

BLUE CLUB

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Points: Ace - 4, King - 3, Queen - 2, Jack - 1.

"First Control" in some suit: Ace or Void.

"Second Control" in some suit: King or Singleton.

Controls: Ace - 2, King - 1.

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Opening 1 Diamond, 1 Heart, 1 Spade

- a.) **"Good" suit:** 12-16 points (minimum: Q-10-x-x)
or the equivalent of sure tricks (personal appraisal)
- b.) **Strong two-suit hand:**
- i. 15-16 points,
 - ii. At least 10 cards in both suits,
 - iii. The concentration of points should be in these suits.

In this case: **REVERSE** or **STRONG CANAPE**

-> **REVERSE:** When the stronger suit is higher-ranked, declare the lower-ranked suit first, then jump in the higher-ranked.

Note 1: In case of excellent major suit and K-x only in Diamonds, it is allowed to open 1Di and then to jump in the major suit.

Note 2: With less than 15 points (in general) it is not allowed to use Reverse. In this case, when the better suit is higher-ranked, bid the higher-ranked suit first, then bid the lower-ranked at minimal level, then bid again the higher-ranked at minimal level.

-> **CANAPE :** When the stronger suit is lower-ranked, bid the higher-ranked first, then bid the lower-ranked at lowest level. "Strong Canape" means to bid the lower-ranked suit with a jump.

Answers to 1 Spade, 1 Heart, 1 Diamond

- 1.) **"Pass":**
 - i. 6 or less points,
 - ii. No support in partner's suit,
 - iii. No "good suit" (in sense of above).
- 2.) **"1NT":**
 - i. 7-10 points,
 - ii. possible 4-card major suit.
- 3.) **Single raise:** Minimum Q-x-x AND opportunity to trump, or 4-card support.
- 4.) **Double raise:** Strong hand (at least 12 points) and 4-card support.
- 5.) **Triple raise:** Sacrifice

- 6.) "2NT": i. 11-12 points,
ii. Without biddable suit.
- 7.) "3NT": i. 13-15 points,
ii. Not enough controls (Ace - 2 controls,
King - 1 control),
iii. Without major suit.
- 8.) "1/1": 5+ points.
- 9.) "2/1": 11+ points
(even 8-9 points with strong
rebidable suit).
- 10.) **New suit on 3rd level:** Forcing for a round.
- 11.) **4th suit on 2nd level:** False suit!
- 12.) **Jump in a new suit:** i. Forcing for game,
ii. 12+ points,
iii. Excellent suit:
-> minimum for a major suit:
K-Q-J-9-x-x,
-> minimum for a minor suit:
at most 2 tricks in the suit
to be lost PLUS compensatory
qualities in other suits

The partner **MUST** support if he has
Q-x and each next bid is a Cue-Bid.

- 13.) **Reverse in the opener's suit: Example:**
- | | | |
|--|-----------------------|---------------|
| | N | S |
| | 1Sp | 2Cl |
| | 2Di | 3Sp: "minimum |
| | Cue-Bid: | K-Q-x-x or |
| | "I have (1st) control | K-x-x-x-x" |
| | in this suit" | |

- 14.) **Jump in the 2nd round in 4 in a minor suit:**
- i. If the opener has bid major and minor suit, his partner declares support for the major suit with a jump on 4th level in the unbid minor suit.
When supporting the minor suit, jump in the minor suit itself on 4th level.
- ii. If the opener has bid Spades and Hearts:
-> **4Cl** : "support in Hearts",
-> **4Di** : "support in Spades".

Note: In these cases "support" means excellent suit, good enough for Reverse or Strong Canape!

15.)	N	S	
	i.	Some suit anything	2Cl 4Cl: "Control in Clubs, not in Diamonds. I have excellent support for your first suit"
	ii.	Some suit anything	2Di 4Di: "Control in Diamonds, not in Clubs. I have excellent support for your first suit"
	iii.	Some suit anything	2Cl 4Di: "Two controls in each minor suit OR one control in each minor suit. I have excellent support for your first suit"
	iv.	Some suit anything	2Di 4Cl: "Two controls in one of the minor suits, one control in the other. I have excellent support for your first suit"

Important Note:

If there is a NT-bid from your right, "Double" is for penalty.
Everything else is natural!

