

- The Trial Bid

- The 1st bid after suit agreement which asks for help in the bid suit
- E.g. 1♠ - 3♠ - 4♦ says “If you have a good holding in diamonds, we may have a 6♠ slam; if not we should stop safely in 4♠ “
- Note that Trial Bids are equally effective in the game zone (e.g. 1♥ - 2♥ - 3♣)

- The Splinter Bid

- An unusual jump (usually double) in a new suit which agrees partners last bid suit.
- It shows a singleton (void) in the bid suit, and a hand worth at least a game.
- A Splinter bid can be a single jump if at the 4 level or higher e.g 1♠ - 2♥ - 4♦
- E.g. 1♥ - 4♣ shows support for ♥, and a singleton or void in ♣
- Note: 1♥ - 2♣ is a natural bid showing 9+ pts and 5+♣
- 1♥ - 3♣ is a forcing bid showing 16+pts and 5+♣
- A Splinter bid can be a single jump if at the 4 level or higher e.g 1♠ - 2♥ - 4♦
- The opposition can take advantage of a Splinter Bid. By doubling, they pave the way for a possible sacrifice in the bid suit. (expect to fail but hope to lose fewer points). E.g. if splinter of 4♦ bid, opposition double and may bid 6♦ or 7♦ later as a sacrifice if they think opposition's slam will make.

- The Ace Showing Cue Bid (ASCB)

- After either a Trial Bid or a Splinter Bid, the bid of a new suit shows the ace (void) in the bid suit and slam interest

Possible Slam Finding Scenarios

- Balanced – 25-32 points 3NT, 33-36 Points Small NT slam, 37+ Points Grand Slam
- Unbalanced – Don't forget distributional points (shortages 3 – singleton, 5 – void) and use Losing Trick Count plus
 - Suit Agreement (SA) –Blackwood (BW) or Roman Keycard BlackWood (RKCB)
 - SA – Trial – BW or RKCB
 - SA – Trial – Signoff
 - SA – Trial – ASCB – BW or RKCB
 - SA – Trial – ASCB – Signoff
 - SA – Splinter – BW or RKCB
 - SA – Splinter – Signoff
 - SA – Splinter – ASCB – BW or RKCB
 - SA – Splinter – ASCB - Signoff

Other Cue Bids (Opponent's suit)

- After the opponents have bid a suit, a cue bid of that suit is normally intended as a forcing bid
- It shows interest in contesting the contract and asks partner to describe their hand.
- An immediate Cue Bid is made directly over opponents opening bid
- Traditionally it denotes a hand unsuited for a takeout double
- The immediate jump cue bid of opener's suit has a specific meaning
 - It is typically a long totally solid minor with stoppers on the other 2 suits.
 - Partner is asked to bid 3NT with a stop in the suit opened or else bid four or five clubs. Cue bidder will pass or correct to diamonds and or game.