

## SEMINAR 5 NOTES



### SUPPORT CUES 4<sup>TH</sup> SUIT FORCING RKCB

#### Support Cues

What are they?

A way of showing support for your partner when there has been an **OVERCALL** by opponents (ops).

Why are they a good idea?

You use the opponents' interference to show partner your correct support and strength and

At the same time ... interfere with the opponents' bidding

How does it work: (Ops bidding in brackets)

1H – (2C) – 3C (a support cue)

Says to partner: **STRONG** (Invitation to game in Hs)

Support cues are **STRONG**.

We are fine at the 3H level, if you have more in the tank – go to game.  
(3C - Cannot be Bergen – no jump)

1H – (2C) – 2H – Bidding suit is **WEAK**

Says:

I have good support for Hs.

I am weak in points.

(3D/3H Bergen bids still available with 4 card support)

Key to support cues:

Cue bid is strong

Bidding the suit is weak

Eg. Partner opens 1S

Opponents bid 2D

You hold 4S and 16 points.

With Bergen you would bid 2NT but now you can't as you can't jump.

Bid 3D. You have strong support for spades and are comfortable at the 3 level in spades. P has to bid (you will get another bid)

You now watch what partner does.

If p goes to 3S you know p has a bare minimum and little shape. Sign off in game 4S

If p goes to 4S you know p has more than a bare minimum – time to slam bid?

Unassuming cue bids:

Use same technique to show support for p's overcall:

(1C) – 1H – (1S) – 2H (I am weak)

(1C) – 1H – (1S) – 2C (I have good support – how strong was that overcall?)

Partner responds to your show of good support:

2H – you would not believe how weak

3H – sound overcall opening points/good hand

4H – with your support good enough for game

Unassuming cue bids:

Clever little extra where opponents bid 2 suits:

(1C) – 1H – (1S) – 2C (I have good support how strong was that overcall?)

– bid of 1<sup>st</sup> opponent suit = 3 card support)

(1C) – 1H – (1S) – 2S (I have good support how strong was that overcall?)

– bid of 2<sup>nd</sup> op suit = 4 card support)

Bidding for slam:

NB: NZB not teaching Gerber!! 4C is too valuable as a natural bid!

RKCB

Roman Keycard Blackwood

5 keycards – 4 Aces and the K of trump suit

If no trump suit bid or implied – answer with K of the last GENUINE suit bid. If no suit bid – answer in Spades.

This can be a bit tricky – examples later ...

Answer :

14 30 2 without the trump Q 2 with the trump Q

So 4NT asks RKCB

5C = 1 or 4 keycards held

5D = 3 or 0 keycards held

5H = 2 keycards without the Q of trumps

5S = 2 keycards with the Q of trumps

If you then are weighing up Slam or Grand Slam

King asking is 5NT:

IGNORE THE K OF TRUMPS (you have already answered as to that K)

6C = 0

6D = 1

6H = 2

6S = 3

When you get the answer to 4NT of either 5C or 5D – you do not know about the Q of trumps.

Q asking: Next suit up

(only safe when suit agreed/implied)

Answer: Next suit up – No Q

Jump a suit – Yes hold Q

Eg.1

Partner:

1H

4NT (RKCB)

5D (Q ask)

You:

2NT (Bergen implied fit Hs)

5C (1 or 4)

5H no or 5S yes

NB: Big advantage of 1430 is Q ask when Hs trumps

Eg. 2 You hold 16 points and p opens 1NT:

Partner:

1NT

3D

4S (S fit and 17/18 pts)

Now going to RKCB:

5D (3/0)

5S = no Q or 5NT = Q held

You:

2C

3H

4NT

5H (Q ask) –

Eg. 3 You have 15 points and P opens 1C

Partner:

1C

3C

You now use RKCB

(answer in clubs – last genuine suit bid)

5C (1 or 4)

Major advantage of 1430 is ability to bail in a search for a club slam.  
(1/4 is most common answer, 3/0 far less common – but yes if zero things will be tough!)

You:

1H

4NT

PASS

When looking for slams remember:

The minor suit slams are the most underbid.

Takes 27/28 pts to reach game – not much more for a slam. Always think 6C/6D.

If you can make a slam in a suit – always consider NT if playing pairs (not teams).

Difference between a top and bottom board converting it to NT.

Last topic .... 4<sup>th</sup> suit forcing  
A way of finding game in No Trumps  
To use 4<sup>th</sup> suit forcing – you must have 10 points

The auction has gone:

Partner:	You:
1H	1S
2C	?

You are responder and hold game points.

What you need to know, is whether between you there is a hold in Ds so you can go to NT.

1H – 1S – 2C

If you have a stopper in Ds yourself it is easy – just bid 3NT.

But supposing you don't?

Use fourth suit forcing – 2D. Says to p:

Looking for NT - if you have a stopper bid NT.

Eg.1

Partner:	You:
1H	1S
2C	2D
2NT	

P has a stopper, either leave at 2NT or go to game if you know there are game points.

Eg.2

Partner:	You:
1H	1S
2C	2D
3NT	

P has a stopper, and with your promised 10 pts has enough for game and goes straight there.

1H	1S
2C	2D
2S	

P doesn't have a stopper, but holds 2/3Ss.

The one time 4<sup>th</sup> suit forcing does not apply:

1C – 1D – 1H – 1S ... that 1S bid is not 4<sup>th</sup> suit forcing.

It is a genuine 4 card S suit and still trying to find a fit at the one level of bidding.

1C – 1D – 1H – **2S** ... 4<sup>th</sup> suit forcing (a forcing bid, you must answer)

When the ops interfere:

1H – (1S) – 2C – (2S) – 3C – (pass) – 3S

3S gives implied cover of the D suit and is asking p to bid 3NT if holding cover on the S suit.

BEWARE using it with less than 10 pts!!!!

Eg.

E hold	S K9653	Bidding:
	H 42	W E
	D QJ763	1H 1S
	C 8	2C ?

E must bid 2H not 2D!!! Simple preference without the essential 10 points.