

2 over 1 Game Force

Chapter Four

The Choice Between Game and Slam

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The Choice Between Game and Slam

Game is assured but does the partnership have enough combined strength for slam?

Partnership generally needs 33 points for small slam and 37 points for grand slam

Other factors:

Combining High Card and Distributional points

Fit

Controls

Slams in No Trump

Partnership needs **33** points for small slam and **37** points for grand slam

Slams in No Trump are typically bid in a quantitative manner, on combined high-card strength alone.

Slams in No Trump

Bid this hand!

Opener

♠ K Q 3

♥ K 9 5

♦ K Q J 4

♣ 8 6 3

Responder

♠ A 7 6

♥ A Q 7

♦ A 6 2

♣ K Q J 5

Slams in No Trump

Opener

♠ K Q 3
♥ K 9 5
♦ K Q J 4
♣ 8 6 3

Responder

♠ A 7 6
♥ A Q 7
♦ A 6 2
♣ K Q J 5

Opener

1 ♦
2 NT
Pass

Responder

2 ♣
6 NT

Responder, with 20 HCP's, uses the quantitative approach and jumps to 6 NT.

Slams in No Trump

Opener's rebid of 2 NT could also be a much stronger hand than a minimum.

Opener knows partner has enough points to take the partnership to slam with only a minimum hand by opener

Opener can bid a grand slam with a maximum hand

DO THE MATH!

Slams in No Trump

Bid this hand!

Opener

♠ K Q 3

♥ K 9 5

♦ K Q J 4

♣ A 6 3

Responder

♠ A 7 6

♥ A Q 7

♦ A 6 2

♣ K Q J 5

Slams in No Trump

Opener

♠ K Q 3
♥ K 9 5
♦ K Q J 4
♣ A 6 3

Responder

♠ A 7 6
♥ A Q 7
♦ A 6 2
♣ K Q J 5

Opener

1 ♦
2 NT
7 NT

Responder

2 ♣
6 NT
Pass

With extra values, Opener bids the grand slam.

Slams in No Trump

Although combined strength for no trump is mainly based on high-card points, long suits can also be valuable.

Slams in No Trump

Bid this hand!

Opener

♠ K J 8 7 3

♥ K 8 2

♦ Q 4

♣ K 6 3

Responder

♠ A Q

♥ A 7 3

♦ A K J 8 3

♣ J 9 5

Slams in No Trump

Opener

♠ K J 8 7 3
♥ K 8 2
♦ Q 4
♣ K 6 3

Responder

♠ A Q
♥ A 7 3
♦ A K J 8 3
♣ J 9 5

Opener

1 ♠
2 NT
Pass

Responder

2 ♦
6 NT

With only 31 HCP's, the partnership bids slam with extra points for length

Slams in No Trump

If it is unclear if the partnership has enough combined strength for slam, the partnership can make a Quantitative Raise.

Slams in No Trump

Bid this hand!

Opener

♠ A J 5
♥ Q 10 7 3 2
♦ K 10 3
♣ Q 4

Responder

♠ K Q 6
♥ J 4
♦ A 9 8
♣ A K J 7 5

Slams in No Trump

Opener

♠ A J 5
♥ Q 10 7 3 2
♦ K 10 3
♣ Q 4

Responder

♠ K Q 6
♥ J 4
♦ A 9 8
♣ A K J 7 5

Opener

1 ♥
2 NT
Pass

Responder

2 ♣
4 NT

With a minimum opening hand, opener rejects the Quantitative raise.

Distributional Points

Long suits are typically valuable whether the partnership plays in a suited contract or No Trump

Short suits may or may not be of value

In No trump, short suits are a liability

In suit contracts, shortness can be very valuable

Distributional Hands

Bid this hand!

