

Slams Made Simple

By Chris Dixon

The Slam Zone

1. Balanced Hands

30+ HCP

2. 1 suited hand opposite balanced

28+ HCP

3. Fit Hands (4+ trumps in each hand)

12 losers (26+ HCP)

4. Misfit hands

32+

Slam Investigation Tools

- 1. System**
- 2. Cue Bids – co-operative**
- 3. Splinters – uneconomical**
- 4. RKC Blackwood - unilateral**
- 5. Quantitative Raises – passes the buck**

Slam Valuation Parameters

- 1. Minimum or Maximum**
- 2. Working Points**
 - 1. Any Aces**
 - 2. Kings accompanied by Aces**
 - 3. Any high cards in trumps**
 - 4. Any high cards in a suit bid by partner**
- 3. Trump Quality**

System Preparation

- 1. Low Level Forcing Bids**
 - 1. 4th Suit – Game Force**
 - 2. 2NT response to 1♥ or 1♠**
 - 3. Major suit agreement after a 2 level response**
 - 4. Anything after a 2NT rebid by opener**
 - 5. Inverted Minor responses**
- 2. After major suit agreement, 3NT is Forcing**
- 3. 4 of an agreed minor is Forcing unless the bidder has previously made a NF bid**

Splinter Bids

- 1. Double Jump bid after 1 level opening**
 - 1. Singleton or void**
 - 2. 7 losers**
 - 3. 9-12 HCP**
- 2. Double Jump bid after 1 level response**
 - 1. Singleton or void**
 - 2. 5 losers**
 - 3. 16-18 HCP**
- 3. New suit Jump after Transferring over 1NT**

Cue Bidding – Major Suit Agreement

1. A suit bid at a level higher than 3 of the agreed major
2. Economical Cue is below 4 of the major
3. Uneconomical Cue is higher than 4 of the major
4. Suit agreement may be implied
5. Skipping a suit denies the ability to cue in that suit
6. Cues normal show the ACE
7. You can cue with the KING only if:
 1. Partner has shown a balanced hand, or
 2. Partner has shown a shortage in another suit, or
 3. Partner has bid or cue bid that suit, or
 4. You have already denied the Ace in that suit

Cue Bidding – Minor Suit Agreement

1. A suit bid at a level higher than 3 of the agreed minor
2. 3 level cues generally just show NT guards
3. 4 of the minor is Forcing unless you have previously made a non-forcing bid

RKCB Rules

1. Keycards are the 4 Aces and the King of Trumps
2. 5♣ shows 0 or 3 Key Cards
3. 5♦ shows 1 or 4 Key Cards
4. 5♥ shows 2 Keycards but No Q of Trumps
5. 5♠ shows 2 Keycards plus the Q of Trumps (or 10 trumps)
6. After 5♣ or 5♦ the next suit bid asks for the Q of Trumps
 1. 5 of Trump suit = Denial
 2. 6 of Trump suit = Shows Q
 3. New suit = Shows Q + King
7. 5NT shows all Keycards and asks for Kings
 1. Responder bids any side suit King
 2. Responder can bid 7 of the agreed suit
8. Don't use RKCB Unless you hold at least 1 keycard
9. Always be prepared to bid 6 if there is only one keycard missing
10. Don't use RKCB if any response will take you too high

Voids

- 1. Jump Cue with a Void**
- 2. Don't Use RKCB With a Void unless partner has already shown or denied an Ace there**
- 3. Double Jump bid after 1 level response**
 - 1. Singleton or void**
 - 2. 5 losers**
 - 3. 16-18 HCP**

Quantitative Raises

- 1. 4NT is a natural quantitative slam try when the last bid was a natural No Trump bid**
- 2. A raise to 5 of a major can be made when your hand is unsuitable for RKCB or a Cue bid but you still think there may be a slam.**

1) ♠ A 2
♥ K Q J 9 2
♦ K 10 3
♣ J 5 3

1♣	P	1♥	P
3♥	P	?	

2) ♠ K 2
♥ J 5 3
♦ K Q 7 3
♣ A 10 8 3

1NT	P	2♥	P
2♠	P	3♦	P
?			