Opening 1 No Trump

- > "Strong NT": 16-17 points
- > "Weak NT": 13-15 points with:

Sp	He	Di	Cl
3	3	2	5
3	3	3	4
3	2	2	6 weak
2	3	2	6 weak

Answers to 1 No Trump

- 1.) **"Pass"**:
 - i. Less than 7 points,
 - ii. No 5-card suit.
- 2.) **"2He" or "2Sp"**: 5-card suit, weak "Stop!"
- 3.) **Suit on 3rd level**:
 - i. 6-card suit with at least one control,
 - ii. Maximum 7 points.
- 4.) **"2NT"**: 9-10 points, no further interest in the major suits.
- 5.) **"3NT"**: 12+ points, "Stop!"
- 6.) **"2Cl"**: "I have between 8 and 11 points. I would like to know your points and distribution"

The opener must bid:

- "2Di"**: 3-3-3-4 with 13-14 points or 3-3-2-5 with 13 points
- "2He"**: 3-3-3-4 with 15 points or 3-3-2-5 with 14 points
- "2Sp"**: 16-17 points ("Strong NT")
- "2NT"**: 3-3-2-5 with 15 points

If the opener has "Strong NT", after his **"2Sp"** you bid **"2NT"** to ask for distribution

N	S
1NT	2Cl
2Sp	2NT
*	

- a.) **"*" = "3Di"**: "I have 4-card majors, 3 cards in Diamonds"
- b.) **"*" = "3Cl"**: "I don't have 4-card majors"
- c.) **"*" = "3He"**: "This is my only suit"
- d.) **"*" = "3Sp"**: "This is my only suit"
- e.) **"*" = "3NT"**: "I have 4-card majors, 3 cards in Clubs"

- 7.) **"2Di"**: 12+ points, FORCING FOR GAME!

The opener must bid:

- "2He"**: 16-17 points with at least 4 Hearts.
- "2Sp"**: 16-17 points with at least 4 Spades and without 4 Hearts.

"2NT": 3-3-3-4 with 13-15 points or
 3-3-2-5 with 13-15 points.
 Here you bid "3CI":

N	S
1NT	2Di
2NT	3CI
*	

- a.) "*" = "3Di": "13-14 points, 3-3-3-4"
- b.) "*" = "3He": "15 points, 3-3-3-4"
- c.) "*" = "3Sp": "13-14 points, 3-3-2-5"
- d.) "*" = "3NT": "15 points, 3-3-2-5"

"3CI": 16-17 points without 4-card majors.
 Here you bid "3Di":

N	S
1NT	2Di
3CI	3Di
*	

- a.) "*" = "3He": "3-3-3-4"
- b.) "*" = "3Sp": "3-3-4-3"
- c.) "*" = "3NT": "*_*-4-4"
- d.) "*" = "4CI": "*_*_*-5"
- e.) "*" = "4Di": "*_*-5-_*"

Important Notes:

1.) If there is a bid from your right and you "Pass", "Double" from the opener would mean "Strong NT".

2.) If there is a bid from your right and you have between 8 and 11 points, you must "Double".

In this case the opener has the following options:

- "Pass": penalty,
- "3CI": 13-15 points with 5 Clubs,
- "2NT": 13-15 points with 4 Clubs,
- "3NT": 16-17 points AND a stopper in the opponent's suit,

Major suit : 16-17 points and 4 cards in this suit.

3.) If there is a bid from your right and you have more than 12 points, you must bid "2NT".

In this case the opener bids:

- "3CI": "weak NT",
- "3NT": "Strong NT", but Clubs are the

only 4-card suit,
"3Di": "Strong NT", 4 Diamonds, denies
 4 Clubs,
"3He": "Strong NT", 4 Hearts, denies
 4-card minor suits,
"3Sp": "Strong NT", Spades are the
 only 4-card suit.

Opening 2 Clubs

12-16 points with 6 strong Clubs OR

15-16 points, 5 "good" Clubs and another 4-card suit.

Answers to 2 Clubs

"2He": 6-11 points

"2Sp": 6-11 points

"2NT": 10-11 points

"3NT": 12-13 points

"3Cl": **"4Cl"**, **"5Cl"**: Natural

"2Di": Ask for more information.

The opener bids "3Cl" if he has a stopper in
 some other suit, or "2NT" with stoppers in
 two other suits.

You could ask where with "3Di"

a.) if the opener has bid "3Cl",
 i.e. if he has a stopper in some
 other suit, he answers:

"3He" in Hearts,

"3Sp" in Spades,

"3NT" in Diamonds.

b.) if the opener has bid "2NT",
 i.e. if he has stoppers in two
 other suits, he answers:

"3He" in Hearts and Diamonds,

"3Sp" in Spades and Diamonds,

"3NT" in both majors.