Opener

♠ A K J 4 3

♥ K Q 9 4

♦ 5

♣ A 8 5

Responder

♠ Q 5

♥ A J 10 7 3 2

♦ Q 7 4

♣ Q 6

Distributional Hands

Opener

♠ A K J 4 3
♥ K Q 9 4
♦ 5
♣ A 8 5

Responder

♠ Q 5
♥ A J 10 7 3 2
♦ Q 7 4
♣ Q 6

Opener

1 ♠
3 ♥
4 NT
6 ♥

Responder

2 ♥
4 ♥
5 ♦
Pass

**Opener adds 3 dummy points for the singleton
once the partnership finds a fit in hearts.**

Fit

One of the advantages of 2/1 is that it provides a way for partnership to leisurely explore for a suitable trump fit.

**Finding a fit is crucial, especially when
it comes to slam bidding**

Fit

Bid this hand!

Opener

♠ A Q J 7 5 3

♥ A K Q J

♦ 5 4

♣ 3

Responder

♠ 4

♥ 9 8 3

♦ K Q J

♣ A Q J 6 4 2

Fit

Opener

♠ A Q J 7 5 3
♥ A K Q J
♦ 5 4
♣ 3

Responder

♠ 4
♥ 9 8 3
♦ K Q J
♣ A Q J 6 4 2

Opener

1 ♠
2 ♥
3 ♠
Pass

Responder

2 ♣
3 ♣
3 NT

Opener has 17 HCP's plus 2 length points. Responder has 13 HCP's plus 2 length points. That's a total of 32 points (34 HCP's). With no suitable fit, partnership settles for game.

Fit

Bid this hand!

Opener

♠ A J 8 6 3

♥ A 7 4

♦ K 9 3

♣ 7 3

Responder

♠ 4

♥ K Q 10 8 6 3 2

♦ A 4

♣ K Q 4

Fit

Opener

♠ A J 8 6 3

♥ A 7 4

♦ K 9 3

♣ 7 3

Opener

1 ♠

3 ♥

5 ♥

Pass

Responder

♠ 4

♥ K Q 10 8 6 3 2

♦ A 4

♣ K Q 4

Responder

2 ♥

4 NT

6 ♥

With only 26 HCP's, this is an easy slam.
Once the partnership finds a fit, all the distributional factors come into play. Responder can visualize making slam with only 2 aces from partner.

Blackwood Convention - Review

The Blackwood Convention was developed in the 1930's to determine the number of Aces held by the partnership.

Once the partnership has agreed on a contract, a bid of **4 No Trump** asks for Aces.

A Trump Suit **must** have been decided before Blackwood can be used

Responses to 4 NT Blackwood

5 clubs shows 0 or 4 aces

5 diamonds shows 1 ace

5 hearts shows 2 aces

5 spades shows 3 aces

Ace Asking Conventions

Blackwood / Roman Key Card Conventions

The player bidding Blackwood/ Roman Key card assumes captaincy of the partnership.

To use either convention, the captain must be certain:

A trump suit has been agreed

There is likely to be enough combined strength for slam

All that needs to be known is number of aces/kings held by the partnership (ie, the partnership does not have two quick losers in a suit)

Roman Key Card Blackwood

Key Cards – 4 Aces and the King of Trump

Responses to 4 NT Roman Key Card (30-14)

5 clubs shows 3 or 0 (30)

5 diamonds shows 1 or 4 (14)

5 hearts shows 2 or 5 key cards

5 spades shows 2 or 5 key cards plus the queen of trump

Extension of Roman Key Card 30-14

What if partner bids 5 clubs or 5 diamonds and the captain wants to know about the queen of trump?

If the response is 5 clubs or 5 diamonds, when the captain bids the next higher suit, he is asking about the queen of trump.

Showing the Queen of Trumps after a 5 Club or 5 Diamond Response

Showing the Queen of Trump after a 5 Club/ 5 Diamond Response

If the response is 5 clubs or 5 diamonds, when the captain bids the next higher suit, he is asking about the queen of trump.

Without the queen, partner bids the trump suit at the cheapest level.