3) ♠ K Q 7 4
♥ Q 8 2
♦ 8 2
♣ A Q J 3

1♦	P	1♠	P
3♠	P	?	

4) ♠ 4 2
♥ J 8 3
♦ K 10 8 5 2
♣ Q 7 2

1♠	P	1NT	P
2♦	P	3♦	P
3♥	P	?	

5) ♠ A K Q 7 5 2
♥ 8 3
♦ Q 5
♣ J 8 2

1♦	P	1♠	P
----	---	----	---

6) ♠ A 10 3
♥ Q 9 8 3
♦ K J 7
♣ Q J 9

1NT	P	3♠	P
?			

1) ♠ A 5 3
 ♥ K Q J 9 2
 ♦ 3
 ♣ K 6 5 2

1♣ P 1♥ P
 3♣ P ?

2) ♠ A Q 10 7
 ♥ 3
 ♦ K Q J 7 2
 ♣ A 8 2

1♦ P 1♠ P
 3♠ P 4NT P
 5♠ P 5NT P
 ?

3) ♠ K Q 7 4
 ♥ Q 8 2
 ♦ 8
 ♣ K J 10 3 2

1♠ P ?

4) ♠ A Q 8 3
 ♥ A 3
 ♦ K 10 2
 ♣ A K 10 8

2NT P 3♥ P
 ?

5) ♠ A Q 7 5 2
 ♥ A 10 7
 ♦ 2
 ♣ A 9 7 2

1♥ P 1♠ P
 2♥ P ?

6) ♠ A Q 10 6
 ♥ A 8
 ♦ K 9 5
 ♣ Q 10 7 2

1♠ P 2NT P
 3NT P ?

1) ♠ K J 7 5 4 3 2
 ♥ Q 9 2
 ♦ K 10 2
 ♣ None

1♥	P	1♠	P
3♦	P	3♥	P
4♦	P	?	

2) ♠ A Q 10 7
 ♥ 3
 ♦ K Q J 7 2
 ♣ A 8 2

1♦	P	1♠	P
3♠	P	4NT	P
5♠	P	5NT	P
?			

