NT.
2♠	4♣	
4♦	4♥	
4♠	5♣	
5♦	5NT	

The general cue-bid of 4NT (by far the most commonly used) is most often showing a Positive Acceptance of the slam try. However it can be used in two other related fashions. Firstly it can be used to rectify the timing of a cue-bidding sequence so that one can receive the information of most use. For example:

<i>Responder</i>	
♠AQxxx	1♠ 2♦
♥Kxx	2♥ 3♠
♦AKxx	4♣ 4♦
♣x	4♥ 4NT

Here you as responder want to see if partner can show first round club control. If opener does, you can later issue a grand slam invitation with 5NT. If opener does not show first round club control you will continue as indicated by opener's response.

<i>Opener</i>		
♠KJxxx	5♥	5♠ With a decent hand opener cue-bids 5♥ to confirm first round heart control.
♥Axxx	6♠	Responder signs off and opener bids the slam.
♦xx		
♣KQ		

♠KJxxx	5♣	5♦	Now opener can confirm first round club control. Responder now cue-bids in diamonds. Although opener could now recue-bid in hearts, this would be too much on his/her minimum hand. Responder, knowing that 6♠ is an excellent shot, issues the grand slam invitation with 5NT. Opener now shows his/her third round diamond control allowing responder to bid the grand slam.
♥Axxx	5♠	5NT	
♦xx	6♦	7♠	
♣Ax			

♠KJxxx	5♣	5♦	The same hand as above, switching a club and a diamond spot. Over 5NT opener shows his/her third round club control. Responder now cue-bids in hearts and opener, with nothing else, signs off.
♥Axxx	5♠	5NT	
♦xxx	6♣	6♥	
♣A	6♠		

♠J10xxx	5♣	5♦	The same bidding sequence as above, though for a different reason. This time it is opener's bad trumps which induces him/her to sign off.
♥Axxx	5♠	5NT	
♦QJx	6♣	6♥	
♣A	6♠		

♠KJxxx	5♥	5♠	Here, with extra values, opener cue-bids in hearts. Over responder's sign off opener shows his/her diamond control, which must be a short suit control
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♥Axxxx ♦ ♣KQx	6♦	6♠	since he/she didn't cue-bid 5♦ over 4NT.
♠J10xxx ♥AQJx ♦xx ♣Kx	5♠		Here opener has a dead minimum opening with bad trumps. Over 4NT opener has nothing else to say, and with his/her bad trumps rightly decides not to recue-bid in hearts. Responder cannot bid on.
♠KJxxx ♥AQxx ♦xxx ♣K	5♥	5♠	Now opener, with a bit better hand than above, uses the principle of Neutral Acceptance to confirm his/her first round heart control. However over responder's sign off he/she passes with no help in diamonds and his/her singleton honor.
♠Kxxxx ♥AJxx ♦x ♣Axx	5♣	5♦	Opener confirms first round club control. Now after a diamond cue-bid and a 5♠ sign off responder issues a grand slam invitation with 5NT. Again when opener shows his/her third round diamond control responder can bid the grand slam.
♠Kxxxx ♥AQJx ♦xxx ♣A	5♣	5♦	Opener confirms first round club control and responder cue-bids. Now opener knows responder has the ♦AK, ♥K, five+ spades and extra values. With his/her maximum and complete control of clubs, opener issues the grand slam invitation. Responder shows his/her club control and opener his/her third round heart control (remember opener bypassed 5♥, so he/she cannot have first and second round control of hearts) and responder has an easy bid of the grand slam.

Compare these auctions to a pair playing 2/1 game force with cue-bids showing first round controls and Roman Key Card Blackwood. In this system the auction would start 1♠-2NT or splinter. At this stage (trump agreement) responder knows opener has five+ spades and 12-22 HCP. Opener knows responder has four+ spades, a specific short suit and 12-21 HCP. At the same stage in the auction a Blue Club responder knows opener has five+ spades, four or five hearts and 11-14 HCP. Opener knows responder has five+ spades, values and/or length in diamonds and 12-21 HCP. With the Blue Club pair having exchanged so much more accurate information at a low level, is it any wonder that their slam bidding is more accurate?

A second, related use for the general cue-bid of 5NT is as a trump-asking bid. If, after a series of cue-bids, one of the partnership knows that there are sufficient controls for a grand slam but he/she is worried about trump solidity then the non-jump bid of 5NT may be used to ask about the trump holding. 5NT would be understood to be of this type if two or more cue-biddable suits are bypassed.

(3) Summary

The combination of Indiscriminate Cue-bids, the principle of Neutral vs Positive Acceptance and the 4NT-5NT general cue-bids is a powerful method of slam bidding, safe yet accurate. The only drawback of the method is that this style takes some getting used to. A Blue Club cue-bidding sequence is buzzing with inferences. What have I shown? What has partner shown (or denied?). Who has shown extra values, *etc.*? Once your inference receiver is "tuned in", this method and your discipline in applying it should produce consistently good results.

(B) Other Slam Bidding Tools

Although cue-bidding is the workhorse of Blue Club slam bidding, a number of other devices are available in certain circumstances.

(1) Roman Key Card Blackwood

Blue Club, Calgary Casual uses 4NT as Roman Key Card Blackwood (RKCB) in two circumstances:

- Any jump to 4NT is RKCB, except after a natural NT bid.
- A bid of 4NT prior to the 4NT bidder having cue-bid is RKCB.

The responses to 4NT are as follows:

5♣	0 or 3 key cards.
5♦	1 or 4 key cards.
5♥	2 or 5 keycards without the queen of trumps.
5♠	2 or 5 key cards with the queen of trumps.

By key cards we mean the four aces and the king of trumps.

Over a 5♣ or 5♦ response the RKCB bidder can ask whether partner holds the queen of trumps. He/she does this by bidding the next highest non-trump suit. Without the queen responder makes a one step response. With the queen of trumps responder cue-bids his/her cheapest king or bids 5NT without a side suit king.

With spades trump:

4NT	5♦ (1 or 4 key cards).
5♥(?)	5♠ (no trump queen).
	5NT (trump queen, no side king).
	6♣ (trump queen, king of clubs).

(2) Grand Slam Force

A jump to 5NT after trump agreement is the Grand Slam Force, asking about the high honor cards in the trump suit. The traditional responses have been modified, the new responses varying depending on the trump suit.

With spades as trump:

6♣	jack or less.
6♦	queen.
6♥	ace or king, minimum length.
6♠	ace or king, extra length.
7♣	two of the top three honors.

With hearts as trump:

6♣	queen or less.
6♦	ace or king, minimum length.
6♥	ace or king, extra length.
7♣	two of the top 3 honors.

With diamonds as trumps:

6♣	queen or less.
6♦	ace or king.
7♣	two of the top three honors.

With clubs as trump:

6♣	zero or one top honor.
7♣	two of the top three honors.

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APPENDIX I

Opening Bids of One-Special Topics

In this appendix we shall deal in greater depth with certain situations in the realm of opening bids of one and responses. These have to do mainly with responding and rebidding style and thus the principles evolved are applicable to other undiscussed rebidding situations in Blue Club. This chapter is supplementary to Chapters 1 and 2.

(A) Rebids by Opener After a 2/1 Response

After an opening bid of One and a 2/1 response typically the partnership has 22+ HCP total (maybe somewhat less if responder has a strong, rebiddable suit). The auction is forced to 2NT. It is vital that opener clarify his/her holding immediately.

(1) With a Reverse or a Jump Canapé, Make It

The only complication is when responder bids opener's main suit. In this case make use of the superfit sequences described in Chapter 1; jump to Four of a minor with a major suit superfit and jump raise the minor with a minor suit superfit.