With the queen, partner bids the cheapest outside suit that has a king or jumps in the trump suit with no outside king.

Showing Additional Kings

A subsequent bid of **5 NT** asks partner to show a **king outside of the trump suit**.

With more than one king, partner bids the specific suit “up the line”, cheapest first.

With no king, partner returns to the agreed trump suit at the six level.

The partnership should understand these thoroughly before changing from standard responses.

Roman Key Card Blackwood (30-14)

Bid this hand!

Opener

♠ A Q J 7 6

♥ J 9 5 2

♦ K Q J

♣ 2

Responder

♠ K 4

♥ K Q 10 8 7 4 3

♦ 5

♣ A K Q

Roman Key Card Convention (30-14)

Opener

♠ A Q J 7 6
♥ J 9 5 2
♦ K Q J
♣ 2

Responder

♠ K 4
♥ K Q 10 8 7 4 3
♦ 5
♣ A K Q

Opener

1 ♠
3 ♥
5 ♦
Pass

Responder

2 ♥
4 NT
5 ♥

Partnership is missing two aces and signs off at 5 hearts.

Roman Key Card Blackwood (30-14)

Bid this hand!

Opener

♠ A Q J 7 6

♥ J 9 5 2

♦ A 7 3

♣ 2

Responder

♠ K 4

♥ K Q 10 8 7 4 3

♦ 5

♣ A K Q

Roman Key Card Convention (30-14)

Opener

♠ A Q J 7 6
♥ J 9 5 2
♦ A 7 3
♣ 2

Responder

♠ K 4
♥ K Q 10 8 7 4 3
♦ 5
♣ A K Q

Opener

1 ♠
3 ♥
5 ♥
Pass

Responder

2 ♥
4 NT
6 ♥

Partnership is missing one ace and signs off at 6 hearts.

Roman Key Card Blackwood (30-14)

Bid this hand!

Opener

♠ A 10 8 7 6

♥ A 9 5 2

♦ A 7 3

♣ 2

Responder

♠ K 4

♥ K Q 10 8 7 4 3

♦ 5

♣ A K Q

Roman Key Card Convention (30-14)

Opener

♠ A 10 8 7 6
♥ A 9 5 2
♦ A 7 3
♣ 2

Responder

♠ K 4
♥ K Q 10 8 7 4 3
♦ 5
♣ A K Q

Opener

1 ♠
3 ♥
5 ♣
Pass

Responder

2 ♥
4 NT
7 ♥

Roman Key Card Convention (30-14)

When to Avoid Blackwood / Roman Key Card Blackwood

Two or more cards in an unbid suit with no ace or king

A void

A slam-invitational hand

When to Avoid Blackwood

Bid this hand!

Opener

♠ A K 10 8 7 5 2
♥ K 4
♦ K Q J 4
♣

Responder

♠ Q J 3
♥ Q J 8 7 6
♦ 9 7
♣ A K J

When to Avoid Blackwood

Opener

♠ A K 10 8 7 5 2
♥ K 4
♦ K Q J 4
♣

Opener

1 ♠
2 ♠
4 ♣
Pass

Responder

♠ Q J 3
♥ Q J 8 7 6
♦ 9 7
♣ A K J

Responder

2 ♥
3 ♠
4 ♠

Holding a void in the club suit, opener bids 4 clubs to show first round control. Responder bids 4 spades, not having first /second round controls in the heart suit or diamond suit.

When to Avoid Blackwood

Bid this hand!

Opener

♠ Q 7 6 5 2

♥ A 4 2

♦ 9 3

♣ A Q J

Responder

♠ A 4

♥ K J 8 7 6 3

♦ A 6

♣ K 8 5

When to Avoid Blackwood

Opener

♠ Q 7 6 5 2

♥ A 4 2

♦ 9 3

♣ A Q J

Opener

1 ♠

3 ♥

Pass

Responder

♠ A 4

♥ K J 8 7 6 3

♦ A 6

♣ K 8 5

Responder

2 ♥

4 ♥

Responder does not have enough points to invite slam. The partnership needs to have more points / make a quantitative raise.