3) ♠ K Q 7 4
 ♥ Q 8 2
 ♦ 8
 ♣ K J 10 3 2

1♠	P	?
----	---	---

4) ♠ K J 8 6 4 2
 ♥ A 3
 ♦ 9 8 5 2
 ♣ 2

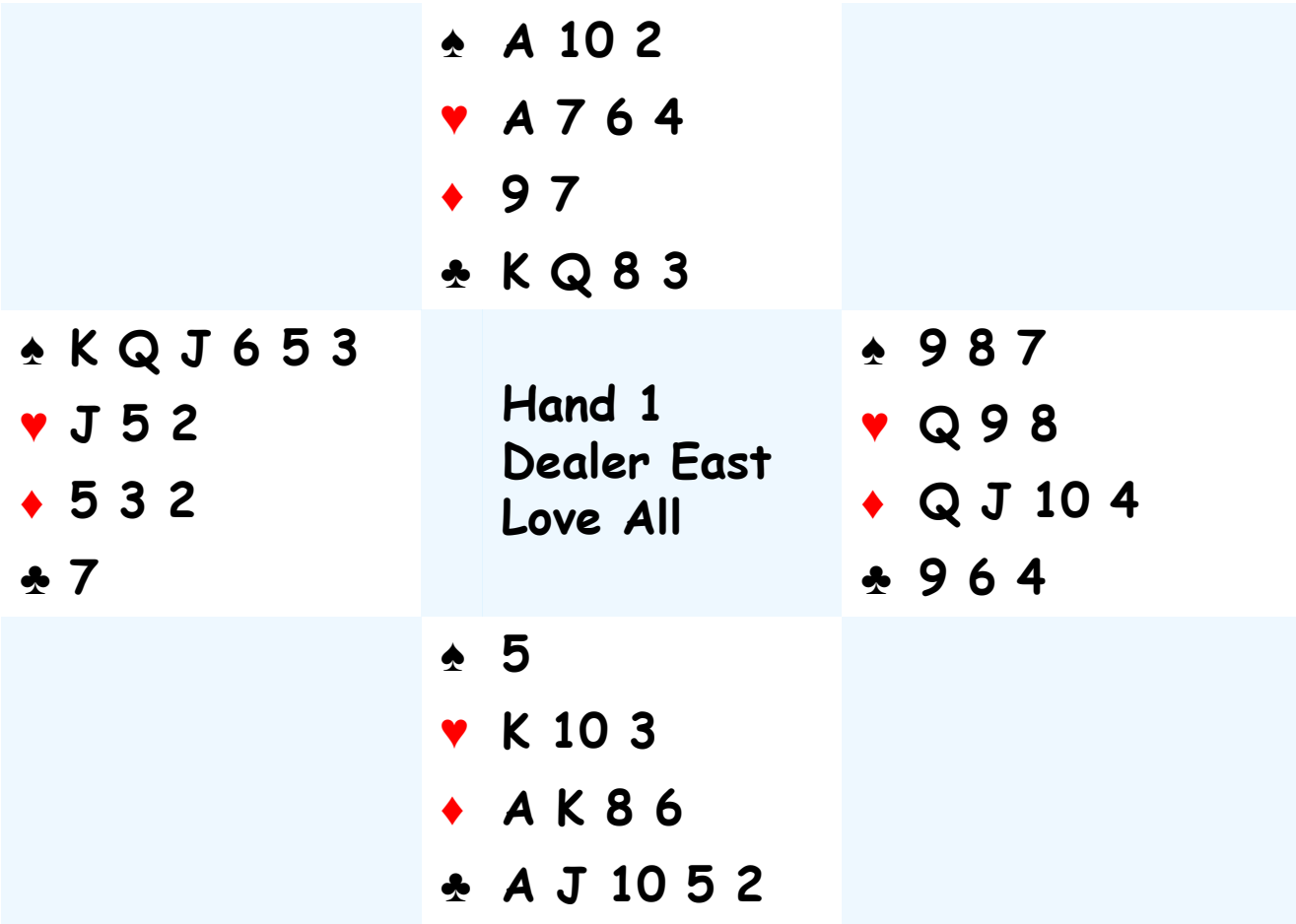
1♥	P	1♠	P
4♦	P	?	

5) ♠ A Q 7 6 5 2
 ♥ K 10 7
 ♦ 2
 ♣ Q J 2

1♠	P	2NT	P
4♦	P	4♠	P
?			

6) ♠ A J 7
 ♥ Q 8
 ♦ K 9 5 2
 ♣ K Q 10 7

1♠	P	2♣	P
2NT	P	3♠	P
3NT	P	?	



S	W	N	E
			P
1♣	2♠	X	P
3♦	P	3♠	P
4♥	P	6♣	P
P	P		

HCP: 28
 Losers: 12
 Working cards: N=100%, S=100%
 Score: 100%

♠ K 6
 ♥ K Q 6 4 2
 ♦ Q 3
 ♣ K Q 9 4

♠ J 9 8 4 2
 ♥ 9 8 7
 ♦ K J
 ♣ 10 6 5

Hand 2
 Dealer North
 Love All

♠ 7 3
 ♥ 5 3
 ♦ 8 7 6 5 4 2
 ♣ 8 7 3

♠ A Q 10 5
 ♥ A J 10
 ♦ A 10 9
 ♣ A J 2

S	W	N	E
		1♥	P
1♠	P	1NT	P
2♦	P	2♥	P
3♥	P	3♠	P
4NT	P	5♦	P
5♠	P	6♣	P
7♥	P	P	P

HCP: 35
 Losers:
 Working cards: N=85%, S=95%
 Score: 95%

	♠ 10 8 5 ♥ A 10 9 ♦ Q J 7 2 ♣ J 7 4	
♠ Q 9 7 3 2 ♥ 8 5 ♦ 9 5 ♣ K 8 3 2	Hand 3 Dealer East Love All	♠ J 6 4 ♥ 6 2 ♦ A 10 8 6 4 3 ♣ 10 9
	♠ A K ♥ K Q J 7 4 3 ♦ K ♣ A Q 5 3	

