LESSON 3

Major-Suit Openings and Responses — Part 1



General Introduction

Group Activities

Sample Deals

GENERAL CONCEPTS

Major-Suit Openings and Responses — Part 1

The focus of this lesson is the Jacoby 2NT convention. The students should be familiar with: five-card major-suit opening bids and responses; valuing responder's hand using dummy points; making a single raise, a limit raise, a forcing raise and a preemptive raise using natural methods. In the textbook, the introductory sections in Chapter 3 review the concepts that the students should know prior to being introduced to Jacoby 2NT.

In addition to Jacoby 2NT, there is some material on using 2NT as a limit raise after a takeout double. This can be skipped if you are short of time. You can probably cover all of the material with most classes.

Bidding

The concept of using 2NT as a forcing raise is not too difficult. However, the subsequent auction is much more challenging. You need to clarify that the real purpose behind an artificial game-forcing raise is to investigate slam possibilities, not game possibilities. This may be the first time the students have encountered the idea of valuing a hand opposite known shortness in partner's hand — rather than valuing one's own shortness in terms of dummy points. A more experienced group should be interested in this form of valuation.

A basic group might have some difficulty with the slam bidding methods. Although they should already be familiar with Blackwood, they may not be familiar with cuebidding. You may have to gloss over some points — telling them that there will be more on slam bidding later in the course. A more experienced group should have less difficulty with the slam bidding.

Here are the topics covered:

Jacoby 2NT

This is the main focus of the lesson. The concept of using 2NT as an artificial forcing raise should not be too challenging for the students. The more challenging part will come in the next section. Here, you should focus on responder's hand type for the Jacoby 2NT. You can also start to emphasize that the purpose of the convention is to evaluate slam prospects, not to get the partnership to the game level.

Opener's Rebid

The students may be more challenged by this aspect of the convention. There's a lot of potential memory work. Again, the emphasis should be on how the rebid will help the partnership evaluate prospects for slam. You should walk through the sample auctions carefully to make sure they are comfortable. If your class are regular duplicate players, you can discuss the Alert procedure for this convention (both 2NT and opener's rebid must be alerted).

Handling Interference

For more experienced students, it's important to clarify that Jacoby 2NT is off in competition and to make sure they know what responder's bids mean. The concept of the cuebid as a limit raise or better may be unfamiliar to most of the students.

2NT after a Takeout Double*

This introduces another convention, the Jordan 2NT, that may be confused with Jacoby 2NT in the minds of the students. You can skip this with a basic class (the same concept is discussed in a later lesson in relation to minor suits), but the fourth sample hand is an example of this convention. Preemptive jump raises over a takeout double are now considered standard practice in club and tournament games.

Play & Defense

The deals have some slams that can be bid. This may be awkward if the students are unfamiliar with slam bidding methods. However, most of them will be familiar with Blackwood at this level, so the explanation should make sense.

The second deal can be played twice. After it has been completed the first time, have the students modify the deal as suggested (see sample deal on page 130). Then have them bid and play the deal again. If you are short of time, you can have them change the deal and then walk through the revised auction.

The deals illustrate the basic principles of the lesson, but also contain a couple of challenging play concepts:

- Safety play.
- Strip and end play.

The first deal has a standard safety play in the trump suit. Few students will be familiar with it. For a more experienced group it provides an opportunity to discuss finesses and how to avoid them. It's also an interesting deal for experienced duplicate players. You can spend some time discussing whether to play safely for the contract or try for an overtrick.

The third deal illustrates a strip and endplay. Again, few of the students will play correctly. With a basic class, you might want to omit too much discussion on the play. Let them guess which way to finesse. For an experienced group, you can walk them through the complete play. It's another opportunity to discuss avoiding finesses whenever possible.

The suggested bidding on the fourth deal involves 2NT as a limit raise over a takeout double. If you didn't cover this in the lesson, the auction will go differently. You could substitute another deal if you prefer.

^{*}Please note: Jordan 2NT is discussed in Chapter 4 of the student text.

GENERAL INTRODUCTION

This is the first of two lessons on major-suit openings and responses. The students should be familiar with the topic of major-suit opening bids, but this lesson will serve as a review and add some new wrinkles about hand valuation.

Your opening remarks might be something like this:

"Welcome back. In this lesson, we'll look at responding to major-suit opening bids when you have a fit with partner and a strong hand. We'll be looking at how you might get to slam, after partner opens the bidding $1 \, \heartsuit$ or $1 \, \spadesuit$.

"The guideline is that you need about 25 combined points for a game contract, 33 for a small slam and 37 for a grand slam. That's only a rough guide, however. As you're probably aware, you can often make game on fewer than 25 points, and sometimes you can't make anything with 28 or 29 points. It's the same at the slam level. When the hands fit well together, you may be able to take 12 or more tricks with very few high cards. When they fit poorly, you may have to struggle to find tricks.

"Distribution plays a large part in valuing hands for game or slam. Voids and singletons, or long suits, can compensate for a lack of high cards. You've seen some of the methods for taking distribution into account. When opening the bidding, extra points are added for length. When raising partner's suit, dummy points are counted for shortness. In this lesson, you're going to look at another tool for valuing the combined hands.

"Opening a major suit and responding to a major-suit opening is a large subject. So, let's get started."

GROUP ACTIVITIES

Opening Bids of 1♥ and 1♠

The participants will be familiar with most of this material. It's just a warmup to set the stage for responding to $1 \, \nabla$ or $1 \, \triangle$ with support and an opening bid.

Introduction

"Before getting to any new conventions, it's important for the partnership to agree on its basic style for opening bids of $1 \, \blacktriangledown$ and $1 \, \blacktriangle$. In most areas of North America, it's popular to use a five-card major system, and that's what we'll be assuming throughout this course. An opening bid of $1 \, \blacktriangledown$ or $1 \, \clubsuit$ shows at least a five-card suit. Let's see if you all agree on your opening bids."

If any of the students come from a four-card major background, you may need to cajole them into trying five-card majors. Explain that usually there's not much difference. Even playing four-card majors, opener will have a five-card suit for a bid of $1 \, \nabla \,$ or $1 \, \triangle \,$ more often than not. Also, partnerships that use four-card majors usually have some restrictions on suit quality that results in the occasional opening in a three-card minor suit.