Play Hand #13

Play Hand #14

Control Showing Bids

**Blackwood only shows how many
Aces and Kings the partnership holds**

**If you need to know specific Aces / Kings,
control-showing bids are helpful**

Controls

Once the partnership has found a suitable trump fit and knows there is likely enough strength to consider slam, one final consideration is **controls**.

A control is a holding that prevents the opponents from taking too many tricks in a suit.

Controls

First Round Control – Ace or Void

Second Round Control – King or Singleton

Controls

For a small slam, the partnership needs first round control in three suits, and at least second round control in the fourth.

This prevents the opponents from taking 2 quick tricks.

To bid a grand slam, the partnership needs first round control in all four suits.

Control Showing Bids

Showing Controls after 2/1

Once the trump suit has been agreed, the bid of another suit is a control-showing bid with interest in slam.

Control Showing Bids

Bid this hand!

Opener

♠ A K 10 8 7 5

♥ 9 8 2

♦ K 4

♣ A K

Responder

♠ Q J 3

♥ J 7 3

♦ A Q J 10 8 3

♣ Q

Control Showing Bids

Opener

♠ A K 10 8 7 5
♥ 9 8 2
♦ K 4
♣ A K

Opener

1 ♠
2 ♠
4 ♣
4 ♠

Responder

♠ Q J 3
♥ J 7 3
♦ A Q J 10 8 3
♣ Q

Responder

2 ♦
3 ♠
4 ♦
Pass

Opener bids 4 clubs (a control showing bid) to show first round control in the club suit. Responder bids 4 diamonds. Opener bids 4 spades, lacking a heart control. Responder passes missing the same heart control.

Control Showing Bids

The partnership needs a way to stop below slam when it does not have the required controls.

A return to the trump suit says “I have nothing further to show”

This does not end the auction as partner may have more to say, but it does allow the partnership to stop in a game contract.

Stopping the Control Showing Process

The partnership can stop the control-showing process by:

Returning to the agreed trump suit

Jumping to slam

Bidding Blackwood

Why use Blackwood (RKC) after the partnership has been showing controls?

Controls in the trump suit are not included in the control-showing process. Blackwood (RKC) may be needed to confirm the partnership has enough controls

There may be ambiguity between first and second round controls. Blackwood (RKC) can be used to clarify the situation.

Control Showing Bids

Bid this hand!

Opener

♠ A K 10 8 7 5

♥ 9 8 2

♦ K 4

♣ A K

Responder

♠ Q J 3

♥ A K 3

♦ Q J 10 8 3

♣ 7 3

Control Showing Bids

Opener

♠ A K 10 8 7 5
♥ 9 8 2
♦ K 4
♣ A K

Opener

1 ♠
2 ♠
4 ♣
4 NT
6 ♠

Responder

♠ Q J 3
♥ A K 3
♦ Q J 10 8 3
♣ 7 3

Responder

2 ♦
3 ♠
4 ♥
5 ♦
Pass

Guidelines for Showing Controls

Once the control-showing process is initiated, partner is expected to cooperate below game level, even with a minimum hand.

Controls are rarely shown if they take the partnership beyond game.

Guidelines for Showing Controls

Both first and second round controls can be shown

Controls are typically shown up the line

Controls are not shown in the agreed trump suit.

Blackwood must be used to check on the total number of aces and kings held by the partnership.

Control Showing Bids - Cooperation

Bid this hand!

Opener

♠ A 9 8 7 3

♥ Q 4 3

♦ A J 4

♣ Q 5

Responder

♠ K Q

♥ A K 9 8 7 6 5

♦ 9 4 2

♣ A

Control Showing Bids - Cooperation

Opener

♠ A 9 8 7 3

♥ Q 4 3

♦ A J 4

♣ Q 5

Opener

1 ♠

3 ♥

4 ♦

5 ♥

6 ♥

Responder

♠ K Q

♥ A K 9 8 7 6 5

♦ 9 4 2

♣ A

Responder

2 ♥

4 ♣

4 NT

5 NT

Pass

Control Showing Bids

Avoid Bidding Beyond Game

Bid this hand!