S	W	N	E
			P
2 ♣	P	2NT	P
3 ♥	P	4 ♥	P
4 ♠	P	5 ♥	P
P	P		

HCP: 30
 Losers:
 Working cards: N=50%, S=80%
 Score: 55%

	♠ A K Q J 9 8 ♥ A K 8 7 ♦ A 9 ♣ J	
♠ 4 3 2 ♥ Q 10 6 5 3 ♦ 6 5 4 2 ♣ 10	Hand 4 Dealer South Love All	♠ 10 7 6 ♥ 9 4 ♦ K 10 8 3 ♣ 9 7 6 4
	♠ 5 ♥ J 2 ♦ Q J 7 ♣ A K Q 8 5 3 2	

S	W	N	E
3NT	P	7♣	P
P	P		

HCP:	30
Losers:	
Working cards:	N=100%, S=70%
Score:	95%

♠ A 10 4
 ♥ K 10
 ♦ K 6
 ♣ Q 8 7 5 4 2

♠ Q J 8 2
 ♥ Q 7
 ♦ 9 7 5 4 2
 ♣ 6 3

Hand 5
 Dealer East
 Love All

♠ K 7 6
 ♥ 9 8 3 2
 ♦ J 10 8 3
 ♣ J 9

♠ 9 5 3
 ♥ A J 6 5 4
 ♦ A Q
 ♣ A K 10

S	W	N	E
			P
1♥	P	2♣	P
2NT	P	3♣	P
3♦	P	3NT	P
4♣	P	4♦	P
4♥	P	4♠	P
6♣	P	P	P

HCP: 30
 Losers:
 Working cards: N=100%, S=95%
 Score: 100%

♠ K 9
 ♥ K Q 10 5 3
 ♦ A 10 4
 ♣ K 10 8

♠ 7 3
 ♥ J 8 6
 ♦ J 2
 ♣ Q 9 6 5 4 3

Hand 6
 Dealer North
 Love All

♠ Q J 10 6 4 2
 ♥ 4
 ♦ 9 8 7 6
 ♣ 7 2

♠ A 8 5
 ♥ A 9 7 2
 ♦ K Q 5 3
 ♣ A J

S	W	N	E
		1♥	P
2NT	P	3♥	P
3♠	P	3NT	P
4♣	P	4♦	P
4NT	P	5♠	P
5NT	P	7♥	P
P	P		

HCP: 33
 Losers: 12
 Working cards: N=100%, S=95%
 Score: 100%

	♠ 5 2 ♥ J 7 5 2 ♦ A K ♣ A J 8 7 2	
♠ K J 9 4 3 ♥ 10 3 ♦ 10 8 7 2 ♣ Q 5	Hand 7 Dealer East Love All	♠ Q 6 ♥ 6 ♦ Q 6 5 4 ♣ K 10 9 6 4 3
	♠ A 10 8 7 ♥ A K Q 9 8 4 ♦ J 9 3 ♣ None	