(2) With a Five Card Suit, Bid It (If You Can Do So Below 2NT)

Responder knows that the next suit he/she hears bid after a 2/1 response will be five+ cards long (the one exception, 1♠-any-2♥, is discussed in Chapter 1). If you have opened a major and it is 5+ cards long rebid it (Qxxxx or better). If you have a five card minor and have opened in a four card major bid the minor (even if it is a "raise" of responder's "suit"). With five-five in the majors and a Lower Range opener you have opened 1♠, rebid 2♥ (of course the 2♥ rebid in this situation shows four or more hearts, the one exception to opener's first rebid showing a five+ card suit).

If you cannot rebid your five+ card suit at the two level (for example 1♠-2♦-3♣), you must decide whether to rebid it at the three level (essentially a game force) or rebid 2NT (implying a balanced hand). A rebid at the three level implies about 14 HCP or strong distribution.

(3) Without a Five+ Card Suit, Rebid 2NT

The rebid of 2NT implies no five+ card suit and 11-14 HCP. With 14 HCP and stoppers in the unbid suits, consider rebidding something else as game could easily be missed. Options are 3NT, rebid your suit (implying a five+ card suit) or bidding another suit (implying five+ cards in this suit). Rebidding 3NT is the least desirable as this may cut across partner's intentions if he/she was planning to reverse he/she is now forced to do so at the four level or pass 3NT.

The other awkward hand is one with 4-4-4-1 distribution (any singleton). This hand is always opened with one of a major (hearts if both majors are held). It is usually best to rebid a minor suit rather than rebid 2NT with a singleton, especially if the suit is unbid.

(B) Responding to Strong Jump-shifts

The fact to keep in mind when rebidding after a strong jump-shift response is that the jump-shift response shows a single-suited hand (possibly with a fit for opener's suit). Therefore it is not necessary to bid any four card suits as responder cannot have a fit. In this way responding to a jump-shift is the same as responding to a 2/1; all rebids are in five+ card suits.

A major suit jump-shift should be raised immediately with Qx, xxx or better. A minor suit jump-shift raise implies Qxx, xxxx or better as minor suit jump-shifts are occasionally made on lesser suits.

In the case of 1♠-3♥, slight modifications are necessary as there is no raise available below game. I suggest playing a rebid of 3♠ is natural, 3NT denies support, 4♥ is weak, and 4♣ and 4♦ are cue-bids with good heart support. It follows that responder should have a better than average hand to jump-shift in hearts over a 1♠ opening bid, as it is almost impossible to find a 5-3 minor suit fit. When in doubt responder can always reverse into hearts.

The jump-shifter's first rebid is also important. A rebid of the suit establishes it as trumps if a major suit and announces a normal jump-shift-type suit if a minor. A new suit by the jump-shifter is a cue-bid of opener's last bid suit if opener's second suit is lower ranking than his/her first. If opener's second suit is higher ranking (implying an Upper Range two-suiter) then the bid of the fourth suit is a strong raise of opener's second suit irrespective of controls in that suit.

<i>Opener</i>	<i>Responder</i>	<i>Auction</i>	<i>Responder</i>	<i>Auction</i>
♠AKJxxx	♠Qxx	1♥ 3♣	♠Qxx	1♥ 3♣
♥KJxx	♥Ax	3♠ 4♦	♥Qx	3♠ 4♠
♦Ax	♦Qx		♦Qx	
♣x	♣AQJxxx		♣AQJxxx	

If opener rebids NT over the jump-shift, new suits are cue-bids of opener's first bid suit.

<i>Opener</i>	<i>Responder</i>	<i>Auction</i>	<i>Responder</i>	<i>Auction</i>
♠Axx	♠x	1♥ 3♦	♠x	1♥ 3♦
♥KQxx	♥AJxx	3NT 4♣	♥AJxx	3NT 4♥
♦xx	♦AQ10xxx		♦AQ10xxx	
♣KJxx	♣Ax		♣Qx	

Remember: new suits by responder after a jump-shift cannot be natural. They always imply support for opener.

(C) Responding to Opener's Reverse or Jump Canapé

After opener shows an Upper Range two-suiter either with a Reverse or a Jump Canapé, responder is well placed to further the auction.

(1) After a One Level Response or 1NT

- Pass.
- New suit (lower ranking). Five+ cards (usually six+ cards), natural, discouraging. Not forcing.
- New suit (higher ranking). Five+ cards, natural, forcing. Implies reverse by responder values. Only one instance:

1♦	1♥
3♣	3♠
- Raise second suit. Natural, forcing (if below game).
- Preference to first bid suit (non jump). Very discouraging, only three card support. Non-forcing.
- Rebid of responder's suit. Non-forcing but constructive.
- NT. Non-forcing at whatever level. Not void in opener's second suit.

(2) After a 2/1 Response

After a 2/1 response the auction is forced to game. All bidding is natural. 2NT (if available) implies weak support of opener's second suit (perhaps Qx or xxx) and opener's rebid of his/her second suit establishes it as trumps. 3NT shows a poor fit for opener.

(D) Opener's Jump Canapé into Clubs

As mentioned in Chapter 1 the bidding sequence 1♥-1♠-3♣ shows an Upper Range two-suiter in hearts and clubs, with hearts as least as long or longer than clubs (the one exception to Canapé with Upper Range hands). This bidding sequence works fine if responder's first bid is below 2♣ (*i.e.*, 1♦-1♥-3♣ or 1♠-1NT-3♣). However if responder makes a response of 2♣ or higher the situation becomes awkward.

♠AKJxxx	After 1♠-2♦ it would be necessary to rebid 4♣ to show this hand. This will make it difficult to show the sixth spade or if partner now bids 4♥ it would be, in theory, a cue-bid with a club fit, when partner really had a reverse into hearts. And if partner has some balanced 11-12 HCP, 3NT might be the best spot.
♥Qx	
♦x	
♣KJxx	

The solution in this situation is to suppress a four card club suit if partner responds at the Two level. With the above hand, rebid 3♠. More examples:

♠x	After 1♥-2♣ rebid 2♥.
♥AKJxx	
♦Qxx	
♣AQxx	

♠KQJxx	After 1♠-2♦ rebid 2♠.
♥AQx	
♦x	
♣KJxx	

If your club suit is five cards long you cannot afford to suppress it. However with at least 5-5 distribution, 3NT becomes a less likely spot to play and your distribution and high card strength increase slam chances, which will be easier for partner to visualize knowing you have five clubs.

♠AJ10xx	After 1♠-2♦ rebid 4♣.
♥Ax	
♦x	
♣AKxxx	

Another advantage of only Jump Canapéing into clubs with a five card suit is when partner responds at the Two level with a three card club suit, preparing to reverse into the unbid major. Now responder knows that a playable trump suit has been found and he/she need not reveal his/her long suit to the opponents.

♠Ax	After 1♠-2♣-4♣ responder knows that clubs will be an adequate trump suit and need not show the hearts (difficult to do anyway). Cue-bid 4♦.
♥KJxxxx	
♦Kx	
♣KQx	

(E) The Sequence One of a Major-2♦-Any-3♣

Before discussing this topic, let's review bidding sequences of responding hands of 10+ HCP with length in one or both minors.

- 10 HCP, only four card minor(s). Usually a 1NT response is correct, unless you have a singleton in an unbid suit. Then two of the minor may be considered.

