



What do you need to make a slam?

- A Combined High Card Point Count of 37-40 for grand slam
- 33-36 High Card Points for a small slam
- A Combined Losing Trick Count of twelve for a small slam
- A Combined Losing Trick Count of eleven for a grand slam
- First round and second round controls

You discover these:

- with a thorough knowledge and use of lower-level bids AND
- the use of slam bidding methods

Why bother?

Slam Bonuses	Non Vul	Vul
Small Slam (12)	500	750
Grand Slam (13)	1,000	1,500

These bonuses are additional to game bonuses etc. 😊



Assessment of your hand (and Partner's)

- High Card Point Count
- Rule of Twenty (etc.)
- Clear (winning) Trick Count
- Losing Trick Count

Agreements/Assessment

- Agreements on shape bidding
- Agreements on strength bidding
- Agreements on forcing/non-forcing bids



Tool Kit: Quantitative Bidding

A quantitative bid is used to either:

1. directly bid the contract, usually 1NT, 3NT, 6NT; or 7NT;
2. or else to make an invitational/forcing bid:
2NT inviting raise to game: Pass or 3NT;
4NT inviting raise to small slam: Pass or 6NT;
5NT forcing raise to small or grand slam: 6NT or 7NT.

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>	
1♦	Pass	1♥	Pass	South change of suit reply is non-committal as to strength, but forcing for one round
2NT	Pass	4NT	Pass	North shows 17-18 HCP balanced; South (15 HCP balanced) invites raise if max.
6NT	Pass	Pass	Pass	North assesses and raises

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>	
1♦	Pass	1♥	Pass	South change of suit reply is non-committal as to strength, but forcing for one round
2NT	Pass	5NT	Pass	North shows 17-18 HCP balanced; South (19 HCP balanced) forces a raise to 6NT if min (17) or 7NT if max (18).
6NT	Pass	Pass	Pass	North does the arithmetic and bids small slam.



Tool Kit: Gerber

Gerber is good for finding slams in No Trumps in auctions with no natural suit bidding. It's particularly useful when the No Trump slam depends on "running" a long suit, often a minor, and the asking partner needs to make sure of the "stops".

Asking how many Aces

A bid of 4♣ asks partner to count his aces and report.

The bid is forcing, partner must reply.

4♦ shows 0 or 4 Aces

4♥ shows 1 ace

4♠ shows 2 aces

4NT shows 3 aces

Asking how many Kings

A bid of 5♣ asks partner to count his kings and report

The bid is forcing, partner must reply.

5♦ shows 0 or 4 Kings

5♥ shows 1 King

5♠ shows 2 Kings

5NT shows 3 Kings

Asking how many Queens

A bid of 6♣ asks partner to count his queens and report

The bid is forcing, partner must reply
as above, but at the 6 level.

Gerber Examples

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>	
1NT	Pass	4♣	Pass	South has a really strong hand and immediately asks for Aces
4NT	Pass	5♣	Pass	North Replies: 3; South asks: How many Kings?
5♦	Pass	6♣	Pass	North Replies: 0; South asks: How many Queens?
6♥	Pass	7NT	Pass	North Replies: 1; South decides on the grand slam!

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>	
2NT	Pass	4♣	Pass	South has a strong hand and immediately asks for Aces
4♠	Pass	6NT	Pass	North Replies: 2; South decides on the small slam!
Pass	Pass			



Toolkit: Blackwood

Use Blackwood to find partner's aces and kings when:

1. Point count or shape bidding shows a slam (12 or 13 tricks) may be winnable
2. Trump Suit (usually hearts or spades) is agreed
3. You are ready to take charge of the auction

You often need to use the STOP card, when you jump a level(s)
In general, bids above 3NT are not alerted, so do not alert any of these bids, but be prepared to give an explanation if asked.

Asking for Aces

A bid of 4NT asks partner to count his aces and report

The bid is forcing, partner must reply

Reporting Aces

5♣ shows 0 or 4 Aces

5♦ shows 1 ace

5♥ shows 2 aces

5♠ shows 3 aces

Asking for Kings

A bid of 5NT asks partner to count his kings and report

The bid is forcing, partner must reply

Reporting Kings

6♣ shows 0 or 4 Kings

6♦ shows 1 King

6♥ shows 2 Kings

6♠ shows 3 Kings



<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>	
2♣	Pass	2♠	Pass	South shows positive response and a five plus spade suit
4NT	Pass	5♦	Pass	North asks: How many aces? South replies: 1
5NT	Pass	6♣	Pass	North asks: How many kings? South replies: zero
6♠	Pass	Pass	Pass	North decides on a small slam in spades

In this example, the jump bid to 4NT by North implicitly agrees that the slam will be in spades.

A Blackwood sequence usually ends when the asking partner bids or passes the agreed trump suit. However, it can also end with a jump to 6NT.

Blackwood is good for finding slams in Hearts or Spades; Blackwood is not good for finding slams in Clubs, Diamonds or No Trumps. Can you see why?



Toolkit: Key Card Blackwood

Questions are asked about FIVE cards, the four aces and the king of trumps.

Asking for Aces

A bid of 4NT asks partner to count his aces and report

The bid is forcing, partner must reply

Reporting Key Cards (Five)

5♣ shows 0 or 4 Key Card

5♦ shows 1 or 5 Key Cards

5♥ shows 2 Key Cards

5♠ shows 3 Key Cards

Asking for Kings

A bid of 5NT asks partner to count his kings and report

The bid is forcing, partner must reply

Reporting Kings

6♣ shows 0

6♦ shows 1 King

6♥ shows 2 Kings

6♠ shows 3 Kings



<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>	
2♣	Pass	2♠	Pass	South shows positive response and a five plus spade suit
4NT	Pass	5♦	Pass	North asks: How many key cards? South replies: 1 or 5
5NT	Pass	6♣	Pass	North asks: How many kings? South replies: zero
6♠	Pass	Pass	Pass	North decides on a small slam in spades

In this example, the jump bid to 4NT by North implicitly agrees that the slam will be in spades.