Instructions

"The cards are sorted into suits. Give each player one suit.

"Construct the first hand in front of the South player."

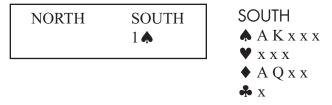
A reminder — be sure to mention the *suit first* followed by the cards. Tell the students that any low card (non honor) will do.

"In spades: the ace, the king and three low cards.

"In hearts: three low cards.

"In diamonds: the ace, the gueen and two low cards.

"In clubs: one low card."



Check that each table has the correct starting hand and that it is set up, dummy style, in front of South. By now, the students should be very comfortable creating hands on the table.

"Put aside the remaining cards. You're the dealer sitting South.

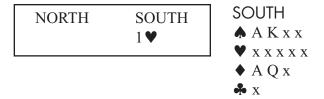
"What's your call? $(1 \spadesuit)$.) This is a standard opening bid of $1 \spadesuit$, whether the partnership uses four-card or five-card majors.

"Change the South hand.

"In spades: take away a low card.

"In hearts: add two low cards.

"In diamonds: take away a low card.



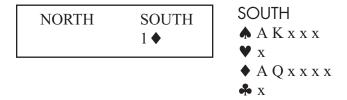
"What's your call with this hand? (1 \heartsuit .) Open the longest suit, not the strongest suit. The number of trumps in the combined hands is important, not the location of the high cards. Playing five-card majors, there's no requirement that the opening bid show a good suit — only five cards or more."

If any of the students want to open this hand with a Flannery $2 \spadesuit$, that's fine. Let them know that it's not something that will be covered in this course, but there is a reference to it in the Appendix of the student text.

"Change the South hand.

"In spades: add a low card.

"In hearts: take away four low cards. "In diamonds: add three low cards.



"What would you open with this hand? $(1 \spadesuit)$.) Although there is a five-card major, start with the longest suit in the hand.

"How do you plan to describe this hand? (Bid spades twice after opening $1 \spadesuit$.) Start with $1 \spadesuit$ and then bid spades at your next opportunity. Then rebid the spades if you get a chance. By bidding the spades twice, you'll be showing a five-card suit. Because you opened $1 \spadesuit$, partner will know that you have six diamonds. With five cards in both suits, you would have started with $1 \spadesuit$."

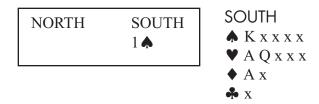
Make sure the students understand that this hand is opened $1 \spadesuit$. There are usually some who are under the impression that, playing five-card majors, you must open with a five-card major when you have one.

"Change the South hand.

"In spades: take away the ace and add a low card.

"In hearts: add the ace, the queen and two low cards.

"In diamonds: take away the queen and three low cards.



"What's your opening bid with this hand? $(1 \spadesuit)$.) With two five-card suits, open the higher-ranking. It doesn't matter about the quality of the suits."

A student might ask about opening a hand with five spades and five clubs. You can comment that some players prefer opening 1 & with that hand pattern — especially with a weak or very strong hand. The majority of players, however, stick to the guideline and open 1 . There's no right or wrong. It's a matter of style.

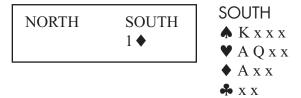
"Change the South hand.

"In spades: take away a low card.

"In hearts: take away a low card.

"In diamonds: add a low card.

"In clubs: add a low card.



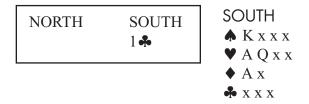
"What's the opening bid with this hand? $(1 \spadesuit .)$ With no five-card major, open the longer minor suit. With a choice of minor suits, the guideline is to open $1 \spadesuit$ with four cards in both minors and to open $1 \clubsuit$ with three cards in both minors."

This may lead to some discussion about the "short club." You can point out that opening 1♣ with this type of hand would be a conventional bid — requiring an alert — rather than the accepted style when playing five-card majors. There's still a lot of confusion over terms such as "convenient club" and "better minor." Confirm that the style used in this course will be to open 1♠ with this type of hand.

"Change the South hand.

"In diamonds: take away a low card.

"In clubs: add a low card.



[&]quot;This is the worst case scenario when playing five-card majors."

"What would you open? (1 ...) Opening 1 ... on a hand like this may make you uneasy, but that's how it goes. It's hands like this that make the four-card-major style popular in some areas.

"So far, all of the hands had 13 or more high-card points, making it an easy decision to open the bidding. Of course, there's more to valuing a hand than high-card points.

"Change the South hand.

"In spades: take away the king and a low card.

"In hearts: add the jack and a low card.



"Would you open the bidding with this hand? (Yes.) There are many guidelines that players use to judge whether a hand meets the requirements for an opening bid.

- If you count points for length, you add 2 points for the six-card suit to the 11 high-card points. That's a total of 13, enough to open 1 ♥.
- Some players prefer to count shortness when opening the bidding: 3 for a void; 2 for a singleton; 1 for a doubleton. Using that guideline, the hand is still worth 13 points 11 high-card points plus 1 for each doubleton.
- Culbertson used the idea of quick tricks. An ace was a quick trick and an ace-queen combination was one and a half quick tricks. You needed two quick tricks to open, so this hand would qualify.
- A popular guideline for borderline hands is the *Rule of 20*. Add the high card points to the number of cards in the two longest suits. If the total is 20 or more, open the bidding. On this hand, you would have 11 high-card points plus 6 hearts and 3 clubs. That's a total of 20, so we'd open 1 ♥.

"It doesn't matter much which approach you choose."

Some students might want to open a weak 2 \forall bid with this hand. Point out that you'll be discussing weak two-bids later in the course. As a general guideline, however, if the hand qualifies for an opening bid at the one level, open at the one level rather than with a preemptive bid.

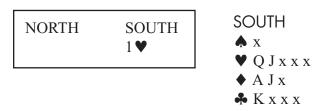
"Change the South hand.

"In spades: take away a low card.

"In hearts: take away the ace.

"In diamonds: add the jack.

"In clubs: add the king.



"You're the dealer. What do you open with this hand? (Pass/1♥.)

