Railway Union Bridge Club

BBO  Monday 30th Nov 2020

Slam Night

Analysis and Winning Tips

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check out the Bridge Coach website
https://www.bridgewebs.com/coachteach/home.html
Slam Night

Slams occur on 10% of all deals - expect a slam deal your way 5% of the time or 1 deal in 20

To bid slams accurately you must
• Estimate whether your hands are strong enough
• Ensure you have enough tricks
• Locate the necessary controls and trump honours

The basic slam bidding tools are Cue Bidding and Roman Key Card Blackwood
Slam Mindset

When we have excess values for game

If slam could be on

We assess slam potential   Cue Bid/RKC
Roman Key Card RKC 1430 - use this when you have a trump fit

The King of trumps is the 5th Ace

4NT RKC responses (Key Card Ask with Hearts agreed) are

5♠ = 1 or 4 Key Cards
5♦ = 0 or 3 Key Cards
5♥ = 2 or 5 Key Cards without the Queen of Trump
5♣ = 2 or 5 Key Cards with the Queen of Trump or holding a 5th Trump

You don’t know about the Q♥ after the 5♠, 5♦ replies.

QUEEN ASK: You bid the next free suit as an ask for the Queen trumps

1♥ 3♥
4NT RKC 5♠ 1 of 5 aces
5♦ do you have Q♥ ? responses
5♥ No I don’t have the Q♥
5♠ I have Q♥ and the K♠
6♠ I have Q♥ and the K♣
6♦ I have Q♥ and the K♦ no K♦ K♣
6♥ I have Q♥ but so side King

Grand Slam Zone You have all 5 aces and Queen trumps

1♥ 3♥
4NT RKC 5♠ 1 of 5 aces
5NT We have all 5 Aces and Q♥ how many kings have you? responses
6♠ No Side Kings , 6♦ One King , 6♥ Two kings etc
Slam Bidding Guidelines

<table>
<thead>
<tr>
<th>Key Cards</th>
<th>Honours</th>
<th>Trump Length</th>
<th>Bid Slam</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 Key cards Missing</td>
<td></td>
<td></td>
<td>No</td>
</tr>
<tr>
<td>1 Key Card Missing</td>
<td>No Queen</td>
<td>8-</td>
<td>No</td>
</tr>
<tr>
<td>1 Key Card Missing</td>
<td>No Jack, No Queen</td>
<td>9</td>
<td>No</td>
</tr>
<tr>
<td>1 Key Card Missing</td>
<td>Queen Held</td>
<td>8+</td>
<td>Yes</td>
</tr>
<tr>
<td>1 Key Card Missing</td>
<td>Jack, No Queen</td>
<td>9</td>
<td>Yes</td>
</tr>
<tr>
<td>1 Key Card Missing</td>
<td></td>
<td>10+</td>
<td>Yes</td>
</tr>
</tbody>
</table>

When we have the values for a slam

If 2 key cards are missing, stop out of slam
If one key card is missing and you have the trump queen bid a slam
If one key and the trump queen are missing do not bid slam
  • However with no Q bid slam with 10 trumps or 9 trumps including the Jack
With 18 points opposite an opening bid, South is keen to bid a slam. A good plan is to listen to North’s rebid and find out if you have a spade, heart or diamond fit.

If a fit is found then Roman Key Card Blackwood will be used to place the final contract.

**Bidding**

<table>
<thead>
<tr>
<th>North</th>
<th>South</th>
</tr>
</thead>
<tbody>
<tr>
<td>1S</td>
<td>2D</td>
</tr>
<tr>
<td>2S</td>
<td>3H</td>
</tr>
<tr>
<td>3S 6+ spades</td>
<td>4NT RKC 1430</td>
</tr>
<tr>
<td>5S 2/5 aces + Q♠</td>
<td>6S (or 6NT)</td>
</tr>
</tbody>
</table>

**Play:** Discard the diamond loser on a top heart making 12 tricks 6S +980

**Winning Tip:** Agree than a jump to 4NT agrees the last suit bid and is Roman Key Card Blackwood with 1430 responses.
With 20 points and a strong heart fit, West knows a slam is on and that a grand slam will make if East has the K♦ and A♣.

### Bidding

**East**  
1H  
3D  
3H  
4C cue bid  
4H  
4NT  
5C 1 of 5 aces  
6D Q♥ and K♦

**West**  
2D  
3H  
4D cue bid  
4NT RKC 1430  
5D have you Q♥?  
7H

### Play:
12 top tricks and a club ruff for 13 tricks.

### Winning Tip:
The Queen ask in RKC is a great way to identify specific kings for grand slams.
Board 3
Dealer South EW Vulnerable

Top Score 6S
Many top experts will bid 7S on this hand and go down

South opens a 3C pre-empt and North shows a strong hand with spades. Now South has an amazing hand for spades and bids 4H as a cue bid with spade support. North drives to slam with RKC.