- 10 HCP, one five card minor. Now the choice lies between 1NT and two of the minor. The latter is preferred if the minor is at least decent (say KJ10xx or better).
- 10 HCP, one six+ card minor. Now a 2/1 response in the minor is correct, intending to rebid the suit. This sequence may be made with as little as 8 HCP with a strong suit.
- 11-12 HCP, only four card minor(s), one five+ card minor or four-five in the minors. Make a 2/1 response in the longer minor (2♣ with equal length) and await partner's rebid.
- 13+ HCP, only four card minor(s) or one five card minor. Make a 2/1 response in the minor (2♣ with both) and await partner's rebid. With 16+ HCP and a good five card minor you can jump-shift in the minor.
- 13+ HCP, one good 6+ card minor. Jump-shift in the minor.
- 13+ HCP, at least four-five in the minors with longer (or equal length) in diamonds. Easy. Respond 2♣ then reverse into diamonds.

What is left is 10-12 HCP hands with 5-5 or better in the minors and 13+ HCP with nine+ cards in the minors with longer clubs. The only sequence left to deal with these hands is 1 major-2♦-any-3♣ (the sequence 1 major-2♦-any-4♣ is a Minor Suit Controls raise of the major or a cue-bid).

In theory the sequence One of a major-2♦-any-3♣ should show clubs at least as long or longer than diamonds (Canapé) and 10-12 HCP (no reverse or jump). However, there are just too many hands that need to use this sequence.

The sequence One of a major-2♦-any-3♣ therefore shows:

- (1) At least 5-5 in the minors, 10-12 HCP with either clubs or diamonds the longer suit; or
- (2) five+ clubs, 4+ diamonds (usually six+ clubs), clubs longer than diamonds, 13+ HCP.

This sequence is forcing for one round (does not guarantee responder will bid again).

(1) Rebids By Opener

Now that this sequence has been defined, let's look at the responses. Remember that opener has made two bids at this point and his/her strength and distribution will be well constrained.

1. With three cards in clubs, raise clubs unless both majors are securely held.

♠AJxx
♥KJxx
♦Kx
♣xxx After 1♥-2♦-2NT-3♣, rebid 3NT.

♠Jxxx
♥AKJx
♦Kx
♣Qxx After 1♥-2♦-2NT-3♣, rebid 4♣.

2. With four cards in clubs, raise clubs.

♠Axx
♥KQxxx
♦x After 1♥-2♦-2♥-3♣, raise to 5♣.

♣AJxx

♠Axx
♥KQxx
♦xx
♣AJxx

After 1♥-2♦-2NT-3♣, raise to 4♣.

3. With three+ cards in diamonds and 11-14 HCP without three+ cards in clubs, rebid 3♦. With four cards in diamonds and a good hand rebid 4♦.

♠xxx
♥AQxxx
♦KJx
♣Kx

After 1♥-2♦-2♥-3♣, rebid 3♦.

♠Ax
♥AJxxx
♦KJxx
♣Qx

After 1♥-2♦-2♥-3♣, rebid 4♦.

4. With none of the above, make your "normal" rebid.

♠KJx
♥AKJxxx
♦xx
♣xx

After 1♥-2♦-2♥-3♣, rebid 3♥.

♠QJxxx
♥AKxxx
♦Kx
♣x

After 1♠-2♦-2♥-3♣, rebid 3♥.

(2) Rebids By Responder

1. If either minor has been raised responder can pass, bid game in the minor, cue-bid or bid clubs showing only 4 diamonds, six+ clubs and 13+ HCP (forcing if below game).
2. If opener bids 3NT responder can pass, rebid a six+ card minor (guarantees 5-6 in the minors and 9-12 HCP), bid game in opener's rebid major (if there is one), or cue-bid in a major where opener has denied five+ cards to show six+ clubs, four+ diamonds and 13+ HCP (4NT also shows this hand).
3. If opener rebids 3♦, responder can pass, bid 3NT, bid game in a rebid major, bid 4♦ (invitational), bid 4♣ (forcing, shows six+ clubs, four+ diamonds, 13+ HCP) or cue-bid.
4. If opener does anything other than raise a minor or rebid 3NT responder can:
 - a. Bid 3NT or Four of a major partner has rebid (to play).
 - b. Rebid a six+ card minor (invitational).
 - c. Jump to game in clubs (shows six+ clubs, four+ diamonds, 13+ HCP).

Let's look at some hands.

♠xx	1♥	2♦	
♥x	2♥	3♣	
♦Axxxx	3♥	?	Pass.

♣AKxxx

1♠	2♦	
4♦	?	4♥ (cue-bid).

1♥	2♦	
2NT	3♣	
3♦	?	4♦ (invitational).

1♥	2♦	
2♠	3♣	
3NT	?	4♠.

1♠	2♦	
2♥	3♣	
3NT	?	Pass.

♠Kxx
♥
♦AJxx
♣AKxxxx

1♥	2♦	
2♥	3♣	
3NT	?	4♠ (cue-bid).

1♠	2♦	
2♥	3♣	
3♦	?	4♣ (forcing).

1♥	2♦	
2NT	3♣	
3♠	?	5♣.

♠x
♥x
♦KQxxx
♣KQxxxx

1♥	2♦	
2NT	3♣	
3NT	?	4♣ (invitational).

1♠	2♦	
2♥	3♣	
3♠	?	Pass.

1♠	2♦	
2♠	3♣	
4♦	?	4♥ (cue-bid).

1♥	2♦	
2♠	3♣	
3♦	?	4NT (RKCB).

All of these sequences assume that opener's bidding allows you to complete your sequence. If opener bids one of your minors at his/her first rebid, or Jump Canapés you must revert to natural bidding.

1. Opener raises diamonds (shows five + diamonds)
 - a. pass
 - b. 4♦ (forcing)

- c. 4♣ (cue-bid)
- 2. Opener rebids 3♣
 - a. pass
 - b. 4♣ (forcing)
- 3. Opener rebids 4♦ (superfit in diamonds)
 - a. 4NT (to play)
 - b. 5♦ (to play)
 - c. 4 of new suit (cue-bid)
- 4. Opener Jump Canapés to 4♣
 - a. 4NT (to play)
 - b. 5♣ (to play)
 - c. 4 of new suit (strong club raise, not control showing)
- 5. Opener Jump Canapés to 3♥

Now a new suit would be a cue-bid in support of hearts. A jump to 5♣ on this apparent misfit would be natural, but unsound without an excellent suit. 4♦ would be encouraging but not forcing. 3NT would be to play.

(F) Use of Short Suit 2/1 Response

Newcomers to Blue Club often find the most trouble using the short suit 2/1 response in a minor. In most Standard systems a 2/1 response shows a decent hand and a good suit, and it seems to go against the grain to bid a suit as poor as a doubleton honor occasionally.

The short suit 2/1 in Blue Club starts out as a natural extension of the Canapé principle. In order to show a strong two-suited hand by responder one must reverse (*i.e.*, bid the shorter, lower ranking suit and reverse into the higher ranking, longer suit). Even if the responding hand is a one-suiter, if the suit is too weak for a jump-shift (not a semi-solid six+ card suit), the same procedure must be followed, and this necessitates the bidding of a lower ranking short suit.

A side benefit of responding in a lower ranking suit (all short suit 2/1 bids are 2♣ or 2♦) is that it provides more room for opener's first rebid, especially useful with a four card major system like Blue Club. Thus certain balanced hands with four cards in one or more major suits are best bid using a short minor suit 2/1 rather than bidding a suit opener cannot fit (after a 1♦ opening) or may not fit (after a 1♠ opening bid).

A second side benefit of the short suit 2/1 is that it limits the range of the 2♥ response to a 1♠ opening bid, the most preemptive of the 2/1 responses. Using short suit 2/1 responses the 2♥ response is limited to a 5+ card suit and less than game forcing values 99% of the time.