- If you rely solely on length points to value distribution, this hand would fall short of the 13-point guideline for opening the bidding. There are 11 high-card points plus 1 length point.
- If you count shortness, however, the hand would qualify because of the singleton spade.
- Culbertson, however, would have recommended passing. A king is only worth half a quick trick. Together with one quick trick for the ace, there isn't quite enough to satisfy his criteria.
- What about using the Rule of 20? (Yes.) 11 high-card points plus 5 hearts plus 4 clubs gives a total of 20. According to that guideline, this is an opening bid.

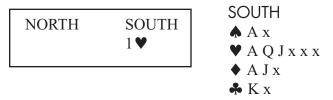
"So, should you open this hand or not? It's all a matter of judgment. What's most important is that you agree with your partner.

"You also might want to consider the top end for an opening bid at the one level.

"Change the South hand. "In spades: add the ace.

"In hearts: add the ace.

"In clubs: take away two low cards.



"Open this hand $1 \, \mathbf{\nabla}$, but recognize that it is close to a strong $2 \, \mathbf{\clubsuit}$ opener."

Summary

"Requirements such as needing 13 points to open the bidding or 22 or more to open with a strong two-bid are just guidelines, not rules. You're free to use your judgment, but you don't want partner frowning when you put down your hand as dummy."

→ "Let's do Exercise 1 in the student text to review what we have just discussed."

Exercise One — Major-Suit Openings

You are the dealer. What is your opening call with each of the following hands?

1) \land A 8

♥ K 9 7 6 5

♦ K Q 10 7 3

\$ 5

2) \land A J 10 7

♥ Q 9 6 4

♦ Q82

♣ A 3

3) AAQ742

♥ 3 **♦** A

♣ QJ8653

4) **A** K 9 4

♥ Q 10 8 5 3

♦ AQ62

4 7

5) **A** K Q 10 8 7 4

♥ A K 9

♦ K Q 5

🔑 J

6) **A** J 10 8 6 3

♥ A 10

♦ KQ853

4 7

Exercise One Answer – Major-Suit Openings

- 1) 1♥. With two five-card suits, open the higher-ranking.
- 2) 1 ♦. With no five-card or longer major suit, open the longer minor.
- 3) 1. Open the longer suit, even with a five-card major.
- 4) 1 ♥ (or Pass). With a borderline hand, opener can apply the Rule of 20. 11 high-card points + 5 hearts + 4 diamonds = 20.
- 5) 1 . 18 high-card points plus 2 length points for the six-card suit is not enough for a strong two-bid. Open at the one level and show the extra strength on the next round.
- 6) 1 (or Pass). 10 high-card points + 5 spades + 5 diamonds = 20. That makes this hand an opening bid if the Rule of 20 is applied.

The Single Raise

This is a review, and with an experienced class, you can omit everything up to Jacoby 2NT. Students in a class on conventions should be familiar with the standard raise structure. On the other hand, if they aren't clear on these topics, Jacoby 2NT will not be very meaningful for them.

Introduction

"An opening bid of $1 \bigvee$ or $1 \bigwedge$ shows a five-card suit or longer. As responder, with three card or longer support, you know there's at least an eight-card major-suit fit. Once you've agreed on the trump suit, you can go about deciding whether the partnership belongs in partscore, game or slam.

"Besides telling opener about the trump fit, you need to raise to the appropriate level, so that opener can determine the combined strength. In valuing your hand for a raise, you usually use dummy points in place of length points — 5 points for a void, 3 points for a singleton, 1 point for a doubleton. Let's see how that works."

Instructions

"Take the deck of cards and sort it into suits. Give each player one suit. You'll start by constructing a hand for responder in front of the North player. As I read out the cards in each suit, the player holding that suit can put those cards in front of North, as though North is the dummy. When I ask you to put out low cards in a suit, choose any cards that aren't honors.

[&]quot;In clubs: the king, the jack and three low cards."

NORTH	NORTH	SOUTH
$\bigwedge X X X$	T TORTH	
_		1 Y
♥ K x x	2.♥	
♦ x x	∠ ▼	
🚨 V Ivvv		

Check that each table has the correct starting hand set up, dummy style, in front of North.

"I'm your partner, and I'm sitting South. I open 1♥, and West passes.

"How much is your hand worth? (8 points.) 7 high-card points plus 1 dummy point for the doubleton diamond. A raise to the two level shows 6 to 9 or 6 to 10 points — depending on the partnership style — and at least three-card support. It's now up to me, your partner, to make the next move. I can pass with a minimum hand, move toward game with a medium hand or jump right to game with a maximum.

[&]quot;Construct the North hand.

[&]quot;In spades: three low cards.

[&]quot;In hearts: the king and two low cards.

[&]quot;In diamonds: two low cards.

[&]quot;What do you bid? $(2 \)$."

"Change the North hand.

"In spades: add a low card.

"In hearts: add a low card.

"In diamonds: take away a low card.

"In clubs: take away the king.



[&]quot;Now there are only 4 high-card points.

"What would you respond if I opened $1 \spadesuit ?$ (Pass.) You can't count dummy points until you've found a fit, so with this hand you don't have enough to say anything except pass when I open $1 \spadesuit$.

Some more experienced students may object to passing the opening $1 \spadesuit$ bid. That's fine. Bidding might get the partnership to a better spot. It also might get the partnership into more trouble — if partner jumps to $3 \spadesuit$, for example. Standard practice is to pass for now. The auction isn't over and North may get another chance to bid, having already limited the strength of the hand.

"Change the North hand.

"In spades: take away a low card.

"In hearts: take away two low cards and add the queen.

"In diamonds: add the king and the jack.

NORTH	NORTH	SOUTH
\wedge x x x	1,01111	1 🖤
♥ KQx	2.♥	- '
♦ KJx		
♣ J x x x		

[&]quot;Again, I'm your partner and open the bidding 1♥.

"What do you respond? $(2 \bigvee / 3 \bigvee .)$ You have 10 high-card points, but no points for distribution. Some partnerships use a range of 6 to 9 points for a raise to the two level, but an upper range of 10 points is equally popular. You can exercise your judgment. With this balanced hand, a raise to the two level may be sufficient. If opener can't bid again, it's unlikely you'll be missing a game. Many players may consider this a game-invitational hand and bid $3 \bigvee .$ "

Summary

"A raise of opener's major to the two level shows at least three-card support and 6 to 9 or 6 to 10 points. Value your hand for the raise using dummy points: 5 for a void, 3 for a singleton, 1 for a doubleton."