Bidding

<table>
<thead>
<tr>
<th>South</th>
<th>West</th>
<th>North</th>
<th>East</th>
</tr>
</thead>
<tbody>
<tr>
<td>3C</td>
<td>3H</td>
<td>3S (forcing)</td>
<td>Pass</td>
</tr>
<tr>
<td>4H cue bid</td>
<td>Pass</td>
<td>4NT</td>
<td>RKC</td>
</tr>
<tr>
<td>5D 0/3 Aces</td>
<td>Pass</td>
<td>5NT</td>
<td>Pass</td>
</tr>
<tr>
<td>6D</td>
<td>Pass</td>
<td>6S</td>
<td>all pass</td>
</tr>
</tbody>
</table>

I have sympathy for any pair who bid 7S which unluckily goes down one with spades 4-0

Play: Ruff a small heart in dummy lose a spade for 12 tricks.

Winning Tip: When both sides are bidding actively a bad break in trumps is more likely.
**Board 4  Dealer West Game All**

Top Score 6H, another unlucky grand slam

**Comments**

In 6H when you see dummy you expect to make an overtrick. However the 5-1 diamond break means you do not have 6 diamond tricks.

**Bidding**

West  
1S  
2H  
5S  
4NT RKC hearts  
5S  
2 of 5 aces with Q♥  
7H  

I would ‘count’ 13 tricks and bid 7H

**Play:** The unfortunate diamond break holds declarer to 12 tricks.
An EW sacrifice in a minor suit will be a great success although they may push NS to a making 7H/7S

Comments
East West have a great chance to bid actively here with a double fit in the minors. East bids the unusual 2NT showing both minors. This make it as difficult for North South to accurately assess their combined strength.

The Bidding might go as follows
North  East  South  West
1H    2NT (minors)  3S    5D
5S    6D    6S    Pass
Pass  7D    Pass    Pass
Double

Play: 7Dx-2 top defence gets 7Dx-3 club lead, A♠, club ruff

Winning Tip: When you have a big fit with partner in two suits keep bidding until you are doubled!
A board from Ireland v Netherlands 2004 Bridge Olympiad. For Ireland Adam Mesbur and Nick Fitzgibbon bid and made 7C as did the Dutch World Champion team.

**Comments**

7C has 13 tricks and in fact it is good bidding to get to 6C on these hands.

**Bidding**

<table>
<thead>
<tr>
<th></th>
<th>East</th>
<th>West</th>
</tr>
</thead>
<tbody>
<tr>
<td>Robot</td>
<td></td>
<td></td>
</tr>
<tr>
<td>♠Q105</td>
<td>1H</td>
<td>2C</td>
</tr>
<tr>
<td>♥87532</td>
<td>3C</td>
<td>3NT</td>
</tr>
<tr>
<td>♦K9752</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Play**: On a heart lead West has time to finesse diamonds for 13 tricks. A spade lead will hold 3NT to 12 tricks.
During the auction an aggressive East might visualise the play and expect that the clubs can be setup with ruffs.

**Bidding**

West  
1H  
2H  
4NT RKC  
5C  
5D queen ask  
6H  

East  
2C  
A102  
J  
AK10862  

**Play:** Draw trumps and ruff a club for 13 tricks.
A difficult slam – most tables will play in 4H

Comments
Not an easy slam to reach. South may cue bid knowing that if 2 aces are missing partner will stop in 5H.

Bidding
North               South
2NT               3D
3H               4C cue bid with slam interest
4D               4H
4NT RKC       5D 0/5 aces
6H

Play: 12 tricks on top
North is planning a 2C opening when partner opens and West preempts.

**Bidding**

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<th>South</th>
<th>West</th>
<th>North</th>
<th>East</th>
</tr>
</thead>
<tbody>
<tr>
<td>1D</td>
<td>2S</td>
<td>3H</td>
<td>4S</td>
</tr>
<tr>
<td>Pass</td>
<td>Pass</td>
<td>7H</td>
<td></td>
</tr>
</tbody>
</table>

The opponents spade bidding and partners failure to double 4S confirms that South values are all working. So the grand slam is bid.

**Play:** 13 top tricks
A hand to test the NS bidding skills

**Comments**

After South opens 1H opening and jumps to 3H most players will bid 4H which may end the auction.