Opener

♠ A K 9 7 3

♥ Q J 5

♦ 8 7 5

♣ K 6

Responder

♠ Q 6

♥ A K 10 8 6 3

♦ J 4 2

♣ A Q

Control Showing Bids

Avoid Bidding Beyond Game

Opener

♠ A K 9 7 3
♥ Q J 5
♦ 8 7 5
♣ K 6

Opener

1 ♠
3 ♥
4 ♥

Responder

♠ Q 6
♥ A K 10 8 6 3
♦ J 4 2
♣ A Q

Responder

2 ♥
4 ♣
Pass

If opener continues the control bidding process by bidding 4 spades, the partnership will get too high. So, opener simply returns to 4 hearts. Responder passes, knowing the partnership lacks a control in the diamond suit.

Control Showing Bids

Avoid Bidding Beyond Game

Bid this hand!

Opener

♠ A J 10 8 7 6

♥ A Q

♦ J 3 2

♣ Q 5

Responder

♠ K Q 5

♥ K 9 8 6 3

♦ 5

♣ A K J 6

Control Showing Bids

Avoid Bidding Beyond Game

Opener

♠ A J 10 8 7 6

♥ A Q

♦ J 3 2

♣ Q 5

Opener

1 ♠

2 ♠

4 ♥

5 ♥

Pass

Responder

♠ K Q 5

♥ K 9 8 6 3

♦ 5

♣ A K J 6

Responder

2 ♥

3 ♠

4 NT

6 ♠

Control Showing Bids

Showing 1st and 2nd Round Controls

Bid this hand!

Opener

♠ A K 8 7 4

♥ J 10 2

♦ K Q 3

♣ 6 3

Responder

♠ Q 3

♥ A K Q 8 5

♦ 5 4 2

♣ A K 8

Control Showing Bids

Showing 1st and 2nd Round Controls

Opener

♠ A K 8 7 4
♥ J 10 2
♦ K Q 3
♣ 6 3

Opener

1 ♠
3 ♥
4 ♦
5 ♦
Pass

Responder

♠ Q 3
♥ A K Q 8 5
♦ 5 4 2
♣ A K 8

Responder

2 ♥
4 ♣
4 NT
6 ♥

Next slide

Opener

♠ A K 8 7 4

♥ J 10 2

♦ K Q 3

♣ 6 3

Opener

1 ♠

3 ♥

4 ♦

5 ♦

Pass

Responder

♠ Q 3

♥ A K Q 8 5

♦ 5 4 2

♣ A K 8

Responder

2 ♥

4 ♣

4 NT

6 ♥

After responder starts the control bidding process by bidding 4 clubs, opener responds 4 diamonds. 4 spades would have taken the partnership beyond game. This is enough for responder who now bids 4 NT asking for key cards and the partnership finds the excellent slam.

Control Showing Bids

Showing 1st and 2nd Round Controls

Bid this hand!

Opener

♠ A K J 7 4

♥ J 10 2

♦ 3

♣ Q J 7 3

Responder

♠ Q 3

♥ A K Q 8 5

♦ 5 4 2

♣ A K 8

Control Showing Bids

Showing 1st and 2nd Round Controls

Opener

♠ A K J 7 4

♥ J 10 2

♦ 3

♣ Q J 7 3

Responder

♠ Q 3

♥ A K Q 8 5

♦ 5 4 2

♣ A K 8

Opener

1 ♠

3 ♥

4 ♦

5 ♦

Pass

Responder

2 ♥

4 ♣

4 NT

6 ♥

The partnership can also reach slam bidding the singleton as a second round control.