Limit Versus Forcing Raises

Introduction

"There are at least two styles of thought about what it means if you make a jump raise of opener's major from the one level to the three level.

- For many years, the common practice was to treat this as a forcing bid, showing support and committing the partnership to the game level.
- The modern trend is to treat this as an invitational bid, showing 10 to 11 total points too much for a raise to the two level, but not enough to commit the partnership to game.

"Throughout the remainder of this series, we'll use the second approach. A jump to the three level is limited to 10 or 11 total points and is not forcing. This style is called limit raises. Before going ahead, however, let's look at the difference between the two approaches, using standard methods."

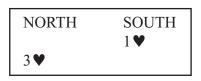
Instructions

"Change the North hand.

"In spades: take away a low card.

"In hearts: add a low card.

NORTH		
\spadesuit	X X	
¥	KQxx	
•	K J x	
•	Jxxx	



"I'm your partner sitting South, and I open the bidding 1 \nabla.

"What's the value of your hand? (11 points.) You have 10 high-card points and can add 1 dummy point for the doubleton spade.

"If your partnership style is to use limit raises, what would you respond with this hand? ($3 \, \heartsuit$.) Playing limit raises, you can jump to $3 \, \heartsuit$ with this hand. It's an invitational bid showing support for my suit and 10 or 11 points. With a minimum opening bid, I can pass, and we'll play in partscore. With something extra, I can continue to game.

"You might see different ranges stated for a limit raise depending on the books you read or the players you talk to: 9 to 11 points, 10 to 12 points, or 10 or 11 points. The variation usually comes from the interpretation of 'points.' Some are talking about high-card points, some are including dummy points, and so on. The basic criteria to use when making a limit raise is that you feel the hand is too strong to raise to the two level, but not quite strong enough to commit the partnership to the game level.

"If the partnership style is to use forcing raises, rather than limit raises, you couldn't jump to 3♥ with this hand, since it would commit the partnership to at least game, even if opener has a bare opening bid.

"What would you respond with this hand playing forcing raises? $(2 \clubsuit)$.) The standard way to show this hand is to bid a new suit, planning to raise hearts to the three level, invitationally, at your next opportunity.

"For example, if you respond $2 \clubsuit$ and I rebid $2 \heartsuit$, what would you bid next? ($3 \heartsuit$.) The delayed raise to $3 \heartsuit$ shows support and invites opener to bid game."

Summary

"Partnerships agree ahead of time on whether they are using limit or forcing raises. A jump raise from $1 \, \Psi$ to $3 \, \Psi$ using limit raises shows enough strength to invite game — 10 or 11 total points. A jump raise from $1 \, \Psi$ to $3 \, \Psi$ using forcing raises shows 12 or more points and is forcing to game. The suggestion is that you use limit raises."

Limit Raise with Three-Card Support

Introduction

"Sometimes when a partnership decides to use limit raises, the fact that an immediate jump raise should show at least four-card support is overlooked. That fourth trump can be important when it comes to playing the hand. If I have a spade loser to ruff in dummy, for example, I can probably draw trumps before trying to ruff my loser. You would have nine trumps in the combined hands, and unless the defenders' trumps divide 4–0, I should be in full control of the trump suit.

"When responder has only three-card support, the play will be a lot more awkward. You might have only eight trumps in the combined hands, leaving the opponents with five. If I draw all of the trumps, I won't have any left in dummy to ruff my spade loser. Even if I delay drawing trumps, it's possible that the defenders may lead them and prevent me from ruffing my loser. Also, if the trumps split badly, 4–1 or 5–0, I may have difficulty keeping control of the hand.

"So the fourth trump in dummy can make a big difference when opener has shown only a five-card suit. Some players don't like to count dummy points with only three-card support, or use a reduced scale — 3 points for a void, 2 points for a singleton and 1 point for a doubleton. I'm going to suggest that you continue to count dummy points whenever you have a fit, but that you reserve your limit raises for hands containing four-card support. With three-card support and 10 or 11 points, you should take a different approach."

Instructions

"Change the North hand.

"In spades: add the king and a low card.

"In hearts: take away the queen.

"In diamonds: take away the jack.

NICOTTII		
NORTH	NORTH	SOUTH
♠ K x x x	NORTH	300111
T X X X X		1 🖤
♥ K x x	1 🛦	1 4
♦ K x	1 🖍	
• -		
♣ J x x x		

[&]quot;As your partner, I'm South and open the bidding $1 \, \mathbf{V}$.

"What do you respond? $(1 \spadesuit)$.) With 10 high-card points plus 1 dummy point for the doubleton diamond, you have enough for a limit raise of my suit. With only three-card support, however, you should start with a new suit, $1 \spadesuit$.

"But what if I rebid $2 \diamondsuit ?$ ($3 \heartsuit$.) Then, you have to jump to $3 \heartsuit$ to show 10 or 11 points and heart support. This is called jump preference. If you rebid only $2 \heartsuit$ that would be simple preference, and opener would assume you had only 6 to 9 points.

"The same thing would be true if I rebid 1NT.

"What would you have to say? $(3 \ \)$.)

"One further point. You have to be careful not to confuse this situation with one in which you have made a response at the two level, promising 11 or more points.

"Change the North hand.

"In spades: take away the king and a low card.

"In diamonds: add the jack.

"In clubs: add the queen.

NORTH	NORTH	SOUTH
♠ x x		1 🖤
♥ K x x	2 👫	1 4
♦ KJx	2 0,0	
♣ O J x x x		

[&]quot;Again I open 1♥.

"How would you handle this hand as responder? (2...) You have 10 high-card points plus 1 dummy point for the doubleton spade. That's enough for a limit raise, but with only three-card support, start by bidding a new suit, 2...

"What if I had rebid 2NT? (3 \heartsuit .) You can show a fit by bidding 3 \heartsuit .

"What if I had raised to $3 \clubsuit$? (3 \blacktriangledown .) You can show support by bidding $3 \blacktriangledown$."

This next point may be difficult for the class to grasp.

"What if my second bid were $2 \diamondsuit ? (2 \heartsuit)$.) Although you could jump to $3 \heartsuit$, most partnerships play that it is sufficient to rebid $2 \heartsuit$ at this point.