If North decides they have extra values and cue bids, then slam will be reached.

**Bidding**

South: 1H, 3H (forcing), 4NT, 5NT (all 5 aces + Q♥ held), 6H

North: 2C, 4D (cue bid), 5C, 6D (one king)

**Play:** 12 tricks after you lose the spade finesse.

**Winning Tip:** In RKC continue with 5NT to show all 5 aces and Q trumps held. Ask partner how many kings they have (excluding king trumps).
Board 12  Dealer West  NS Vulnerable

A good slam with cue bids swapped before RKC

Comments
EW swap cue bids to build confidence before using RKC

Bidding
West                  East
1S                    3S  invitational
4C cue bid            4D cue bid of A♦
4NT                    5H  2 of 5 aces no Q♠
6S

A 2C or Acol 2D opening by East will lead to 6D which can be knocked by a club lead. After a 1D opening West may play 3NT on a spade lead making 11 or 12 tricks.

Bidding

East  West
1D    1H
3D    3NT

West bids 3NT hoping partner has a spade stop.

Play: On a spade lead against 3NT by West best play is to finesse 10♥ making 12 tricks.

Winning Tip: A simple finesse wins 50% of the time - finesse Q♥
One of two finesses will win 75% of the time – finesse 10♥ and later if required finesse Q♥

5D will not score well with 3NT making overtricks
A biddable 6H slam for EW with a fit and strong values

**Comments**

EW have two strong hands so a slam should be bid. It is good practice for East and West to both make a cue bid confirming slam interest before using RKC.

**Bidding playing weak NT**

East

<table>
<thead>
<tr>
<th></th>
<th>1C</th>
<th>1NT 15-17</th>
<th>3H</th>
<th>3S cue bid slam interest</th>
<th>4C</th>
<th>4NT</th>
</tr>
</thead>
<tbody>
<tr>
<td>W</td>
<td>4</td>
<td>1NT Pass</td>
<td>4</td>
<td>Pass</td>
<td>5</td>
<td>Pass</td>
</tr>
<tr>
<td>N</td>
<td>1NT Pass</td>
<td></td>
<td>6</td>
<td>Pass Pass Pass Pass</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

West

<table>
<thead>
<tr>
<th></th>
<th>1H</th>
<th>3D game force</th>
<th>3S</th>
</tr>
</thead>
<tbody>
<tr>
<td>W</td>
<td>1NT</td>
<td></td>
<td></td>
</tr>
<tr>
<td>N</td>
<td></td>
<td></td>
<td>3S</td>
</tr>
</tbody>
</table>

**Play:** You only lose to the A♦ making 12 tricks.
Board 15  Dealer West NS Vulnerable

3NT makes 10 tricks, not easy to bid 6D here

Comments
What do you open with the North hand?
A 1D opening will lead to 3NT by South making 11 tricks.
A strong two opening will lead to a 6D slam.

Bidding
North                           South
2C strong 2D waiting
3D 8+ tricks with diamonds 3H values
3S cue bid 4D agrees diamonds
6D

Play: 12 tricks on top in 6D

Winning Tip: Do not use RKC with a void, cue bidding is much better.
Board 16  Dealer West EW Vulnerable

3NT makes 10 tricks, not easy to bid 6D here

Comments
Most pairs will get to 6S. It takes real skill to bid 7S and know it is making. If you decide not to bid 7S then playing 6NT is a smart way to beat every pair in 6S.

Bidding
West  East
1S  2C
3S  4C cue bid
4D cue bid 4NT RKC
5S 2 aces + Qs 5NT
6H 2 side kings 6NT

East can count 12 top tricks and so bids 6NT. If West has K♦ 7S could go down.

Play: 13 top tricks
Board 17  Dealer East Nil All

6H makes on this hand but it is difficult to bid.

Comments
South should bid 2S or 3S which makes life difficult for EW.
4S doubled by NS going 2 down will be a top.

Bidding

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<th>South</th>
<th>West</th>
<th>North</th>
</tr>
</thead>
<tbody>
<tr>
<td>1C</td>
<td>2S weak</td>
<td>3H</td>
<td>3S</td>
</tr>
<tr>
<td>4H</td>
<td>all pass</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Play: Draw trumps and ruff the clubs good for 12 tricks.
On a heart lead 3NT will make 13 tricks.

Comments
Most tables will open 1D and rebid 3NT over partners 2C response.
As it happens both the 6C and 6D slams make due to the friendly lie of the cards.

Bidding
South       North
1D             2C
3NT             all pass

Play: Win heart in hand with Q♥
Run the J♣ for 13 tricks.