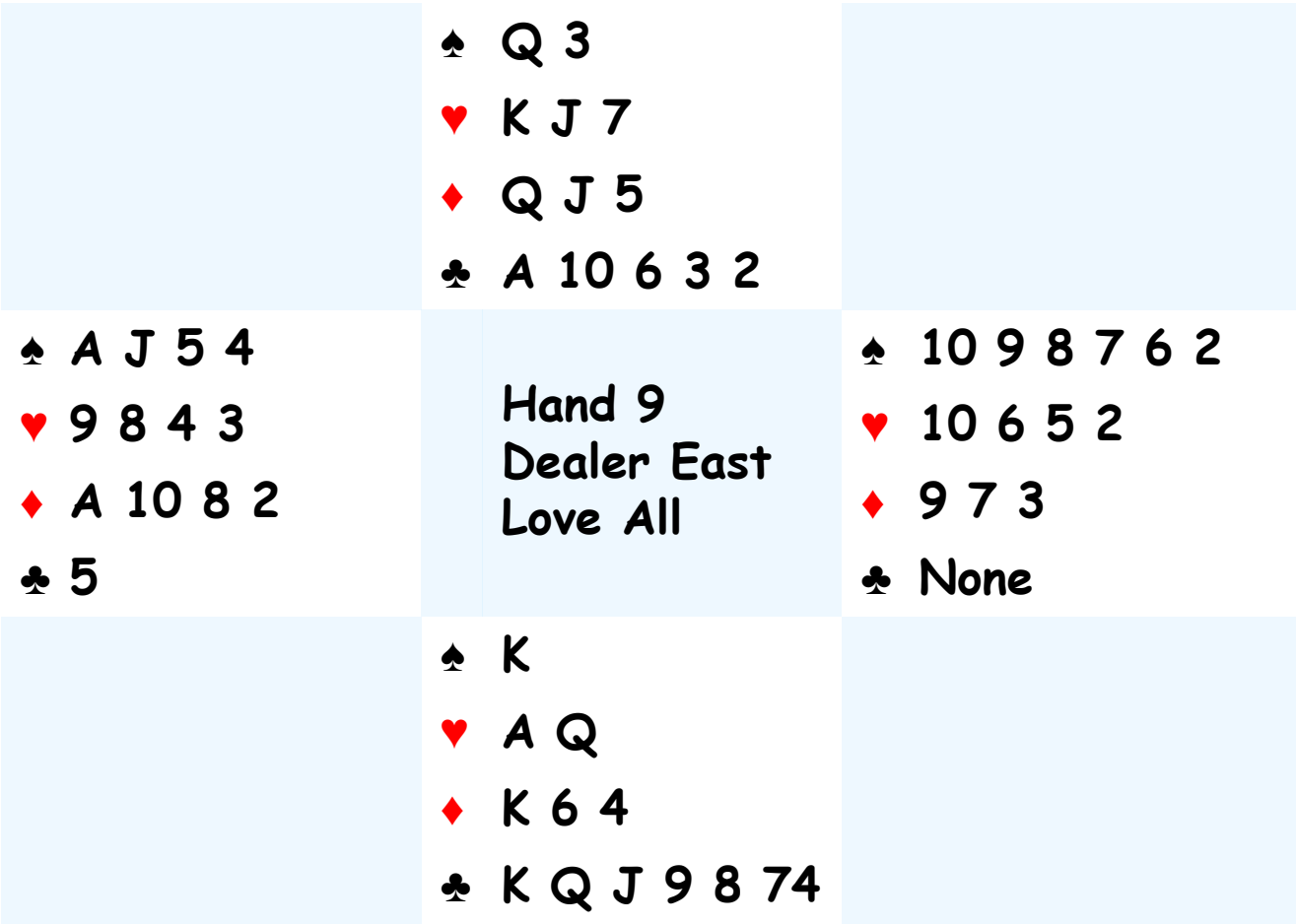
S	W	N	E
	P	2NT	P
1♥	P	4♦	P
4♣	P	5♣	P
4♠	P	P	P
6♥	P		P

HCP: 27
 Losers: 12
 Working cards: N=95%, S=95%
 Score: 80%

	♠ J ♥ A Q J 10 2 ♦ Q 9 8 7 ♣ A 7 2	
♠ Q 9 5 3 ♥ 3 ♦ 10 6 3 2 ♣ K J 6 3	Hand 8 Dealer South Love All	♠ 10 2 ♥ K 8 6 ♦ J 5 ♣ Q 10 9 8 5 4
	♠ A K 8 7 6 4 ♥ 9 7 5 4 ♦ A K 4 ♣ None	