"Why? (You already promised 10 or more points.) Your initial response of 2 - a new suit at the two level — promised 10 or more points. So, when you rebid 2 - a, partner knows you have a hand of at least invitational-strength with support for hearts. A jump to 3 - a at this point is usually played as a forcing bid."

The previous section should be clear to a more experienced group but may go over the heads of a basic group. Still, it's an important distinction.

Summary

"When showing three-card support and 10 or 11 points, the basic idea is to raise opener's suit to the three level after hearing opener's rebid. You have to be careful, however, because there is an exception. After a one-level response in a new suit, you jump to the three level to show support. After responding in a new suit at the two level, you show support at the cheapest available level."

Limit Raise with Four-Card Support

Introduction

"Supporting opener's major suit with 10 or 11 points and four-card support is straightforward."

Instructions

"Change the North hand.

"In hearts: add a low heart.

"In clubs: take away a low club.

NORTH	NORTH	SOUTH
♠ x x		1 ♥
♥ K x x x	3♥	
♦ KJx		
♣ Q J x x		

[&]quot;I open 1♥ as your partner, South.

"What do you bid? (3♥) You have 10 HCP plus 1 dummy point for the doubleton spade. This is a classic limit raise with 4-card support. As your partner, I will either pass or bid game.

[&]quot;In clubs: take away the queen and add a small card.

NORTH	NORTH	SOUTH
♠ A x x		1♥
♥ KQxx	2♣ (2NT)	
♦ K x	_ ()	
♣ J x x x		

[&]quot;I open 1♥ as your partner, South.

"What do you bid? $(2 .4 \ /2 NT.)$ You have 13 high-card points plus 1 dummy point for the doubleton diamond. That's too much for a limit raise to $3 \$. Partner's allowed to pass a limit raise, and you want to be sure to get the partnership to game. This hand would be easy for those who play forcing raises. Playing forcing raises, you would jump to $3 \$, and opener would have to bid again. Incidentally, the advantage of playing forcing raises is that you can set the trump suit and still leave some bidding room to investigate slam possibilities without going beyond the game level.

[&]quot;Change the North hand.

[&]quot;In spades: add the ace.

[&]quot;In hearts: take away a small card and add the queen.

[&]quot;In diamonds: take away the jack.

"If you are playing limit raises, you have to do something other than bidding $3 \, \checkmark$. The standard approach to this hand is to bid a new suit, planning to jump to game in opener's suit on the rebid. Over my $1 \, \checkmark$ opening bid, you would respond $2 \, \checkmark$. If I rebid something like $2 \, \diamondsuit$, $2 \, \checkmark$, 2NT or $3 \, \checkmark$, you would jump to $4 \, \checkmark$, making sure we reached game. That's the standard approach when playing limit raises."

Summary

"Playing standard methods, a raise to the two level shows 6 to 9 points, a jump raise to the three level shows four-card support and 10 or 11 points. With any other type of hand, responder starts by bidding a new suit, intending to show heart support at the next opportunity."

Preemptive Raises

Introduction

"If a raise to $2 \, \Psi$ shows 6 to 9 points, and a raise to $3 \, \Psi$ shows 10 or 11 points, it might seem logical to use a raise to $4 \, \Psi$ to show 13 or more points. In fact, some partnerships do use this approach. There are a couple of reasons why it isn't the recommended strategy. First, opener could have a strong hand and be interested in slam, if responder has an opening bid. If you jump to $4 \, \Psi$, there's not much room left for any investigation, if it's a borderline decision. Secondly, most players like to reserve the jump to the game level as a preemptive raise, showing excellent trump support but a weak hand."

Instructions

"Change the North hand.

"In spades: take away the ace.

"In hearts: take away the king and add two low cards.

"In diamonds: take away the king.

"In clubs: add the queen.

NORTH	NORTH	SOUTH
♠ x x	HORITI	1 🖤
\bigvee Q x x x x	4♥	1 4
♦ X		
\Lambda Q J x x x		

"Why might they want to bid that? (Offensive/Defensive.) There are two reasons. First, distributional hands tend to take more tricks than you would expect from the standard point count. When you have five-card support for partner's suit, your side has a ten-card trump fit. You'll be able to use the trumps to draw the defenders' trumps, ruff losers and get back and forth between the two hands. Your shortness will reduce the effectiveness of the opponents' high cards in those suits. So, with this type of hand, you might make a contract of $4 \, \heartsuit$, even when partner holds a minimum opening bid.

"Second, the raise to the four level has some preemptive value. It makes it difficult for the opponents to get into the auction. When you have a large fit with partner's suit, it's quite likely the opponents also have a good trump fit. And if you don't have much strength, the opponents are more likely to have some high cards. The opponents can probably make a contract of their own if left to find their best spot. Your preemptive action will make it difficult for them to judge whether to come into the auction and how high

to bid. They may bid too little or they may bid too much. If they do choose to defend the 4♥ contract and they defeat it, the score they receive may be less than the score for bidding and making their own contract.

"It's easier to see this if you construct a minimum opening bid for South. Leave the North cards as they are and put the following cards dummy style in front of South.

"In spades: the king and two low cards.

"In hearts: the ace, the jack and three low cards.

"In diamonds: the queen and two low cards.

"In clubs: the king and a low card.

NORTH	NORTH	SOUTH	SOUTH
♠ x x	TORTH	1 🖤	♠ K x x
\bigvee Q x x x x	4 🖤	1 4	\bigvee A J x x x
♦ x	1 4		♦ Q x x
♣ Q J x x x			♣ K x

"South has 13 high-card points and would open the bidding 1♥.

"That's one side of the story — you could make the contract. On the other hand, what about the opponents? They have an eight-card spade fit. If they were to reach a contract of $4 \spadesuit$, they might not have to lose any spade tricks if West has the \spadesuit A. They only have three hearts between them, so at most they would lose one heart trick. In diamonds, they might not lose any tricks if they guess that South holds the \spadesuit Q. They might have to lose two club tricks, but if either opponent is short in clubs, they may lose only one or none. With a little luck, they can make $4 \spadesuit$, maybe more."

Summary

"The value of reserving the jump to the four level as a preemptive raise is that it shows good support, but not much in the way of high cards. You have a lot to gain and not much to lose."