Control Showing Bids

Showing 1st and 2nd Round Controls

If the partnership has agreed to show first and second round controls below the level of game, then bypassing a suit during the control showing sequence denies a control in that suit.

Control Showing Bids

Showing 1st and 2nd Round Controls

Bid this hand!

Opener

♠ A K J 7 4

♥ J 10 2

♦ Q 8 3

♣ Q 3

Responder

♠ Q 3

♥ A K Q 8 5

♦ 5 4 2

♣ A K 8

Control Showing Bids

Showing 1st and 2nd Round Controls

Opener

♠ A K J 7 4

♥ J 10 2

♦ Q 8 3

♣ Q 3

Opener

1 ♠

3 ♥

4 ♥

Responder

♠ Q 3

♥ A K Q 8 5

♦ 5 4 2

♣ A K 8

Responder

2 ♥

4 ♣

Pass

When opener bypasses diamonds to bid hearts, responder knows to pass as the partnership has no first or second round control in diamonds.

Control Showing Bids

Showing Controls Up the Line

Bid this hand!

Opener

♠ A 9
♥ Q J 9 7 3
♦ A K J 4
♣ 8 3

Responder

♠ J 2
♥ K 10 6
♦ Q 5
♣ A K Q 7 6 2

Control Showing Bid Showing Controls Up the Line

Opener

♠ A 9
♥ Q J 9 7 3
♦ A K J 4
♣ 8 3

Responder

♠ J 2
♥ K 10 6
♦ Q 5
♣ A K Q 7 6 2

Opener

1 ♥
2 ♦
2 ♠
3 ♦
5 ♥
Pass

Responder

2 ♣
2 ♥
3 ♣
4 NT
6 ♥

By going up the line, opener has shown the controls in diamonds & spades and the auction is only at the 3 level.

Control Showing Bids

Showing Controls Up the Line

Bid this hand!

Opener

♠ 6 4
♥ K Q 9 8 7 3
♦ A Q 5
♣ J 3

Responder

♠ K 8 5
♥ A 10 6
♦ K J 10 8 3
♣ K Q

Control Showing Bids

Showing Controls Up the Line

Opener

♠ 6 4
♥ K Q 9 8 7 3
♦ A Q 5
♣ J 3

Responder

♠ K 8 5
♥ A 10 6
♦ K J 10 8 3
♣ K Q

Opener

1 ♥
2 ♥
4 ♦
Pass

Responder

2 ♦
3 ♥
4 ♥

By going up the line, opener has shown the controls in diamonds. Responder bids 4 hearts as responder can infer that opener does not have the Ace of spades.

Control Showing or Blackwood?

Bid this hand!

Opener

♠ K 10 8 7 5

♥ A 9 5

♦ 10 5

♣ A Q 3

Responder

♠ A Q

♥ K Q J 8 7 6 3

♦ Q 7

♣ K 4

Control Showing or Blackwood?

Opener

♠ K 10 8 7 5

♥ A 9 5

♦ 10 5

♣ A Q 3

Opener

1 ♠

3 ♥

4 ♣

Pass

Responder

♠ A Q

♥ K Q J 8 7 6 3

♦ Q 7

♣ K 4

Responder

2 ♥

3 ♠

4 ♥

Responder has enough strength to investigate the slam but should not bid RKC (Blackwood) having two losers in the diamond suit.

Control Showing or Blackwood?

Bid this hand!

Opener

♠ A K 10 8 7 5 2

♥ K 4

♦ K Q J 4

♣

Responder

♠ Q J 3

♥ Q J 8 7 6

♦ 9 7

♣ A K J

Control Showing or Blackwood?

Opener

♠ A K 10 8 7 5 2

♥ K 4

♦ K Q J 4

♣

Opener

1 ♠

2 ♠

4 ♣

Pass

Responder

♠ Q J 3

♥ Q J 8 7 6

♦ 9 7

♣ A K J

Responder

2 ♥

3 ♠

4 ♠

Opener has enough strength for slam but Blackwood should be avoided due to the void in clubs. Opener cue bids the club suit showing first round control. Partner goes to 4 spades which denies the Ace of diamonds or hearts.