S	W	N	E
1♠	P	2♥	P
5♥	P	6♥	P
P	P		

HCP:	28
Losers:	11
Working cards:	N=50%, S=100%
Score:	80%



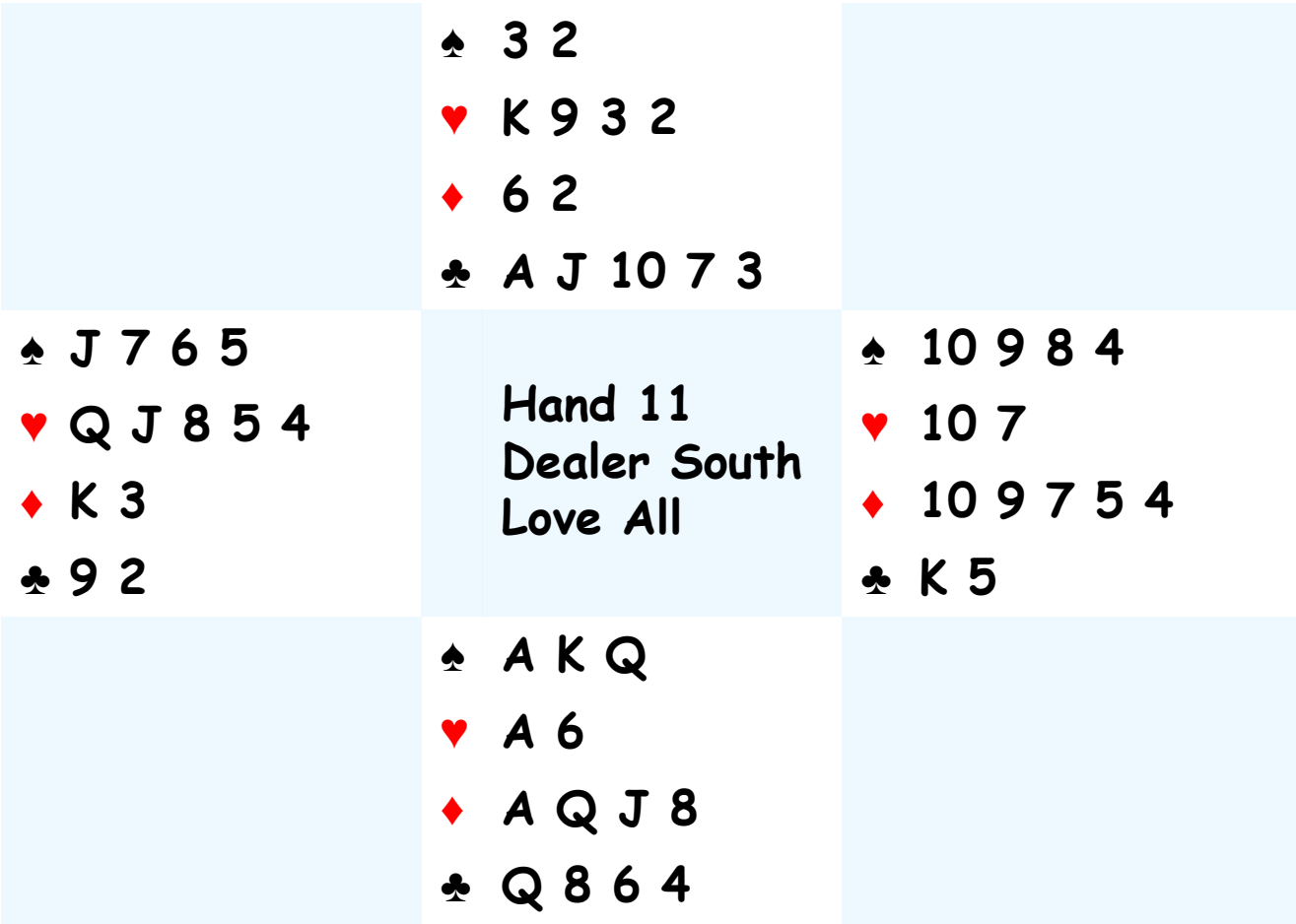
S	W	N	E
			P
1♣	P	2♣	P
4♣	P	5♣	P
P	P		

HCP: 31
 Losers: 13
 Working cards: N=30%, S=60%
 Score: 60%

	♠ 8 ♥ K Q 9 2 ♦ A Q 9 6 3 ♣ K Q 5	
♠ 7 5 ♥ J 10 7 5 4 3 ♦ J ♣ 9 8 6 3	Hand 10 Dealer South Love All	♠ 10 9 4 3 2 ♥ A 8 ♦ 10 5 2 ♣ 10 7 4
	♠ A K Q J 6 ♥ 6 ♦ K 8 7 4 ♣ A J 3	