Let's do Exercise 2 in the student text to review what we have just discussed."

Exercise Two — Major-Suit Raises

- 1) **A** J 9 7 5 3
 - **¥** 5
 - ◆ Q 8 6 5
 - **4** 9 6 2

- 2) A A 6
 - **V** 10 8 4
 - **♦** J 10 7 5
 - ♣ K 8 6 2

- 3) \land 108
 - **♥** K 9 7 5
 - ♦ Q 7 3
 - ♣ A J 7 6

- 4) \land 5
 - **♥** KJ874
 - **♦** 10 8 7 6 3
 - **\$** 94

- 5) 🛦 A 7 3
 - ♥ Q 10 7 3
 - **♦** 2
 - ♣ Q 9 7 5 2

- 6) **A** K 9 2
 - **♥** K 8 3
 - **♦** 9 5
 - ♣ KQ1063

Exercise Two Answer — Major-Suit Raises

- 1) Pass. 3 high-card points plus 1 length point is not enough to respond. Don't try to improve the contract; you may get the partnership into deeper water.
- 2) 2♥. Raise with three-card support. The hand is worth 8 high-card points plus 1 for the doubleton spade. The quality of the heart suit is unimportant.
- 3) $3 \heartsuit$. With 10 high-card points plus 1 for the doubleton spade, make a limit raise to $3 \heartsuit$.
- 4) 4 ♥/2 ♥. The strength of the hand falls in the range of a raise to 2 ♥, but a preemptive raise to 4 ♥ is likely to be more effective. Partner may make the contract, or the opponents may be kept from their best spot.
- 5) 3 ♥. Counting dummy points, this hand is worth a limit raise 8 high-card points plus 3 points for the singleton diamond.
- 6) 2. Although this hand has the strength for a limit raise, avoid making a jump raise with three-card support when you have an alternative. Show the club suit and then raise hearts at the next opportunity.

Jacoby 2NT

Introduction

"Playing standard methods, a limit raise of opener's major suit shows four-card support and 10 to 11 points. As a consequence, responder has to start with a new suit when holding four-card support for opener's major and 12 or more points. Opener doesn't learn about the fit right away, and by the time responder does reveal the fit — perhaps by jumping to game in the major suit — there's not much room left to explore the possibility of a slam. In addition, the opponents may come into the auction before responder can show the fit, further obscuring the issue.

"Most partnerships prefer to use some form of artificial bid to immediately show a forcing raise in opener's major suit when the partnership is using limit raises. Having agreed on the trump suit, the partnership can then evaluate slam possibilities. You're going to look at one of the most popular conventions used to show a forcing raise over a 1 ♥ or 1 ♠ opening bid, Jacoby 2NT. The Jacoby associated with this convention is the same Oswald Jacoby associated with Jacoby transfers."

Instructions

If you skipped the previous sections, you'll need to have the students construct both hands from scratch.

"Change the North hand.

"In spades: add the ace.

"In hearts: take away two low cards and add the king.

"In diamonds: add the jack.

"In clubs: take away a low card.

NORTH	NORTH	SOUTH	SOUTH
♠ A x x		1♥	♦ K x x
♥ KQxx	2NT		♥ AJxxx
♦ Jx			♦ Q x x
♣ Q J x x			♣ K x

[&]quot;South is the dealer.

[&]quot;What would South bid? (1 \checkmark .) West passes, and it's up to North.

[&]quot;What is North's hand worth? (14 points.) North has 13 high-card points and can add 1 point for the doubleton. North has enough to take the partnership to the game level in hearts.

[&]quot;Playing standard methods, what would North respond? (2 \ .) North is too strong for a limit raise to $3 \$ — which South might pass — or a jump to $4 \$, which would be a preemptive raise. North would start with $2 \$, planning to get the partnership to $4 \$ at the next opportunity.

"What Oswald Jacoby suggested was to use a conventional response of 2NT to show this type of hand. It lets opener know right away that the partnership has a fit in opener's major suit, and it leaves lots of room below the game level for the partnership to explore slam possibilities. You're going to look at how the auction continues after the 2NT response in a moment, but on these combined hands, the partnership will finish in a contract of $4 \, \P$, since neither partner has anything extra.

"Most partnerships prefer that responder has four-card or longer support for opener's major suit.

"Change the North hand.

"In hearts: take away a low card.

"In clubs: add a low card.

NORTH	NORTH	SOUTH	SOUTH
♠ A x x		1♥	♠ K x x
♥ K Q x	2 👫		\bigvee A J x x x
♦ J x			♦ Q x x
♣ Q J x x x			♣ K x

"What would North respond with this hand after South opens 1 \P? (2.) With only three-card support, North starts by bidding a new suit, 2. After hearing opener's rebid, North makes sure the partnership gets to game. For example, if the auction begins $1 \P - 2 \P - 2NT$, North can jump to $4 \P$ to put the partnership in its eight-card fit. Since North didn't use the Jacoby 2NT, opener won't expect four-card support.

"Change the North hand.

"In hearts: take away the king.

"In diamonds: add the king.

NORTH	NORTH	SOUTH	SOUTH
♠ A x x		1 Y	♠ K x x
♥ Q x	2♣		♥ AJxxx
♦ KJx			♦ Q x x
♣ QJxxx			♣ K x

"What does North bid holding the type of hand that might have responded with a natural 2NT bid playing standard methods? (2...) North bids a new suit.

"If the auction begins $1 \heartsuit$ by South, $2 \clubsuit$ by North and South rebids 2NT, what does North bid? (3NT.) North takes the partnership to game in notrump after hearing South's rebid. So, nothing is really lost by using 2NT as a conventional bid in response to a $1 \heartsuit$ or $1 \spadesuit$ opening. Responder has other ways to handle balanced hands of 12 or more points.

[&]quot;In clubs: take away the queen and a low card.

NORTH	NORTH	SOUTH	SOUTH
♠ A x x		1♥	♠ K x x
\bigvee Q x x x	3♥		\bigvee A J x x x
♦ KJx			♦ Q x x
♣ J x x			♣ K x

"What would North respond with this hand if South opened 1♥? (3♥.) With 11 high-card points, North would make a limit raise to the three level.

"Let's change the scenario a little and suppose that North is the dealer.

"What does North say? (Pass.) North doesn't have quite enough to open the bidding in first position.