(1) Types of Responding Hands Suitable For Short Suit 2/1

There are three classes of responding hands which commonly use the short suit 2/1. They are: certain forcing raises of opener's major suit, game forcing hands containing a five+ card major suit too weak for a jump-shift and certain intermediate to strong balanced hands with four card major suits.

(a) Game Forcing Raises of a Major

The Reverse raise and the Minor Suit Controls Raise (see Chapter 2) of opener's major suit both occasionally utilize a short suit 2/1 response. Both of these raises show five+ card support for opener's major and are game forcing. The Reverse raise is executed by "reversing" into opener's major suit at the three level and is started

by bidding a Minor suit at the Two level. If the hand does not contain a four card minor suit then a shorter minor must be utilized down to a doubleton ace or king.

It should be noted that the use of a short minor suit 2/1 is a substitute for a biddable minor. In all cases if the choice of a minor suit response is between a short minor suit with a high honor and a four+ card minor suit without a high honor, the latter is always chosen. As well if a short minor is chosen it always is headed by the ace or king. Thus later in the auction, when responder has employed a sequence, a short suit 2/1 is possible, opener knows that the minor suit is four+ cards long or is headed by a high honor; responder has "something" in the suit.

The Minor Suit Controls Raise is meant to show moderate five+ card support for opener's major as well as the nature of responder's controls in the minor. In this case the length of the minor suit bid is not considered, just the control cards therein. The minor suit selected to start a Minor Suit Controls Raise is often shorter than four cards.

(b) Reverse by Responder

A short minor suit 2/1 is often bid to prepare a reverse into a major suit, in order to show game forcing values with a five+ card major suit. Again a short minor suit is not used if a four card minor is present in the hand.

It should be noted that a short minor suit 2/1 is still employed if the longer major is biddable at the One level. For example, take the hand ♠Qx ♥KJxxx ♦Axx ♣KJx. Over a 1♦ opening bid it is easy enough to respond 1♥, but if you do there is no way (without a lie of considerable scale) to establish a game force. The correct response with the hand is to bid 2♣ and subsequently reverse into hearts at the Two or Three level according to opener's rebid, thus showing the long hearts and the game forcing values (and "something" in clubs).

(c) Intermediate to Strong Balanced Hands

In the previous two cases the short suit 2/1 was in large part dictated by the Canapé principle. In this case that is not true. In this case the short suit 2/1 is used to conserve bidding space and to avoid giving too much information to the opponents.

A short suit 2/1 response is often used on balanced hands of 11+ HCP where the only four card suits are majors. As we have seen in Chapter 1, a 1♦ opening bid essentially denies holding a four card major. Thus with ♠KJx ♥QJxx ♦Kxx ♣Kxx, whereas it is economical to respond 1♥, what is the point? If partner cannot have a four card major what is the point in bidding one, other than to give information to the opponents? You could respond 3NT but that is very wasteful of bidding space, especially in a Canapé system like Blue Club where you may not yet have heard about partner's longest suit!

The solution to this problem is to respond 2♣ to partner's 1♦ opening bid. Thus you are able to hear another of partner's natural bids before deciding on the best game and if you end up in 3NT you have concealed your heart strength from the opponents.

The other type of balanced hand where one uses a short suit 2/1 is a 3-4-3-3 hand of 11+ HCP over a 1♠ opening bid. Your hearts are too short to bid directly or reverse into and you are too strong to respond 1NT. The solution is to respond in a short minor (headed by the ace or king). If partner has four hearts, you will hear about it, and if not opener's rebid should help you decide what to do.

(2) Responding to a Possible Short Suit 2/1

The 2/1 responses of 2♣ and 2♦ are virtually ignored by opener, except that they force to 2NT. Opener's rebids are based on his/her own priorities, even to the extent of rebidding 2NT with ♠Kx ♥Q10xx ♦AJx ♣AJxx after opening 1♥ and hearing a 2♣ response. The only time opener "raises" responder's minor suit 2/1 response is when he/she has five+ of them.

APPENDIX II

BLUE CLUB, CALGARY CASUAL STYLE

Examples

Deal 1		
♠AQ6 ♥KQJ863 ♦Q97 ♣6	♠ ♥A952 ♦6 ♣AK987542	The opening bid is routine. Responder's jump shift (here with support for opener) shows a long, semi-solid suit. Opener can do no more than repeat his/her suit at this point. Responder now makes the key bid of the auction, 3♠. This rebid must imply heart support as it cannot be a real second suit (jump shifts show single-suited hands, and with solid clubs responder could rebid 4♣). Opener, without a diamond control, can do no more than bid game in his/her suit. Responder now knows that no grand slam is possible (one diamond loser), but a small slam must be a good proposition unless opener's trumps are poor (<i>i.e.</i> , ♠AQx ♥K10xxx ♦QJxx ♣x) so he/she goes beyond game by cue-bidding 4♠ (also showing a diamond control by inference). Opener, having denied club support and a diamond control, likes his/her extra trump and trump solidity so he/she shows general slam interest with 4NT. That's all responder needs.
1♥ ^x 3♥ 4♥ 4NT	3♣ 3♠ 4♠ 6♥	
Deal 2		
♠AJ854 ♥Q7 ♦A952 ♣K8	♠KQ10 ♥AJ1094 ♦J6 ♣AQ6	After the normal opening bid, responder bids 2♣ preparing to reverse into hearts. Opener's 2♠ rebid encourages responder who completes his/her reverse. Opener, with no support for hearts, rebids the obvious 3NT. Responder now shows his/her spade support. Opener can now infer that responder has slam ambitions for with a lesser hand (<i>i.e.</i> , ♠Kxx ♥AJxxx ♦Jx ♣Axx) responder would merely have jumped to 4♠ over opener's relatively weak rebid of 2♠. Opener, with honors in both of responder's suits, cue-bids 5♣. Responder cue-bids 5♥ after which opener signs off in 5♠, having made his/her slam try. Responder knows that opener has five moderate spades, the king of clubs and a maxi-minimum hand. He/she must have a diamond control to bid beyond game so responder bids the slam.
1♠ ^x 2♠ 3NT 5♣ 5♠	2♣ ^x 3♥ ^x 4♠ 5♥ 6♠	
Deal 3		
♠AKJ ♥AQ ♦AK6 ♣K10753	♠103 ♥10875 ♦J109 ♣AQ82	The first two bids are routine. Opener, with 24 HCP, decides to show his/her club suit rather than preempt the auction. Responder tends to avoid raising a minor suit directly with anything else to say but here there is no alternative. Opener cue-bids and responder rebids 3NT, denying any control in hearts or spades, and showing his/her weakness. When opener persists responder can show his/her third round spade control. Opener makes one further slam try with 4NT, in case responder's trumps are poor. Responder, with good clubs and values in diamonds, bids the slam.
1♣ ^x 2♣ 3♦ 4♦ 4NT	1♥ ^x 3♣ 3NT 4♠ 6♣	
Deal 4		
♠K6 ♥AQ983 ♦Q10765 ♣3	♠AQJ983 ♥K102 ♦K4 ♣Q7	Opener rightly chooses to open his/her shapely minimum hand and responder has a classic jump shift response: a semi-solid six card suit and an opening bid. Opener raises (promising honor doubleton or three small) and responder cue-bids his/her lowest control. When opener cue-bids in hearts (promising a club control as well) responder, with soft values in the