S	W	N	E
1♠	P	2♦	P
4♥	P	4NT	P
5♣	P	6NT	P
P	P		

HCP:	34
Losers:	9
Working cards:	N=67%, S=95%
Score:	100%



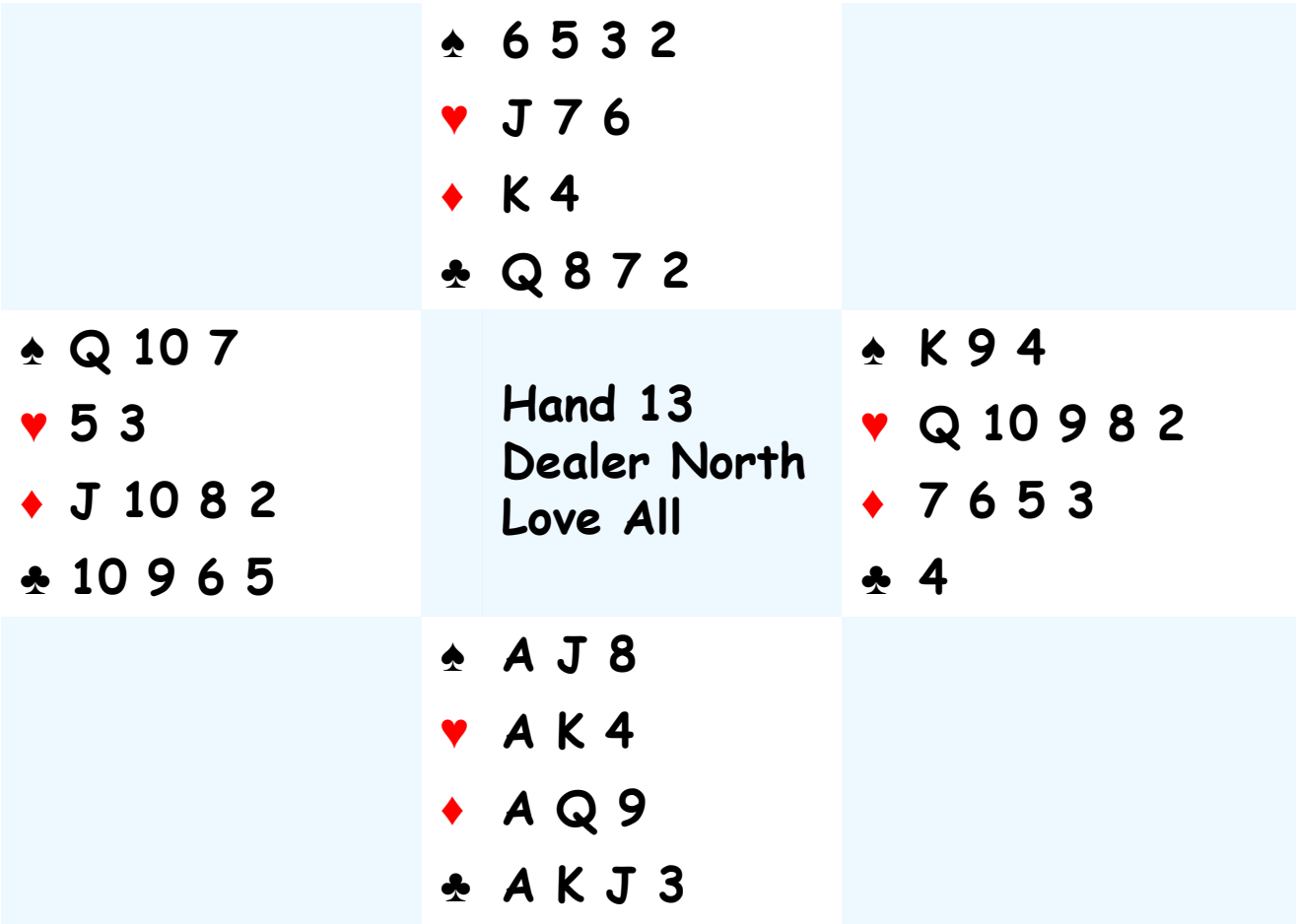
S	W	N	E
2NT	P	3♣	P
3NT	P	4♣	P
4♦	P	4♥	P
4♠	P	4NT	P
6♣	P	P	P