Control Showing or Blackwood?

Bid this hand!

Opener

♠ Q 7 6 5 2

♥ A 4 2

♦ 9 3

♣ A Q J

Responder

♠ A 4

♥ K J 8 7 6 3

♦ A 6

♣ K 8 5

Control Showing or Blackwood?

Opener

♠ Q 7 6 5 2

♥ A 4 2

♦ 9 3

♣ A Q J

Responder

♠ A 4

♥ K J 8 7 6 3

♦ A 6

♣ K 8 5

Opener

1 ♠

3 ♥

4 ♣

4 ♥

Responder

2 ♥

3 ♠

4 ♦

Pass

Responder is not strong enough to assume captaincy and bid blackwood. With no extra values, opener goes back to the agreed trump suit.

The Principle of Fast Arrival

When the partnership has found a fit and is committed to the game level:

Bidding **quickly** to game shows no interest in slam

Bidding **slowly** toward game shows interest in slam.

Principle of Fast Arrival

Bid this hand!

Opener

♠ A J 10 9 8 5

♥ Q 6 3

♦ Q 4

♣ A J

Responder

♠ K Q 3

♥ 9 5 2

♦ K 10 6 3

♣ K Q 6

Principle of Fast Arrival

Opener

♠ A J 10 9 8 5

♥ Q 6 3

♦ Q 4

♣ A J

Responder

♠ K Q 3

♥ 9 5 2

♦ K 10 6 3

♣ K Q 6

Opener

1 ♠

2 ♠

Pass

Responder

2 ♦

4 ♠

Responder has a minimum 2/1 hand and jumps to the 4 spade game. This has two advantages. First, it discourages opener from considering slam. Second, it does not give any additional information to opponents. This hand can lose 3 heart tricks and the ace of diamonds on the opening lead.

Principle of Fast Arrival

Bid this hand!

Opener

♠ A J 10 9 8 5

♥ Q 6 3

♦ Q 4

♣ A J

Responder

♠ K Q 3

♥ K J 5

♦ A K J 10 6

♣ 6 5

Principle of Fast Arrival

Opener

♠ A J 10 9 8 5
♥ Q 6 3
♦ Q 4
♣ A J

Responder

♠ K Q 3
♥ K J 5
♦ A K J 10 6
♣ 6 5

Opener

1 ♠
2 ♠
4 ♣
5 ♥
Pass

Responder

2 ♦
3 ♠
4 NT
6 ♠

The auction starts the same way, but responder takes the slow approach by bidding 3 spades. Opener is happy to cooperate and starts the control bidding process whereby the partnership finds the 6 spade contract.

Principle of Fast Arrival

Bid this hand!

Opener

♠ 8 3
♥ A K 8 7 3
♦ A 5
♣ Q 10 7 4

Responder

♠ J 6
♥ Q J 4
♦ 9 7 3
♣ A K J 6 2

Principle of Fast Arrival

Opener

♠ 8 3
♥ A K 8 7 3
♦ A 5
♣ Q 10 7 4

Responder

♠ J 6
♥ Q J 4
♦ 9 7 3
♣ A K J 6 2

Opener

1 ♥
3 ♣
Pass

Responder

2 ♣
4 ♥

Responder has no intention of playing in clubs, but makes the 2/1 bid anyway. When partner bids 3 clubs, opener jumps to 4 hearts which tells opener that responder has a minimum hand.

Principle of Fast Arrival

Bid this hand!