1♥ ^x 3♠ 4♥	2♠ 4♦ 4♠	hearts (promising a club control as well) responder, with soft values in the minors, contents himself/herself with game. Opener with a minimum and weak in controls, passes.
Deal 5		
♠42 ♥AQJ74 ♦KQ8 ♣K106	♠AKQ9 ♥986 ♦AJ65 ♣Q5	Opener bids 1♥ and rebids 2NT over 1♠, showing 15-16 HCP and 5332 distribution with five hearts. Responder knows that two balanced hands face each other, that the trump fit is moderate and that the combined hands contain 31-32 HCP. Responder's choices are 3♥ (forcing) or 4♥. He/she chooses the conservative action and avoids the marginal slam.
1♥ ^x 2NT ^x	1♠ 4♥	
Deal 6		
♠J108 ♥AJ9 ♦A8 ♣AK1052	♠KQ7432 ♥K10 ♦KQ ♣QJ8	Opener bids his/her maximum 1NT (a case could be made for opening 1♣) and responder jumps in his/her suit, showing 14+ HCP and a good six+ card suit. After the exchange of cue-bids, opener bids 5NT, a grand slam invitation that must ask about the trump suit as ample cue-bidding room remains to discover side suit controls. Responder, whose trumps are minimum for his/her first round jump, subsides in the small slam.
1NT ^x 4♣ 4♥ 5NT	3♠ 4♦ 5♥ 6♠	
Deal 7		
♠Q10632 ♥AJ3 ♦AQ64 ♣A	♠A75 ♥Q7 ♦K98 ♣KJ832	Opener has a marginal 1♣ opening and responder's first bid shows that the partnership is missing two controls. The cue-bidding sequence reveals that responder has the ♣K, ♦K and the ♠A (by not bidding 5♥ over 5♦ responder denies the ♥K and thus his/her four controls cannot be all four Kings) and some extra values (he/she cue-bid beyond game). At this point opener knows that there is a good chance of at least one trump loser plus a hole in the heart suit. With his/her minimum he/she decides against the slam.
1♣ ^x 2♠ 4♣ 4♥ 5♦	1NT ^x 3♠ 4♦ 5♥ 5♠	
Deal 8		
♠AQJ8753 ♥765 ♦Q ♣J4	♠964 ♥AQJ ♦K1053 ♣AKQ	Dealer passes (too strong to preempt) and opener bids 1♣. After the control response and the 1NT rebid, responder transfers into spades and then shows mild slam interest with 3♠. 3♠ is forcing by the premise that after a 1♥ response the bidding cannot die short of game if a major suit fit is found and responder, with 3♠, announces an eight+ card spade fit. Opener knows slam is remote (a red suit void with extra values would be needed) but he/she cue-bids to explore this remote possibility. When responder jumps to 5♠ to show good trumps with extra length, opener knows that responder is not void in diamonds and stays out of the slam (responder without the ♦Q would bid only 4♠ over 4♥).
P 1♥ ^x 2♥ ^x 3♠ 4♦ 5♠	1♣ ^x 1NT 2♠ 4♣ 4♥	
Deal 9		

<p>♠106 ♥J964 ♦J83 ♣AK85</p>	<p>♠AK9 ♥AK ♦AK7 ♣QJ974</p>	<p>After the opening bid and response, opener knows that all the aces and kings are held. Opener bids his/her suit rather than NT and responder raises, rather than looking for a fit in the weak major suit (switch the clubs and hearts and responder should rebid 2NT on the third round). After opener's cue-bid, responder bids 3NT, denying first or second round control in either major. Opener bids 4♣, hoping responder can show <u>third</u> round control in any suit and responder obliges by showing the doubleton spade and denying third round control of either red suit. Opener makes a final try with 4NT in case responder has QJxx of spades (unlikely on the bidding) and bids the small slam when responder signs off.</p>
<p>P 1♠^x 3♣ 3NT 4♠ 5♣</p>	<p>1♣^x 2♣ 3♦ 4♣ 4NT 6♣</p>	
Deal 10		
<p>♠K10 ♥J95 ♦A8432 ♣AQJ</p>	<p>♠65 ♥AKQ1083 ♦9 ♣K876</p>	<p>Responder shows his/her suit and slam interest over the opening 1NT. After a series of cue-bids, opener knows that there is a spade loser and with his/her bad trumps signs off in 5♥. Responder, with solid trumps, bids the marginal slam (50% on a spade lead, much better (4-3 diamonds or 2-2 trumps) without one).</p>
<p>1NT 3♠ 4♦ 5♥</p>	<p>3♥ 4♣ 5♦ 6♥</p>	
Deal 11		
<p>♠KJ83 ♥A96 ♦2 ♣AQJ109</p>	<p>♠96 ♥ ♦AKQJ1093 ♣K864</p>	<p>Opener bids 2♣, intending to show a strong club-spade two-suiter. Responder's jump shift response shows the same sort of hand as a jump shift over an opening bid of One. Opener now does not show his/her spade suit (responder cannot have four spades) and instead shows his/her major suit stoppers with 3NT. After responder shows his/her club support and slam interest, opener cue-bids 4♥. Responder, without a spade control, contents himself/herself with 5♣, having pretty much described his/her hand. Opener, with extra values and a spade control, bids the cold slam.</p>
<p>2♣^x 3NT 4♥ 6♣</p>	<p>3♦ 4♣ 5♣</p>	
Deal 12		
<p>♠AJ107 ♥A ♦KQ954 ♣Q106</p>	<p>♠943 ♥Q94 ♦A32 ♣AK92</p>	<p>Opener bids 1♠, unsure of whether to rebid 2♦ or 3♦. Despite the 16 HCP, the singleton ace and the unsupported queen make the hand a marginal Upper Range two-suiter. After responder's positive response, opener decides to rebid only 2♦. Responder now bids game, but opener now shows belated club support, virtually guaranteeing heart shortage (4-0-4-5, 4-1-5-3 or 4-0-6-3). Encouraged, responder cue-bids in diamonds and opener shows his/her total control of hearts (void or singleton ace). Responder, with nothing more to say, signs off in game and opener raises to slam (6♣). Responder corrects to 6♦, the known 5-3 fit.</p>
<p>1♠^x 2♦^x 4♣ 4♥ 6♣</p>	<p>2♣^x 3NT 4♦ 5♣ 6♦</p>	
Deal 13		
<p>♠AK86 ♥KJ ♦K104 ♣AKQ3</p>	<p>♠Q10 ♥Q63 ♦A96 ♣J10952</p>	<p>The first three bids are routine. At his/her second bid responder invokes Baron, in order to investigate for a club fit. Opener shows his/her spade suit and responder goes beyond 3NT to show his/her clubs (with a minimum of 32 HCP, responder has no fears about playing in 4NT if no fit is found). Opener, with a club fit, cue-bids 4♦. Responder, with maximum</p>