Opening 3 Clubs

- i. Strong and long suit,
- ii. Stoppers in at least one other suit,
- iii. 7 (8, when vulnerable) sure tricks.

Answers to 3 Clubs

"3NT": Natural,

"4Cl", **"5Cl"**: Natural,

New suit

on 4th level: Excellent suit, invitation for slam,

"3Di": "I have stopper in Diamonds.

Where are yours?". Answers:

	"3He"	in Hearts only,
	"3Sp"	in Spades only,
	"3NT"	in both majors,
	"4Cl"	in Diamonds only.
"3He":	"I have stopper in Hearts. Where are yours?". Answers:	
	"3Sp"	in Diamonds only,
	"3NT"	in Spades and Diamonds,
	"4Cl"	not in Diamonds (therefore, in at least one major).
"3Sp":	"I have stopper in Spades. Where are yours?". Answers:	
	"3NT"	in Diamonds and Hearts,
	"4Cl"	otherwise.

Mini-Two (Opening 2 Spades and 2 Hearts)

- i. 7-11 points,
- ii. 6-card major suit with 2 honours
(minimum: Q-10-9-x-x-x),
- iii. 5 (6, when vulnerable) sure tricks,
- iv. Maximum 3 controls
(i.e. maximum 3 Kings or one King and one Ace),
- v. Neither singleton, nor void.

In this case you require more information with "2NT" over "2Sp" and with "2Sp" over "2He" (Note : if you expect the final contract to be in NT, ask with "2NT" over "2He", instead of "2Sp" over "2He").

The opener bids IN STEPS:

- | | |
|-----------------|-------------------------------|
| step #1: | 7-9 points, "minimal" suit, |
| step #2: | 7-9 points, "maximal" suit, |
| step #3: | 10-11 points, "minimal" suit, |
| step #4: | 10-11 points, "maximal" suit, |
| step #5: | A-K-Q-x-x-x-x. |

Note : New suit from you would mean Cue-Bid.

Opening 3 Diamonds, 3 Hearts, 3 Spades

- i. maximum 9-10 points,
- ii. excellent 6-card suit,
- iii. 6 (7, when vulnerable) sure tricks,
- iv. No more than one sure trick in some other suit,
- v. No more than one Ace.

Opening 4 Diamonds, 4 Clubs

- i. 8-card suit with no more than two controls in it,
- ii. No more than one sure trick in some other suit,
- iii. 6 (7, when vulnerable) sure tricks.

Opening 3 No Trump

Perfect 7-card minor suit.

In this case you bid "3NT" if you think you would make it. Otherwise, you bid "4CI", which, if necessary, the opener corrects to "4Di". It is up to you to continue bidding.

Opening 4 Spades, 4 Hearts

- i. Perfect suit,
- ii. 7 (8, when vulnerable) sure tricks,
- iii. Maximum 1 Ace,
- iv. Maximum 1 sure trick in some other suit.

Opening 1 Club

17+ points.

Answers to 1 Club

"Pass":	Forbidden Bid!
"1Di":	0-5 points,
"1He":	6+points, 0-2 controls,
"1Sp":	3 controls,
"1NT":	4 controls,
"2CI":	5 controls,
"2Di":	6 controls,
"2NT":	7 controls,
"2He":	6-card Hearts with two honours. Maximum: A-J-x-x-x-x
"2Sp":	6-card Spades with two honours. Maximum: A-J-x-x-x-x

After "1Di", "1He" or "1Sp" from your right, you bid:

"Pass":	0-5 points,
"Double":	6+ points, 0-2 controls Next step : 3 controls
"1NT":	4 controls
"2CI":	5 controls,
"2Di":	6 controls,
"2NT":	7 controls,
"2He":	6-card Hearts with two honours. Maximum: A-J-x-x-x-x
"2Sp":	6-card Spades with two honours. Maximum: A-J-x-x-x-x

After "1NT" from you right, you bid:

"Pass": Negative
"Double": 6+ points. If your opponents declare anything and your partner passes, then you bid:
 "Pass" - negative,
 "Double" - penalty,
 "2NT" - 3-4 controls,
 Cue-bid - 5+ controls,
 New suit - Natural, forcing.

After "2Cl", "2Di", "2He" or "2Sp" from your right, you bid:

"Pass": Up to 2 controls,
"Double": Penalty,
"2NT": 3-4 controls,
Cue-bid: 5+ controls,
New suit: Natural, forcing.