"If East passes, what does South bid? $(1 \)$ South would make a normal opening bid of $1 \)$ in third position. West passes.

"Now what does North respond? $(3 \checkmark /2 \clubsuit)$.) North could still respond with a limit raise to $3 \checkmark$."

If the partnership uses the Drury convention, which will be discussed in the next lesson, North could respond 24, asking if South has a full opening bid.

"This brings up an interesting point.

"Will North ever have a hand strong enough to make a forcing raise once North passed originally? (No/Maybe.) With 12 or more points, North would have opened the bidding originally. It is possible that North's hand might revalue to 12 or more points after South opens the bidding — if North has a void or a singleton somewhere — but this is unlikely. So, most partnerships do not use the Jacoby 2NT by a passed hand. They either treat the 2NT response as natural, showing a balanced hand of invitational-strength — 10 or 11 points — or they assign some other conventional meaning to the jump to 2NT by a passed hand."

Summary

"A response of 2NT to an opening bid of one of a major suit can be used to show four-card support for opener's major and 12 or more points. This bid is used this way in response to $1 \, \mathbf{\nabla}$ or $1 \, \mathbf{\wedge}$, not after a minor-suit opening bid. This bid applies only if responder is not a passed hand."

Let's do Exercise 3 in the student text to review what we have just discussed."

[&]quot;Change the North hand.

[&]quot;In hearts: add two low cards.

Exercise Three — Jacoby 2NT

Partner opens the bidding $1 \spadesuit$, and the next player passes. What do you respond on the following hands?

- 1) Q 10 4 **♥** K 9 7 6 3 **♦** 74 ♣ J 8 5 _____
- 2) ♠ Q J 7 4 ♥ A 5 ♦ K 9 7 6 **4** 8 7 3 _____
- 3) **A** K Q 10 8 **♥** Q 7 **♦** K 9 8 ♣ A 10 9 7 _____

- 4) ♠ J 10 9 7 5 ♥ **4** 10 7 _____
 - 5) 🛦 A 7 3 **¥** 3 ◆ Q J 7 6 4 2◆ A 9 2 ♣ K Q 10 8 6 4 ____ ♣ 10 7 5 ____
 - 6) A K 7 6 ♥ K Q ♦ AJ108

Exercise Three Answer — Jacoby 2NT

- 1) 2 . Make a standard raise to the two level with three-card support and 6 high-card points.
- 2) 3 . This calls for a limit raise, showing four-card support and 10 or 11 points.
- 3) 2NT (Jacoby). With four-card support and enough strength to commit the partnership to game, use the Jacoby 2NT convention to get a further description of opener's hand.
- 4) 4 . With a weak but distributional hand, make a preemptive raise to the four level; partner won't expect much, since you would use Jacoby 2NT with a strong hand.
- 5) 2. Although you have enough strength to take the partnership to game in spades, avoid Jacoby 2NT with three-card support when you have a suitable alternative.
- 6) 2NT (Jacoby). The 2NT response is unlimited. After partner's rebid, you will be in a better position to decide whether to venture toward a slam contract.

Opener's Rebid

Introduction

"The key focus on distribution is whether or not opener has a short suit — specifically, a singleton or a void. Knowing about a short suit helps responder evaluate the prospects for slam. Responder can see whether the hands fit well together. More on that in a moment. Let's start by seeing what opener does with no singleton or void."

Instructions

"Change the North hand.

"In hearts: take away a low card and add the king.

NORTH	NORTH	SOUTH	SOUTH
♠ A x x		1♥	♠ K x x
♥ K Q x x	2NT	4♥	\bigvee AJxxx
♦ KJx	Pass		♦ Q x
♣ J x x			♣ K x

"With no singleton or void and a minimum opening bid of about 12 to 14 points, opener simply jumps to game in the agreed suit. Let's see how that works on these hands. South is the dealer.

"How would the auction proceed? ($1 \nabla -2NT-4 \nabla -Pass$.) South opens the bidding 1∇ . With 14 high-card points and four-card support, North uses the Jacoby 2NT convention. South has 13 high-card points plus 1 length point for the five-card suit. With a minimum opening bid and no singleton or void, South jumps to 4∇ . With nothing extra and knowing that South has a minimum-strength hand, North settles for game and passes.

[&]quot;In diamonds: take away a low card.

♣ J x x			₩ K X
♦ KJx	4♥	Pass	♦ Q x • K x
♥ K Q x x	2NT	3NT	♥ AJxxx
♠ A x x		1♥	♠ KQxx
NORTH	NORTH	SOUTH	SOUTH

[&]quot;Change the South hand.

[&]quot;In spades: add the queen.

"With no singleton or void and a medium-strength hand of about 16 to 18 points, opener rebids 3NT.

"So, how would the auction go with these two hands? (1 \bigvee -2NT-3NT-4 \bigvee -Pass.) South opens 1 \bigvee , and North makes the conventional response of 2NT. South has 15 high-card points plus 1 point for length. That's more than a minimum opening bid, but South has no singleton or void. South rebids 3NT. This shows a mild interest in slam if North has something extra. On this hand, however, North doesn't have enough to be interested in a slam opposite a little extra strength in opener's hand. North signs off in 4 \bigvee .

"Change the South hand.

"In spades: take away a low card.

"In hearts: add a low card.

"In diamonds: take away the queen and add the ace.

NORTH AAXX VKQXX KJX JXX	NORTH 2NT (4♥/3♠)	SOUTH 1 ♥ 3 ♥ (4NT)	SOUTH ♠ K Q x ♥ A J x x x x ♠ A x ♣ K x
	$(4 \checkmark / 3 \clubsuit)$ $(5 \diamondsuit)$ $(Pass)$	(4N1) (6♥)	

"With a maximum-strength opening bid but no singleton or void, opener rebids the agreed trump suit at the three level. On these hands, South would again open the bidding 1 ♥ and North would respond 2NT.

"We're going to be discussing slam bidding methods in the next course. For now, you are probably familiar with one tool for bidding slams, the Blackwood convention. A bid of 4NT asks partner to show the number of aces held."

If the students are not familiar with Blackwood, you can gloss over the next part of the discussion and suggest that opener could simply leap to slam.