1♣ ^x 2NT 3♠ 4♦ 6♣	1♥ ^x 3♣ ^x 4♣ 4NT (6NT)	controls for his/her 1♥ response and extra values, makes a general slam try with 4NT. Opener infers that responder has the ♦A (with the ♥A responder would have cue-bid and without any controls he/she would hardly have bid so strongly), and either five clubs and a couple of queens or all three missing queens. In either case, slam must be a good bet so opener jumps to 6♣. At matchpoints responder would convert this to 6NT.
Deal 14		
♠KJ ♥AKJ53 ♦K965 ♣J10	♠A108763 ♥1076 ♦A ♣K93	A simple game hand. Opener decides not to treat his/her 16 HCP hand as an Upper Range two-suiter due to the bland distribution and 5 HCP in the doubletons. The only other decision is at opener's third bid. I prefer 3♦, the descriptive bid, which allows responder to rebid 3♠ with a six-card suit, confirm his/her club stopper with 3NT or show secondary heart support with 3♥. As it is, responder rebids the spades and opener continues to game.
1♥ ^x 2♥ 3♦ 4♠	2♣ ^x 2♠ ^x 3♠	
Deal 15		
♠AKQ7 ♥K63 ♦A6 ♣AQ83	♠ ♥AQ108542 ♦K4 ♣J652	The opening 2NT is a control-rich maximum. After the natural response, opener with honor third in hearts, accepts hearts by cue-bidding his/her lowest control. A series of cue-bids follows. By the time opener cue-bids 5♣, responder can only count 11 tricks so he/she signs off in 5♥. Opener makes one more try with 6♦. Responder, with two undisclosed playing tricks (the sixth and seventh hearts) and knowing that trumps are solid and all first round controls are held, bids the grand slam, which at worst could be on a finesse.
2NT 3♠ 4♠ 5♣ 6♦	3♥ 4♦ 4NT 5♥ 7NT	
Deal 16		
♠AJ10643 ♥Q5 ♦1087 ♣QJ	♠ ♥AK10984 ♦AJ432 ♣A6	Opener, with a soft 11 HCP, opens with a weak two bid. Responder searches for a red suit fit, and subsides in game when opener shows heart tolerance (even with this maximum, slam is less than a 50% shot). With a better fit, opener could rebid 5♥ over 4♦.
2♠ 3♠ 4♥	3♥ 4♦	
Deal 17		
♠KQJ7 ♥9752 ♦AK2 ♣AK	♠654 ♥AK ♦6 ♣QJ109875	The first three bids are automatic. Responder's rebid of 2NT shows slam interest with a single long minor suit. Opener relays to 3♣ and responder cue-bids 3♥ to show long clubs (with long diamonds responder would bid 3♦ at this point). Opener knows that a slam is a good bet, susceptible only to a lead through the ♥K if responder has the ♠A. As there is no way to protect against this case, opener continues to cue-bid in case responder is void in spades. When responder shows shortness in diamonds with his/her cue-bid of 4♦, opener knows responder cannot be void of spades and bids the slam.
1♣ ^x 1NT 3♣ ^x 3♠ 6♣	1♠ ^x 2NT ^x 3♥ 4♦	
Deal 18		

<p>♠QJ10 ♥9765 ♦AKQ63 ♣A</p>	<p>♠AK982 ♥QJ3 ♦95 ♣KJ2</p>	<p>Opener decides to open 1♦ rather than 1♥ (followed by a jump Canapé into diamonds) due to the miserable hearts. The crucial factor is that opener can handle any rebid (over One of a major he/she can jump raise and over 1NT he/she can rebid 2NT). Responder reverses into spades and opener gives a single raise, showing extra values. When responder bypasses hearts to bid 4♠, opener knows that there are two losers in the suit and passes.</p>
<p>1♦^x 2♦ 3♠ 4♦</p>	<p>2♣^x 2♠^x 4♣ 4♠</p>	
Deal 19		
<p>♠KQ7 ♥QJ10542 ♦J ♣AK4</p>	<p>♠5 ♥AK9 ♦AQ82 ♣J9753</p>	<p>The opening bid is automatic. Opener's point count and distribution are sufficient for a rebid of 3♥ but his/her suit is not up to standard. Over a response of 1♠ or 1NT, however, opener would have to give serious consideration to a jump to 3♥ as a rebid of 2♥ would be quite an underbid. Luckily, responder's rebid of 2♦ alleviates the problem. Over opener's 2♥ rebid, responder abandons his/her intention to rebid 3♣ and jumps to game in hearts (a 3♣ rebid followed by a raise to 4♣ by opener would lose the heart suit). Once the heart fit is found opener's hand grows in value and he/she makes a slam try with a cue-bid of 4♠. Responder cue-bids 5♦, after which opener signs off in 5♥, having made his/her try. Responder now infers that with such weak hearts, opener would not make a slam try without solid values outside so he/she bids the slam.</p>
<p>1♥^x 2♥ 4♠ 5♥</p>	<p>2♦^x 4♥ 5♦ 6♥</p>	
Deal 20		
<p>♠A ♥AJ107 ♦Q53 ♣AJ532</p>	<p>♠Q86 ♥K8432 ♦AK ♣K86</p>	<p>Opener opens with 2♣, intending to show a club-heart two-suiter. Responder bids 2♦, intending to reverse into hearts. When opener rebids 2♥, responder shows a superfit in hearts by jumping to 4♦ (4♣ would be a forcing raise of clubs). After a series of cue-bids, opener's only worry is about trump quality. He/she inquires about trumps with 5NT and responder, with poor trumps, signs off in the small slam.</p>
<p>2♣^x 2♥^x 4♠ 5NT</p>	<p>2♦^x 4♦^x 5♣ 6♥</p>	
Deal 21		
<p>♠74 ♥AJ843 ♦AQJ ♣AQ9</p>	<p>♠AJ986 ♥ ♦K7632 ♣KJ6</p>	<p>The first four bids are automatic. Opener's third bid denies a second suit, as well as three spades or six hearts and thus defines his/her 2-3-3-5 distribution; therefore Responder's 3♦ bid must show a five+ card suit. Opener raises diamonds and when he/she does not cue-bid 4♠ over 4♥ responder knows that there is a spade loser. With poor trumps, responder signs off in game.</p>
<p>1♣^x 2♥ 2NT 4♦ 5♣</p>	<p>1NT^x 2♠ 3♦ 4♥ 5♦</p>	
Deal 22		
<p>♠K965 ♥J10 ♦K95 ♣AKJ9</p>	<p>♠Q4 ♥AQ ♦QJ106 ♣Q8763</p>	<p>Easy (though played by the wrong hand)! Responder foregoes his/her normal 2♦ response due to the poor suits and paucity of controls.</p>

1NT	3NT	
Deal 23		
♠QJ103 ♥Q7654 ♦A6 ♣AQ	♠AK9 ♥A8 ♦J93 ♣K9432	Despite the 15 HCP, the lack of a good heart suit demotes opener's hand to a Lower Range opening bid. The subsequent auction does not uncover a fit and ends at 3NT.
1♥ ^x 2♥	2♣ ^x 3NT	
Deal 24		
♠KQJ ♥KQ86 ♦Q109654 ♣	♠82 ♥AJ10975 ♦A7 ♣A74	After the heart opening bid responder prepares to make a Minor Suit Controls Raise (he/she is slightly too weak for a Reverse Raise). Opener's 2♦ rebid foils responder's intentions (4♦ at this point would show a diamond superfit) so responder shows a Reverse Raise anyway. A series of cue-bids follows, after which opener signs off in 5♥ due to his/her minimum aceless hand and some evidence of wasted values in clubs. Responder passes and the marginal slam is missed.
1♥ ^x 2♦ ^x 3♠ 4♥ 5♣ 5♥	2♣ ^x 3♥ ^x 4♣ 4NT 5♦	
Deal 25		
♠J92 ♥KJ63 ♦3 ♣AJ987	♠864 ♥A2 ♦AKQJ1095 ♣K	After the first seat pass, opener demotes his/her singleton king and opens 1♦. Responder bids 1NT with this maximum (2♣ is almost as good). After opener jumps in diamonds responder has an easy 3NT bid. This makes if spades are 4-3 or if the suit blocks.
P 1NT 3NT	1♦ ^x 3♦	
Deal 26		
♠A6 ♥AQJ75 ♦104 ♣KQJ2	♠KQ105 ♥92 ♦AK8 ♣A1043	The 2♦ response to opener's 1♣ shows the rare six control hand, at which point opener knows that a king is missing. As the cue-bidding proceeds, responder is concerned that there is a heart loser (only one heart cue-bid by opener), so he/she subsides in 6♣. Opener, also concerned about hearts, passes.
1♣ ^x 2♥ 3♣ 4♥ 4NT 5♠	2♦ ^x 2NT 4♣ 4♠ 5♦ 6♣	
Deal 27		
♠KJ63 ♥AK972 ♦Q7 ♣J6	♠A1075 ♥Q6 ♦A4 ♣AKQ72	With 4-5 in the majors and a Lower Range hand, dealer opens 1♥. Responder, with 19 HCP and distribution, bids 1♠ in preparation for a jump in clubs. After opener's raise (which virtually promises four card support) responder has the controls and playing tricks to use Roman Key

