

Blue Club bidding

- **1♣ opening** promises 17 or more HCP or 8 quick tricks,
 - **1♦ opening**: 11-16 HCP (can have a 5 or 6 card major with 14-16 points)
 - Four-card majors: **1♥ and 1♠**: 11-16 HCP
 - **1NT** ranging from 14-16 HCP
 - **2♣**: 11-16 points with 6♣; 5♣ + 4 Major: 14-16 points
 - **2♦**: 15-20 HCP Roman, any suits 4441 or 4450 with 5 in a minor
 - **2♥**: 5♥ and 4♣, 14-16 points
 - **2♠**: 5♠ and 4♣, 14-16 points
 - 2 NT: minors, weak or strong
 - 3 NT : One block 7 card suit, nothing else
 - 4 NT: minors
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1♣ opening

Step answers showing [controls](#) (K=1 and A=2 controls) or HCP.

1♦ being negative showing 0-6 HCP

1♣ - 1♦ - 2♣: game forcing

2♦: 0-3 HCP

2♥: 4-6 HCP

1♥ showing over 7 HCP but with no more than 2 controls,

1♠ showing 3 controls,

1NT showing 5 controls,

2♣: showing 4 controls,

2♦: 0-6 HCP with 6♥

2♥: 0-6 HCP with 6♠

2♠: 0-6 HCP with 6♣

2NT: 6 controls

3♣: 0-6 HCP with 6 ♦

3♦: 7 controls – slam forcing

3♥: 8 controls – slam forcing

Responses over opponent interventions over 1♣ opening:

| Opener | Left Hand Opponent | Responder |
|--------|------------------------------------|--|
| 1 ♣ | Double x | Pass shows 0-3 points Redouble shows 4-6 points (possible values in Clubs) 1 Diamond shows 4-6 points All responses with 1 Heart and above remain the same |
| 1 ♣ | 1 ♦ | Pass 0-3 points Double 4-6 points All responses with 1 Heart and above remain the same |
| 1 ♣ | 1 ♥ 1 ♠ | In this situation: Double equals 7+ points Responder: 1st cheapest bid = 3 Controls Responder: 2nd cheapest bid = 4 Controls Responder: 3rd cheapest bid = 5 Controls, etc. No trump has stop in the suit bid, 2 Cl same controls without stop. 2 ♦ or 2 ♥ transfer to the other major. 2 ♠ transfer to Clubs 3 ♣ transfer to Di |
| 1 ♣ | 1 NT | Pass 0-6 HCP X – 7+ HCP 2 ♣ – 3 Ctrl 2 ♦ - Hearts 2 ♥ - Spades 2 ♠ - 4 Ctrl ... Controls |
| 1 ♣ | Jump Overcall 2 ♦ 2 ♥ 2 ♠ | Responses have the same pattern. Pass is the weakest bid Double equals 6+ points Suit responses are one-round forcing No Trump equals 3-4 Controls with stop Cuebid shows 5+ Controls |

1 ♦ opening

Responses:

1 ♥, 1 ♠: minimum 5 cards, maximum 14 points

1 NT: 6 – 11 HCP

2 ♣: game forcing, asks opener to describe hand

2 ♦ - 6-11 HCP, 5 ♦ +

2 ♥ or 2 ♠ – 10-12 HCP, limit bid.

2 NT: 12 – 13 HCP

1 ♥ openings:

Responses:

1 NT: 6 – 11 HCP

2 ♥ - 5-11 HCP, min 4 ♥

2 ♣: game forcing, asks opener to describe hand

2 ♦, or 2 ♠ – 10-12 HCP, limit bid.

2 NT: 12 – 13 HCP

3 ♣ or ♦ – Splinter, invitational

3 ♥ - invitational to 4 ♥

3 ♠, 4 ♣ or ♦ - Splinter

4 ♥ – to play, no slam interest

1 ♠ openings:

Responses:

1 NT: 6 – 11 HCP

2 ♣: game forcing, asks opener to describe hand

2 ♦ or ♥ – 10-12 HCP, limit bid.