Opener

♠ 8 3
♥ A K 8 7 3
♦ A 5
♣ Q 10 7 4

Responder

♠ J 6
♥ Q J 4
♦ K Q J
♣ A K J 6 2

Principle of Fast Arrival

Opener

♠ 8 3
♥ A K 8 7 3
♦ A 5
♣ Q 10 7 4

Responder

♠ J 6
♥ Q J 4
♦ K Q J
♣ A K J 6 2

Opener

1 ♥
3 ♣
4 ♦
Pass

Responder

2 ♣
3 ♥
4 ♥

Responder has no intention of playing in clubs, but makes the 2/1 bid anyway. When partner bids 3 clubs, opener bids 3 hearts showing extra values. Opener shows the first round control in diamonds. Responder bids 4 hearts, having two losers in the spade suit, which responder passed over.

When to use Fast Arrival

Bidding space can be valuable when the partnership needs to use control-showing bids to investigate slam. **Fast arrival should be used only with a minimum hand and poor slam values.**

When to use Fast Arrival

Bid this hand!

Opener

♠ A Q 8 7 5 3

♥ A 9 6

♦ 7 3

♣ A 9

Responder

♠ 9 4 2

♥ Q J 3

♦ A Q J 8 4

♣ Q J

When to use Fast Arrival

Opener

♠ A Q 8 7 5 3

♥ A 9 6

♦ 7 3

♣ A 9

Responder

♠ 9 4 2

♥ Q J 3

♦ A Q J 8 4

♣ Q J

Opener

1 ♠

2 ♠

Pass

Responder

2 ♦

4 ♠

Responder's hand is unsuitable for slam after opener rebids 2 spades. His trump support is poor and the side suits consist of queens and jacks.

When to use Fast Arrival

Bid this hand!

Opener

♠ A Q 8 7 5 3

♥ A 9 6

♦ 7 3

♣ A 9

Responder

♠ K 10 9

♥ K 8 4 3

♦ A K 8 4 2

♣ 4

When to use Fast Arrival

Opener

♠ A Q 8 7 5 3

♥ A 9 6

♦ 7 3

♣ A 9

Responder

♠ K 10 9

♥ K 8 4 3

♦ A K 8 4 2

♣ 4

Opener

1 ♠

2 ♠

4 ♣

4 NT

6 ♠

Responder

2 ♦

3 ♠

4 ♦

5 ♥

Pass

Responder's extra values and trump support make this an excellent opportunity for slam. Responder bids slowly (3 spades) and opener cooperates with the control bidding process.

Fast Arrival is Not a Signoff !!

Fast Arrival does not rule out the possibility of slam when partner has extra values.

Fast Arrival is Not a Signoff

Bid this hand!

Opener

♠ K Q 8 7 6 4 3

♥ K 3

♦ A 9

♣ K 7

Responder

♠ A J 2

♥ A Q J 6 2

♦ 8 4 2

♣ 9 5

Fast Arrival is Not a Signoff

Opener

♠ K Q 8 7 6 4 3

♥ K 3

♦ A 9

♣ K 7

Responder

♠ A J 2

♥ A Q J 6 2

♦ 8 4 2

♣ 9 5

Opener

1 ♠

2 ♠

4 NT

6 ♠

Responder

2 ♥

4 ♠

5 ♥

Pass

With a minimum 2/1 response, responder jumps to game over the 2 spade rebid. That does not deter opener from bidding blackwood (RKC) having first/second round controls in all suits and an excellent hand.

Opener's Fast Arrival

Bid this hand!

Opener

♠ A K J 7 5

♥ J 8 6 2

♦ Q 4

♣ Q 8

Responder

♠ Q 2

♥ A K 10 7 4

♦ K J 6 3

♣ K 7

Opener's Fast Arrival

Opener

♠ A K J 7 5

♥ J 8 6 2

♦ Q 4

♣ Q 8

Opener

1 ♠

4 ♥

Responder

♠ Q 2

♥ A K 10 7 4

♦ K J 6 3

♣ K 7

Responder

2 ♥

Pass

Opener likes the 2 heart response, but has minimum opening bid and no controls in the side suits. So, opener uses fast arrival to discourage responder.

Play Hand #15

Play Hand #16