After "Double" from your right, you bid:

"Pass": 0-3 points,
"Redbl": 3-5 points, mainly in Clubs,
"1Di": 4-5 points,
"1He": 6+ points, 0-2 controls,
"1Sp": 3 controls,
"1NT": 4 controls,
"2Cl": 5 controls,
"2Di": 6 controls,
"2NT": 7 controls,
"2He": 6-card Hearts with two honours.
 Maximum: A-J-x-x-x-x,
"2Sp": 6-card Spades with two honours.
 Maximum: A-J-x-x-x-x.

Opener Rebids With Unbalanced Hand

Unbalanced hand means existence of 5-card (or more) suit. In this case the opener should bid the suit or should use the standard techniques of Reverse and Canape (for two-suit hand).

Opener Rebids With Balanced Hand

-> with 17-20 points: **bid NT at lowest level** ,
-> with 23-24 points: **jump in NT** ,
-> with 25-26 points: **double jump in NT** .

After this there is only one non-natural bid from you
- **Clubs at lowest level** (so called "Baron").
The opener should bid his 4-card suits in upward direction.

Opening 2 Diamonds

17-24 points with three 4-card suits and a singleton.

In this case you should ask the opener for more information
with "**2He**".

The opener rebids:

"**2Sp**" - Singleton in major suit, 17-20 points.
You ask "Which one?" with "**2NT**"
The opener answers:
->"**3Di**" - Spade singleton.
You ask "Which zone?" with "**2Sp**"
The opener answers:
"**3NT**": 17-18 points,
"**4Cl**": 19-20 points.
->"**3Cl**" - Heart singleton.
You ask "Which zone?" with "**2He**"
The opener answers:
"**3Sp**": 17-18 points,
"**3NT**": 19-20 points.

"**2NT**" - Singleton in Clubs, 17-20 points,
"**3Cl**" - Singleton in Diamonds, 17-20 points,
"**3Di**" - Singleton in Hearts, 21-24 points,
"**3He**" - Singleton in Spades, 21-24 points,
"**3Sp**" - Singleton in Clubs, 21-24 points,
"**3NT**" - Singleton in Diamonds, 21-24 points.

Note : Any bid of yours in the opener's singleton is
a question for controls. In the zone 17-20 points the opener
rebids one step up to show 4 controls, two steps up for
5 controls and so on. In the zone 21-24 points the opener
rebids one step up to show 6 controls, two steps up for 7
controls and so on.

Any further bid of yours in the opener's singleton is a
question for Queens. The opener bids one step up for 1 Queen,
2 steps up for 2 Queens and so on.

Opening 2 No Trump

21-22 balanced points

Answers to 2 No Trump

1.) "3Cl": Transfer. The opener is forced to bid "3Di"! Then you bid:

N	S
2NT	3Cl
3Di	*

a. "*" = "3NT" -> "I have moderate Clubs".
The opener should bid:

"Pass",
"4Cl" or
"5Cl".

b. "*" = "4Di" -> "I have moderate Diamonds".
The opener should bid:

"Pass",
"4NT" or
"5Di".

2.) "3Di": Question for the major suits:

I.	N	S
	2NT	3Di
	3He	4Cl
("I have 4-card hearts, I might also have 4-card Spades")		("Tell me your distribution")

4Di: *-4-4-*,
4He: 3-4-3-3,
4Sp: 4-4-*-*,
4NT: *-4-*-4.

II.	N	S
	2NT	3Di
	3Sp	4Cl
("I have 4-card Spades. I don't have 4-card Hearts")		("Tell me your distribution")

4Di: 4-*-4-*,
4Sp: 4-3-3-3,
4NT: 4-*-*-4.

III.	N	S
	2NT	3Di
	3NT	4Cl
	("I don't have 4-card majors")	("Tell me your distribution")

4Di: 3-3-4-3,
4He: 3-card Hearts,
4Sp: 3-card Spades,
4NT: 3-3-3-4,
5Cl: 5-card Clubs,
5Di: 5-card Diamonds.

- 3.) "**3He**" or "**3Sp**": Natural, forcing,
- 4.) "**4Cl**" ("Texas"): Transfer for Hearts
(i.e. the opener should bid "**4He**"),
- 5.) "**4Di**" ("Texas"): Transfer for Spades
(i.e. the opener should bid "**4Sp**"),
- 6.) "**4NT**": "Blackwood".

Blackwood

"**4NT**" (question for Aces) and "**5NT**" (question for Kings).

Note : Blackwood is used when:

- i. "**4NT**" is bid by **jump** .
- ii. "**4NT**" appears on **1st or 2nd round** .