1♥ ^x 2♠ 5♥	1♠ 4NT 6♠	Card Blackwood. When the queen of trumps is found to be missing, responder settles for the small slam.
Deal 28		
♠Q1087 ♥Q ♦KJ53 ♣KQ76	♠KJ6 ♥AKJ5432 ♦6 ♣A2	The opening bid is a minimum and the response a maximum. Opener's rebid denies two+ hearts and a decent five+ card suit. Responder bids 4♥ hoping opener can go on when responder shows a self-sufficient suit. With an aceless hand opener passes.
1♠ ^x 3NT	3♥ 4♥	
Deal 29		
♠KJ942 ♥J75 ♦ ♣AK865	♠A73 ♥AKQ ♦AKJ862 ♣2	Another strong jump-shift deal. After opener's rebid of 3♠, responder wheels out Roman Key Card Blackwood, signing off in 6♠ when the trump queen is found to be missing.
1♠ ^x 3♠ 5♥	3♦ 4NT 6♠	
Deal 30		
♠A9 ♥AKQ643 ♦852 ♣A3	♠QJ87 ♥102 ♦AKQ ♣K974	The first three bids are automatic. Responder's rebid of 2NT denies holding a five+ card suit or heart support. After opener's heart rebid responder cue-bids in clubs (this must be a cue-bid due to responder's failure to bid clubs naturally on the previous round). After opener denies a diamond control responder, with considerable extra values, jumps to 5♥ as a trump enquiry. Opener, with excellent trumps and control of the suit responder has denied (spades), bids the slam.
1♣ ^x 2♥ 3♥ 4♥ 6♥	1NT ^x 2NT 4♣ 5♥	
Deal 31		
♠KQ6 ♥AKQ5 ♦AQ5 ♣QJ3	♠AJ3 ♥J732 ♦K97 ♣A82	After the 1♣ opening and the five control response, opener makes a simple NT rebid despite the 23 HCP. Responder, with only a couple of jacks to spare and a flat hand, bids the NT game. This discouraging rebid cools opener's ardor and he/she settles for the small slam, knowing a king is missing.
1♣ 2NT 6NT	2♣ 3NT	
Deal 32		
♠A ♥AJ10 ♦8762 ♣AKQJ3	♠83 ♥KQ3 ♦AK1043 ♣1098	After diamonds are established as trumps, the usual cue-bidding sequence follows. The most significant bid from opener's point of view is responder's failure to show significant extra values (bid 4NT) on the fifth round, as he/she would with the ♥K and the ♦AKQ. Thus the grand slam must be a bad risk and opener bids the small slam.

1♣ 2♣ 3♦ 3♠ 4♥ 6♦	1NT 2♦ 3♥ 4♦ 5♦	must be a bad risk and opener bids the small slam.
Deal 33		
♠AK84 ♥KQ107 ♦ ♣AKJ52	♠J7 ♥J9 ♦AQ8752 ♣Q74	After clubs are agreed, opener cue-bids in hearts and responder bids 4♦ confirming first round control (the suit opener bypassed) and denying first or second round control of spades. When opener persists in cue-bidding, responder has a good hand, with the ♣Q and third round control of both majors, he/she jumps to slam. With a perfect hand (<i>i.e.</i> , ♠Qxx ♥void ♦AQxxx ♣Qxxx) he/she would bid 4NT at this point.
1♣ 2♣ 2♥ 3♥ 4♠	1♥ 2♦ 3♣ 4♦ 6♣	
Deal 34		
♠AK4 ♥Q1063 ♦K4 ♣KJ109	♠QJ10 ♥A8 ♦AJ1075 ♣Q74	An easy auction. Responder forces to game with 2♦ and shows his/her 5+ card diamond suit with 3♦. When opener denies diamond support with 3NT, responder passes.
1NT 2♥ 3NT	2♦ 3♦	
Deal 35		
♠A532 ♥A105 ♦AKQ103 ♣8	♠KQJ6 ♥K864 ♦42 ♣A65	A distributional 17 HCP 1♣ opening and a four control response start the auction. Opener shows his/her long suit and responder denies good diamond support or a five+ card suit of his/her own with 2NT. Opener bids his/her second suit (denying four+ cards in clubs or hearts) and responder, with excellent spade support and extra values, cue-bids in response (again cannot be natural). After a series of cue-bids opener, with good playing tricks and knowing only a king is missing, invites slam with 4NT. Responder, with nothing else to cue-bid, jumps to slam based on his/her good trumps (with another queen he/she would bid 5NT).
1♣ 2♦ 3♠ 4♦ 4NT	1NT 2NT 4♣ 4♥ 6♠	
Deal 36		
♠KQ10 ♥AQJ102 ♦A63 ♣96	♠AJ9865 ♥98 ♦K954 ♣A	Opener, with 3-5-2-2 distribution and 16 HCP opens 1♥, intending to jump to 2NT on the second round. However over responder's 2/1 response opener merely rebids his/her suit. When responder reverses into spades, opener rebids 3♠, stronger than 4♠. When responder, with his/her

1♥ 2♥ 3♠ 4♦ 4NT 5♥ 6♠	2♦ 2♠ 4♣ 4♠ 5♦ 6♣	minimum reverse, signs off in 4♠, opener shows extra values with 4NT. This encourages responder, with a sixth spade and complete control of clubs to force to slam with 6♣. Opener, aware of the potential heart loser, signs off in 6♠.
Deal 37		
♠QJ52 ♥Q4 ♦KQ864 ♣52	♠AK ♥J3 ♦J2 ♣AKJ10864	Opener decides to open a descriptive 3♣ (7.5-8.5 playing tricks) rather than 1♣ with the two doubleton jacks. Responder shows his/her diamond stopper and opener bids 3♠, showing a spade stopper and denying one in hearts. At this point responder knows that 3NT is unplayable and having at most 2 playing tricks, signs off in 4♣. Opener, having shown his/her hand, passes.
pass 3♦ 4♣	3♣ 3♠	
Deal 38		
♠AKJ875 ♥Q53 ♦KQ ♣K7	♠93 ♥KJ62 ♦AJ105 ♣J102	A simple auction. When opener denies a second suit (with 3♠) responder, with little extra and no reason to be encouraged, bids game. Opener has no thoughts of bidding on.
1♣ 2♠ 3♠	1♠ 2NT 4♠	
Deal 39		
♠AKQJ95 ♥954 ♦A2 ♣KQ	♠6 ♥AKQ873 ♦1054 ♣J74	Responder, with a one loser suit opposite a void, responds 3♦. Opener knows that the hand can be played in 5♥, 6♥ or 7♥ (5♥ if responder's suit lacks the ace and no ace or void of clubs, 7♥ if responder's suit is headed by the ace and king and he/she has a diamond void). The cue-bidding reveals that responder has no diamond control so opener asks about trumps with 5♥. Responder, with the tops, bids 6♥.
1♣ 3♥ 4♣ 5♥	3♦ 3♠ 4♥ 6♥	
Deal 40		
♠AKJ8765 ♥K102 ♦K ♣A2	♠10 ♥AJ86 ♦AJ95 ♣K874	After the opening bid and response, opener knows that all the aces and kings are held and that there are no losers outside the trump suit. Opener now bids his/her suit and responder denies spade support or a five+ card suit of his/her own. Opener repeats the spades and responder denies holding as much as two small spades and is therefore 1-4-4-4 (with 0-4-4-5 he/she would have shown the five card suit). Opener knows that the grand slam is only a good bet if responder's singleton spade is the queen. He/she therefore jumps to 6♣, the Baron Grand Slam try (5NT would be an invitation in notrump) and responder, with no high honor in trumps, settles for the small slam.
1♣ 2♠ 3♠ 6♣	2♣ 2NT 3NT 6♠	
Deal 41		