HCP: 30
 Losers: 11
 Working cards: N=100%, S=90%
 Score: 100%

	♠ A 7 5 ♥ K 8 3 2 ♦ Q 7 6 4 2 ♣ 10	
♠ 10 8 4 2 ♥ Q J 9 7 ♦ K 10 5 3 ♣ 3	Hand 12 Dealer East Love All	♠ K Q J 9 3 ♥ 10 5 4 ♦ 9 8 ♣ 9 8 2
	♠ 6 ♥ A 6 ♦ A J ♣ A K Q J 7 6 5 4	

S	W	N	E
2♣	P	2♦	2♠
3♣	P	3♦	P
3♠	P	6NT	P
P	P		

HCP: 28
 Losers:
 Working cards: N=72%, S=95%
 Score: 100%



S	W	N	E
		P	P
2♣	P	2♦	P
3NT	P	4NT	P
P	P		

HCP: 32
 Losers:
 Working cards: N=80%, S=95%
 Score: 95% (if you make 11 tricks)

	♠ A 7 ♥ K Q 6 4 ♦ K 8 ♣ A 9 7 6 4	
♠ Q J 10 ♥ 10 8 7 5 ♦ J 6 4 3 ♣ Q 5	Hand 14 Dealer South Love All	♠ 9 6 4 2 ♥ 3 ♦ Q 9 5 2 ♣ J 8 3 2
	♠ K 8 5 3 ♥ A J 9 2 ♦ A 10 7 ♣ K 10	

S	W	N	E
1♥	P	2NT	P
3NT	P	4♣	P
4♦	P	4♠	P
6♥	P	P	

HCP: 31
 Losers: 12
 Working cards: N=100%, S=100%
 Score: 95% (if you make 12 tricks)

♠ A Q 8 3 2
 ♥ K 6 5
 ♦ A K 8 3
 ♣ 7

♠ 7 5 4
 ♥ 10 7 2
 ♦ 10 9 6 2
 ♣ J 10 3

Hand 15
 Dealer South
 Love All

♠ J 10 9 6
 ♥ J 4
 ♦ Q 7
 ♣ K 9 5 4 2

♠ K
 ♥ A Q 9 8 3
 ♦ J 5 4
 ♣ A Q 8 6

S	W	N	E
1♥	P	1♠	P
2♣	P	2♦	P
3♦	P	3♥	P
3♠	P	4♦	P
4♥	P	4NT	P
5♠	P	6♥	P
P	P		

HCP: 32

Losers:

Working cards: N=85%, S=82%

Score: 90% (if you make 13 tricks)

♠ K Q 10 6
 ♥ A J
 ♦ K 7
 ♣ A Q 7 6 5

♠ 4 3 2
 ♥ 8 4 2
 ♦ J 9 5 4
 ♣ 8 3 2

Hand 16
 Dealer East
 NS Vul

♠ 9 8 7
 ♥ Q 10 7 5 3
 ♦ A 8 3
 ♣ J 9

♠ A J 5
 ♥ K 9 6
 ♦ Q 10 6 2
 ♣ K 10 4

S	W	N	E
1NT	P	2♣	P
2♦	P	6NT	P
P	P		

HCP: 32
 Losers:
 Working cards: N=?%, S=?%

Score: 85%

Summary

- 1 Learn to recognise the SLAM ZONE**
- 2 Blackwood is unilateral, Cue bidding is co-operative**
- 3 Make decisions based on
Minimum/Maximum
Working HCP
Trump Quality**
- 4 Cue Bids show ACES but may show KINGS if partner has:
shown a balanced hand
bid or cue-bid that suit
shown a shortage elsewhere
already denied the Ace**
- 5 Economical cue bids are BELOW the Game Bid,
Uneconomical cue bids raise the level**
- 6 Make a quantitative raise if no cue is available but you
still think there might be a slam**