The answer is by **steps**:

- 4 or 1
- 3 or 0
- 2 of the same rank (two majors or two minors)
- 3 of mixed ranks (major and minor)
- 2 of the same suit

Note: Instead of this answer, very often is used:

03, 14, 2+03, 2+14, 2+2

Josephine

Jump on "**5NT**", question for the trump suit, forcing for Slam.

- i. for Spades:
 - "**6Cl**" - maximum J
 - "**6Di**" - maximum Q
 - "**6He**" - maximum A-x-x-x- or K-x-x-x
 - "**6Sp**" - minimum K-Q-x-x-x
- ii. for Hearts:

- "6Cl" - maximum Q
- "6Di" - maximum A-x-x-x or K-x-x-x
- "7He" - maximum A-x-x-x-x or K-x-x-x-x
- "7He" - minimum K-Q-x-x-x
- iii. for Diamonds:
 - "6Cl" - maximum Q
 - "6Di" - maximum A-x-x-x-x or K-x-x-x-x
 - "7Di" - minimum K-q-x-x-x
- iv. for Clubs:
 - "6Cl" - only one Ace or only one King
 - "7Cl" - at least two controls in Clubs.

Invitation for Slam

- 1Di - 1Sp
- 3Sp - 4Cl (cue-bid)
- 4He - 5Sp ("If you have good trumps, bid '6'")
- Cue-Bid

In this case the suit is 'yours' and bidding 5th level is asking your partner if his trumps are good for a Slam. If his trumps are good, his next bid is a Cue-Bid.

- 1Sp - 2Cl
- 2He - 5He ("If you have enough controls, bid '6'")
- Cue-Bid

In this case this is your partner's suit. Bidding 5th level means that you have excellent support in the suit, but you are not sure if the controls your partner has are enough for a slam. If his controls are enough, he could use a Cue-Bid.

Overcalls

- 1) "Double":
 - i. 12+ points or
 - ii. 1st step for strong single-suit hand.
- 2) "1NT": 16-18 points
- 3) "2He" or "2Sp": Depends on vulnerability:
 - for "-": 5-6 points
 - for "0" or "+": 12-13 points
 - for "1": 14-16 points, 6-7 sure tricks

Overcalls With Two-Suit Hand

- 1) After **1 Club** from the opponent on your right:
 - > "**2Cl**" - Clubs
 - > "**2Di**" - Spades and Hearts
 - > "**2NT**" - Hearts and Diamonds
 - > **3Cl**" - Spades and Diamonds
- 2) After **1 Diamond** from the opponent on your right:
 - > "**2NT**" - Hearts and Clubs
 - > "**2Di**" - Spades and Clubs
 - > "**3Di**" - Spades and Hearts
- 3) After **1 Heart** from the opponent on your right:
 - > "**2NT**" - Diamonds and Clubs
 - > "**2He**" - Spades and Clubs
 - > "**3Cl**" - Spades and Diamonds
- 4) After **1 Spade** from the opponent on your right:
 - > "**2NT**" - Diamonds and Clubs
 - > "**2Sp**" - Hearts and Clubs
 - > "**3Cl**" - Hearts and Diamonds
- 5) After **1 No Trump** from the opponent on your right:
 - > "**Double**" - 13+ points
 - > "**2NT**" - Spades and Hearts
 - > "**2Sp**" - Clubs
 - > "**2He**" - Spades
 - > "**2Di**" - Hearts
 - > "**2Cl**" - Diamonds

Leads

- 1) When the contract is in **No Trump**
 - From 3-card suit or 5-card suit,
lead the lowest card.
 - From 4-card suit or 6-card suit,
lead the third strongest card.

When you have:

A-K-Q,
A-K-J,
K-Q-J, or
K-Q-10,

lead K ("I have 3 honours. If you have
the missing one, put it")

When you have

A-K-x-x,

lead A ("I have one honour more")

When you have:

K-Q-x,
Q-J-x, or
Q-J-10,

lead Q

When you have:

Q-J-x or
J-10-x,

lead J ("There is no future in this suit")

When you have:

K-J-10,
A-J-10,
Q-J-10, or
A-Q-10-9,

lead 10 ("I have higher honour").

2) When the contract is in a **suit**

If you lead in the trump suit:

From 2-card or 4-card trump
suit - with the lowest card

From 3-card or 5-card trump
suit - the 3rd strongest card,
then lower card.

If you don't lead in the trump suit - the opposite.

Signals

The priority is in the following order:

- 1) Encouraging
(unusually high card - "Keep on in the same suit")
- 2) Distributional
(showing the number of the cards)
- 3) For preferred suit
(unusually high card - "Move to a higher-ranked
suit" - or low card for lower-ranked suit").