<p>♠J9 ♥K963 ♦AKJ1098 ♣8</p>	<p>♠AK4 ♥AQ10 ♦5 ♣AQJ432</p>	<p>An awkward hand. Opener bids the hearts in preparation to Canapé into diamonds. Responder, with his/her monster starts with a strong jump-shift. After opener completes the Canapé sequence, responder is left with an awkward situation. 3♥ at this point would show four+ card support for hearts, 3♠ would be a cue-bid in support of diamonds, 3NT is to play and 4♣ would set clubs as trumps. Responder contents himself/herself with the value bid of 6NT, knowing opener likely has 11-14 HCP and the fit is not great. Luckily responder's excellent diamonds result in a good contract.</p>
<p>1♥ 3♦</p>	<p>3♣ 6NT</p>	
Deal 42		
<p>♠QJ2 ♥AQ986 ♦4 ♣AQ84</p>	<p>♠K98 ♥K ♦A762 ♣KJ1095</p>	<p>Opener, with a marginal Upper Range two-suiter opens 1♥. Responder, intending to show his/her relative minor suit lengths, responds 2♦. Opener merely rebids the hearts and when responder Canapés into clubs opener, whose two-suiter has jumped in value, has no qualms about raising clubs past 3NT. Cue-bidding follows. Over 4♠ opener rebids 4NT, showing extra values. He/she wants to see if responder has a good enough hand to voluntarily go beyond game. Responder, with good clubs and honor control in every suit, has no doubts about doing so. When opener bypasses 5♠ to issue a grand slam invitation with 5NT, responder knows that there is a spade loser and signs off in the small slam.</p>
<p>1♥ 2♥ 4♣ 4♥ 4NT 5NT</p>	<p>2♦ 3♣ 4♦ 4♠ 5♥ 6♣</p>	
Deal 43		
<p>♠K10842 ♥A5 ♦Q1098 ♣K10</p>	<p>♠7 ♥KJ763 ♦AKJ43 ♣QJ</p>	<p>The first four bids are automatic. After responder has completed the reverse, opener decides to rebid 3NT, based on his/her club stopper. Responder has a tricky decision to make. If his/her black suit holdings were reversed he/she would rebid 4♦ easily. As it is his/her hand is poor in controls and with soft values in clubs, he/she passes 3NT and thus the better diamond game is missed.</p>
<p>1♠ 2♠ 3NT</p>	<p>2♦ 3♥</p>	
Deal 44		
<p>♠A86 ♥AJ43 ♦532 ♣A98</p>	<p>♠KQJ10543 ♥Q7 ♦AK10 ♣7</p>	<p>The opening bid is a balanced minimum and the response a classic. Opener, with good spade support, raises. Cue-bids follow. Opener, over responder's 5♣ cue-bid, has a decision: whether to sign off at 5♠ or to cue-bid again. His/her three aces persuade him/her to commit to slam and show first round control of clubs (it can hardly be second round control at this level). After responder's 5♦ cue-bid, opener knows that there is a heart loser, with no possible discard unless opener is void in clubs. Having already stretched with 6♣ opener offers no further encouragement (he/she could confirm first round control of hearts with 6♥) and signs off with 6♠.</p>
<p>1♥ 3♠ 4♥ 6♣ 6♠</p>	<p>2♠ 4♣ 5♦ 6♦</p>	
Deal 45		
<p>♠A9543 ♥K72 ♦J9 ♣985</p>	<p>♠KQJ ♥AQ4 ♦8 ♣AKJ1062</p>	<p>Third hand opens 1♣ and receives a game forcing three control response. After both players show their suits, opener should rebid his/her great six card suit to see what responder does. Responder, with three card club support, decides to raise beyond 3NT (at matchpoints he/she might well rebid 3NT). After the three cue bids, responder decides to sign off in 3NT.</p>

p	1♣	rebid 3NT). After the three cue-bids, responder denies extra values by bidding 5♣ rather than a moving-along 4NT. Opener assumes that responder's three controls are the ♥K and the ♠A (with the ♥K and the ♦A, a 3NT rebid was much more likely) and probably no singleton or ♣Q (with either of these he/she would rebid 4NT). Opener assumes responder has 3-4 small clubs and knows that there is a diamond loser. He/she takes the aggressive approach and bids the marginal slam.
1♠	3♣	
2♠	4♦	
4♣	4♠	
4♥	6♣	
5♣		
Deal 46		
♠AKQ95 ♥ ♦Q8652 ♣1085	♠1043 ♥KJ65 ♦AK9 ♣AKJ	Opener opens the shapely 11 HCP and responder, with the big balanced hand, bids 2♣ to see what happens. Opener rebids his/her five card suit and responder, in order to force, lies a little and reverses into his/her four card heart suit. Opener, with an apparent misfit, signs off in 3NT. Responder is somewhat stuck and has to content himself/herself with a trump enquiry. Opener accepts of course, but with nothing to cue-bid (other than the void in partner's main suit) bids the small slam.
1♠ 2♠ 3NT 6♠	2♣ 3♥ 5♠	
Deal 47		
♠KQJ2 ♥AQJ5 ♦K7 ♣A85	♠ ♥K1032 ♦AQ1098 ♣KQ2	A 1♣ opening, the four control response and the rebid showing a balanced 18+ HCP are routine. Responder bids a Baron 3♣ and discovers the partnership has a four-four heart fit. At this point responder bids 4♠ showing a heart raise with spade shortness. Opener now knows all the controls outside the spade suit are held. When he/she now cue-bids he/she lets responder know that slam is still possible. However, after responder's diamond cue-bid he/she signs off, knowing that responder needs more than already shown for slam. Responder, with an excellent six card side suit and a void has no second thoughts about forcing to slam, showing the spade void in the process. When opener issues a grand slam invitation with 5NT, responder could bid 7♥ at this point, but cautiously cue-bids and then bids the grand slam.
1♣ 2NT 3♥ 5♣ 5♥ 5NT 7♦	1NT 3♣ 4♠ 5♦ 5♠ 6♣ 7♥	
Deal 48		
♠QJ64 ♥AQ ♦KJ ♣QJ932	♠53 ♥4 ♦AQ765 ♣AK765	Although opener has 16 HCP, with the moderate main suit and 10 HCP in the doubletons, this hand is not an Upper Range two-suiter. Responder prepares a reverse by bidding 2♣. Opener, with five card support and only four spades, raises clubs and responder completes his/her reverse. Opener now cue-bids in support of the suit which has been bid and raised (with a diamond fit one could rebid 4♦ at this point). Responder rebids 4♣, denying a spade control and indicating a preference for suit play. The demonstrated lack of first or second round control of spades eliminates the possibility of a slam thus opener with solid major suit stoppers and honors in both of responder's suits bids 4NT, to play (with slam interest he/she would cue-bid at the Four level).
1♠ 3♣ 3♥ 4NT	2♣ 3♦ 4♣	
Deal 49		
♠1086 ♥AKQ632 ♦K9 ♣J3	♠KJ942 ♥4 ♦AJ5 ♣AK96	

1♥	2♣
2♥	2♠
3♠	4♣
4♦	4NT
5♥	5♠