

ETM's Rumble Vs Big One Club – 2006 Version

Rumble – Introduction

Rumble is used against strong artificial forcing strong one club openings. Rumble is the most aggressive in-your-face method you can effectively play against strong one club.

Rumble – Structure

Pass:	Not short in either minor, at least 2-2 in the minors vulnerable, at least 3-3 in the minors not vulnerable.
Double:	4+ in a minor and shortness in the other minor, and 3+ in each major.
1♦:	5+ in a major, not 4+ in other major.
1♥:	Both majors, at least 4-4+, or both minors 4-4, and if one minor is longer it is Clubs.
1♠:	3+ Spades and 5+ minor.
1NT:	3+ Hearts and 5+ minor.
2♣:	4+ Clubs and 5+ in either Diamonds or Hearts, OR not vulnerable only, weak two suiter, 5+ Diamonds and 5+ Hearts.
2♦:	4+ Diamonds and 5+ in either Hearts or Spades OR not vulnerable only, weak two suiter, 5+ Hearts and 5+ Spades.
2♥:	5/6 Hearts, OR, not vulnerable only, weak two suiter, 5+ Spades and 5+ in a minor.
2♠:	5/6 Spades, OR, not vulnerable only, weak two suiter, 5+ Clubs and 5+ Diamonds.
2NT:	Weak with 5+ Hearts and 5+ Clubs, OR major/minor two suiter with wild distribution.
Higher Suit Jumps:	Preemptive, long suit, not necessarily weak.
3NT:	Both majors or both minors, wild distribution.
4NT:	Both minors.

The 1♠ to 2♦ canapé scheme (shorter suit bid first) forces responder to bid consuming bidding space if bidding the one suit that cannot be held. For examples: 1♣-1♠-2♥ (losing bids 1NT, 2♣, 2♦), and 1♣-2♦-3♣ (losing bids 2♥, 2♠, 2NT). If instead responder bids one of the lower suits it helps the partner of the overcaller to determine what the overcaller has.

For example: 1♣-1♠-2♣-?, overcaller likely has 3-4 Spades and 5+ Diamonds.

Subsequent bidding:

Objective: To force opener to rebid as high as possible – the weakness of artificial forcing openings is that opener has not bid naturally yet – by consuming space it becomes difficult to show complete hand type and strength.

Approach: Bid to the 3 level on an eight card minor fit or nine card major fit. Bid on the two level with an eight card major fit. Use pass or correct bids to find right spot while keeping opponents confused as to suits held or not held. The key to Rumble is to use the high frequency of eight card fits when the opponents have their own fit to hinder the opponents in finding their fit and/or appropriate level to play at.

Followup: Overcaller does not bid again, even with distribution, unless constructive or better values held (possible game interest). Bidding again with weak hands seem to help the opponents find their way (since if we have a fit then they have a fit and points).

Over all bids if 1NT or 2NT is available, then the cheapest notrump is artificial and forcing, and is used to ask - it implies some game interest. When the cheapest notrump is available as an ask, all other responses are non-forcing, and game bids are to play.

Over suit bids at 3♣ or above, new suits are forcing, and 3NT is to play.

After 1♣-Pass not vulnerable, showing 3-3 in the minors, the hand in fourth seat (advancer, the partner of the pass) is to jump to 3 m with 5 or 6 in the minor, reaching the eight card minor suit as fast as possible. At vulnerable, where pass only promises 2-2 in the minors, advancer can jump to 3 m with 6 in the suit.

Also after the pass, bids of 2 M show 5/6 card suit, but asks partner to pull with a singleton or void. For example 1♣-Pass-1♦(negative)-2♠(5/6Spades, pull if singleton/void in Spades). After 1♣-Pass, whether vulnerable or not vulnerable, subsequent bidding is natural, with 1NT as a cuebid if available and 2NT as a jump showing a two suiter of some sort.

Over the jump to two notrump bids pass or correct bids are used to find a suit fit. For example 1♣-Pass(2-2 if vulnerable)-something-2NT-Pass-3♣ (can play in Clubs so 3+ Clubs). 2 m by advancer over the pass shows 4 in the minor, 5+ in a major, asks partner to pass with four, correct to cheapest suit with two or three in minor, e.g: 1♣-Pass-any-2♣ shows 4 in Clubs, 5+ in a major.

Over 1♣-2NT or 1♣-3NT, all suit bids are pass and correct, opener to jump with substantial extra values and distribution.

After bids where the overcaller can have different hand types pass or correct responses are used. These are bids that ask partner to pass if the suit bid is held, or to bid naturally and cheaply if the suit is not held. If a suit bid is doubled, pass says to pass with the suit bid, redouble is SOS with own long suit, asks partner to make the cheapest bid possible. If the opponents double a multiple meaning bid, then new suits are natural and non-forcing, pass asks partner to pass holding that suit, and redouble asks for pass with only just that suit (otherwise make cheapest natural call). If the opponents bid a suit, double says pass if this suit is held, otherwise bid naturally.

After an overcall or double, if partner bids a suit that is not one of the possible suits to be held, it is not pass or correct but simply a natural non-forcing suit bid.

1♣-Pass-1♦-Double is for the majors, but decent hand held, since partner often not long in either major.

Examples:

1♣	1♥ (majors)	Pass	2♥	To play, overcaller will only bid again with constructive values.
1♣	1♠	Pass	2♣	Pass with Clubs, bid 2♦ with 5+ Diamonds and 3+ Spades.
1♣	1♠	Pass	2♦	Pass with Diamonds, bid 2♠ with 3+ Spades and 5+ Clubs but bid 2♥ with same hand and 3 Hearts.
1♣	1NT	Pass	2♦	Pass with Diamonds and 3+ Hearts, bid 2♥ with 3+ Hearts and 5+ Clubs.
1♣	Double	Pass	3♣	Pass or correct – pass with Clubs or bid with Diamonds.
1♣	Double	Pass	2♠	Shows 5 Spades usually.
1♣	1♦	Pass	3♣	Clubs, non-forcing, but more shape than just bidding 2 Clubs. 1 Diamond shows one major.
1♣	1♦	Pass	2♠	Pass or correct: pass with Spades or bid again with Hearts.
1♣	2NT	Pass	3♠	Pass with Spades and a minor but not a lot of extras, bid 3NT with Hearts and Clubs minimum, bid 4m with Hearts and minor , wild distribution.