2 ♠ - 5-11 HCP, min 4 ♠

2 NT: 12 – 13 HCP

3 ♣, ♦ or ♥ – Splinter, invitational

3 ♠ - invitational to 4 ♠

4 ♣, ♦ or ♥ - Splinter

4 ♠ – to play, no slam interest

2 ♣ opening

Responses:

2 ♦ – forcing one round

2 ♥ or ♠: 14-16 HCP, 5-4 or 6-4 CI-M

Any new suit by respondent is forcing

2 NT: 14-16 with 6 CI

Any new suit by respondent is forcing

3 ♣: 11-13 with 6 CI

Any new suit by respondent is forcing

3 Di: 14-16 HCP, 6 CI – 4 Di

Any new suit by respondent is forcing

3 ♥ or ♠: 14-16 HCP, 6 CI – 5 M

Any new suit by respondent is cue bid

3 NT: 14-16 HCP, min 7 strong CI

Any new suit by respondent is cue bid

2 ♥, ♠ – nonforcing, maximum 7 points, minimum 6 cards

2 NT – min 5,5 in majors

3 ♣ – maximum 7 HCP.

2♦ opening

Continuations:

2♥ – waiting artificial

- 2♠: singleton ♣
- 2NT: singleton ♦
- 3♣: singleton ♥
- 3♦: singleton ♠

2♠ – game forcing artificial

- 2NT: 19-20 HCP
 - 3♣: waiting
 - 3♦, ♥, ♠ – singleton
 - 3NT – singleton ♣
- 3♣, ♦, ♥, ♠: singleton, 16-18 HCP

2NT – transfer to ♣

3♣ - transfer to ♦

3♦ - transfer to ♥

3♥ - transfer to ♠

2♥ opening

Continuations:

- Any bidding except 2NT: non forcing
- 2NT: forcing
 - 3♣: 5♥, 4♣, 2, 2

- 3♦: 5♥,4♣,3♦,1♠
- 3♥: 6♥,4♣
- 3♠: 5♥,4♣,1♦,3♠
- 3NT: 5♥,5♣
- 4♣: 6♥,5♣
- 4♦: 6♥,6♣,1♠
- 4♥: 6♥,6♣,1♦
- 4♠: 7♥,5♣

2♠ opening

Continuations:

- Any bidding except 2NT: non forcing
- 2NT: forcing
 - 3♣: 5♠,4♣,2,2
 - 3♦: 5♠,4♣,3♦,1♥
 - 3♥: 5♠,4♣,1♦,3♥
 - 3♠: 6♠,4♣
 - 3NT: 5♠,5♣
 - 4♣: 6♠,5♣
 - 4♦: 6♠,6♣,1♥
 - 4♥: 6♠,6♣,1♦
 - 4♠: 7♠,5♣

Interventions:

Over any 1♣ opening:

- 2♣ – min 5♣ with opening values
- 2♦: both majors – weak (<12 HCP) or strong (over 16 HCP) ???
- 2NT: ♥ and ♦ – weak (<12 HCP) or strong (over 16 HCP).
- 3♣: ♠ and ♦ – weak (<12 HCP) or strong (over 16 HCP).

Over 1 \heartsuit , \spadesuit or \clubsuit opening:

- Cuebid: bicolor with highest ranked colors – weak (<12 HCP) or strong (over 16 HCP).
- NT: bicolor with lowest ranked colors – weak (<12 HCP) or strong (over 16 HCP).
- 3 \clubsuit : bicolor with remaining colors – weak (<12 HCP) or strong (over 16 HCP).

Over 1 NT:

- Double: Opening values, 11-15 HCP with any color in 5, or over 16 HCP
 - 2 \clubsuit : two suited \heartsuit , \spadesuit opening values (depending on vulnerability)
 - 2 \heartsuit : two suited \heartsuit , \spadesuit
 - 2 \spadesuit : two suited \spadesuit and minor
 - 2NT: two suited minor
 - 3 \clubsuit , \heartsuit , \spadesuit : weak jumps
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Defense over 1NT – double by opponents:

- Pass: asks redouble from partner
- Redouble: one suited hand, asks opener to bid 2 \clubsuit
- 2 \clubsuit : two suited \heartsuit , \spadesuit
- 2 \heartsuit : two suited \heartsuit , \spadesuit
- 2 \spadesuit : two suited \spadesuit , \clubsuit

Over 1 NT, double, pass and redouble from opener:

- Pass – to play
- 2 \clubsuit : two suited \heartsuit , \spadesuit
- 2 \heartsuit : two suited \heartsuit , \spadesuit
- 2 \spadesuit : two suited \spadesuit , \clubsuit

Defense over 2 \heartsuit – intervention

- Double – opener passes if it has the suit in 4 or 5 and bids otherwise
- Pass – opener doubles as takeout or passes if it has the suit in 4 or 5.

Leads:

NT: fourth card, or middle from 3 cards, or top from two

Against suit: third or fifth

Signals:

Number of cards standard, no preference.

Discards: number of cards standard, no preference.