"For example, if North bid $4 \, \heartsuit$ over South's $3 \, \heartsuit$ rebid, South could bid $4 \, \text{NT}$ to ask for aces. North would bid $5 \, \diamondsuit$ to show one, and South could bid $6 \, \heartsuit$, knowing the partnership is missing one ace. It's reasonable to be in a slam contract with these two hands. It will make if East has the $\clubsuit A$, or perhaps if West has the $\spadesuit Q$. Declarer might need to choose which finesse to take. That's what makes slams exciting. If the partnership doesn't use Blackwood, South could simply jump to $6 \, \heartsuit$ and hope for the best.

"There is another method used to discover which aces and kings are held by the partnership. It's called cuebidding. After agreeing on the trump suit and learning that the partnership has enough combined strength to be in the slam zone, you can bid — cuebid — a specific ace, and partner can cooperate by cuebidding an ace in return or take control by bidding Blackwood. We're not going to get into too much detail in this lesson, but after South shows a maximum hand, North might cuebid the \triangle A by bidding \triangle and the auction would continue from there toward the slam.

"Now let's turn our attention to those hands where opener does have a singleton or a void.

[&]quot;In clubs: take away the king.

NORTH	NORTH	SOUTH	SOUTH
♠ A x x		1 ♥	♠ KQx
♥ K Q x x	2NT	3 ♣	♥ A J x x x
♦ KQx	(4NT)	(5♥)	♦ Axxx
♣ x x x	(6♥)	(Pass)	♣ x

[&]quot;After a Jacoby 2NT, opener shows a singleton or a void by bidding the suit at the three level.

"How would the auction start on these two hands if South is the dealer? $(1 \nabla -2NT-3 \clubsuit)$.) South opens 1∇ , North jumps to 2NT to show the forcing raise and South bids $3 \clubsuit$ to show a singleton club. This helps responder evaluate the potential for a slam.

"What does North think about slam possibilities after hearing the 3 bid? (Good.) Hearing that South has a singleton club should increase North's interest in reaching a slam contract. North has three low clubs, but South's singleton will mean that the partnership has only one loser in the suit. Furthermore, if South doesn't have anything in clubs, whatever high cards South does have outside of the heart suit must be in spades and diamonds. The hands fit nicely together.

"You don't want to get too much into the mechanics of slam bidding at this point, but you can see how responder can start to evaluate the hand for slam purposes after learning about opener's shortness. Depending on the partnership methods, North might start by cuebidding the $\triangle A$ — by bidding A — or might even launch into the Blackwood convention. There's a good chance that North—South will reach A •

[&]quot;Change the North hand.

[&]quot;In diamonds: take away the jack and add the queen.

[&]quot;In clubs: take away the jack and add a low card.

[&]quot;Change the South hand.

[&]quot;In hearts: take away a low card.

[&]quot;In diamonds: add two low cards.

"How will that contract fare? (Should make.) There are no losers in spades or hearts, and South can ruff a diamond loser in dummy. The only loser will be a club trick.

"The important thing to note here is that the partnership's combined assets are well below the 33 points usually required for a slam contract. South has a minimum opening bid — 14 high card points and a five-card suit — and North has nothing much extra — 14 high-card points. The secret is that the hands fit well together. This is the real purpose behind the Jacoby 2NT. By having opener show shortness after the trump suit has been agreed upon, responder is in a good position to judge whether it is worth pursuing a slam contract.

"Change the South hand.

"In diamonds: take away the ace and two low cards.

"In clubs: add the ace and two low cards.

♦ KQx ♣ xxx	2NT 4♥	3 ♦ Pass	♦ —♣ A x x x x
A A x x ♥ K Q x x	NORTH	SOUTH 1♥	♦ K Q x ♥ A J x x x
NORTH			SOUTH

"How would the auction start this time, with South as the dealer? $(1 \heartsuit - 2NT - 3 \diamondsuit)$.) South would open the bidding $1 \heartsuit$, and North would use the Jacoby 2NT convention to show the fit and ask for a further description of opener's hand. South would bid $3 \diamondsuit$ to show the singleton diamond.

"Now what should North bid? (4♥.)"

There will be considerable discussion among the students about what North should bid at this point.

"This is an important part of hand evaluation. North has to recognize that the \blacklozenge K and \blacklozenge Q are 'wasted' values opposite a singleton in partner's hand. The defenders can only take one diamond trick because of South's singleton. There's no need for North's \blacklozenge K and \blacklozenge Q. South can probably use the \blacklozenge K and \blacklozenge Q to discard a loser, but these cards would be much more useful if they were located in another suit — one of the suits that South holds. The duplication of values in the diamond suit should persuade North that slam is not a good prospect. After hearing the $3 \blacklozenge$ response, South should simply jump to $4 \blacktriangledown$, giving up on a slam.

"Of course, with a lot of extra strength, South could still decide to move toward slam. On the actual hand, South has no reason to overrule partner's decision. South would pass, and the partnership would rest in a game contract.

"Would slam have been a good contract on these two hands? (No.) If the defenders lead a club, declarer is likely to lose a diamond trick and two club tricks. Even getting to the five level might be too much. "Change the South hand.

"In diamonds: take away a low card.

"In clubs: add a low card.

◆ K Q x	2NT	3 ♦	◆ x
	4♥	Pass	♣ A x x x
NORTH ♠ A x x ▼ K Q x x	NORTH	SOUTH 1♥	SOUTH ♠ K Q x ♥ A J x x x

"How would the auction go this time? $(1 \heartsuit - 2NT - 3 \diamondsuit - 4 \heartsuit)$.) South starts with $1 \heartsuit$ and North jumps to 2NT. A bid of $3 \diamondsuit$ by South shows either a singleton or a void."

Some partnerships use a jump to $4 \spadesuit$ to show a void. The style recommended here uses the jump to the four level for other purposes — which will be discussed shortly.

"What does North bid after hearing the $3 \spadesuit$ rebid? $(4 \clubsuit)$.) North's hand goes down in value opposite shortness in diamonds, so North attempts to sign off by jumping to game in the agreed suit. It may be difficult for South to give up on slam at this point, and South might make another try. South has been warned, however, that North is likely to have wasted values in the diamond suit.

"Does the partnership belong in slam? (No.) Even if the defenders were to lead the ♠ A, South is probably going to lose two club tricks. Despite South's nice hand, the partnership doesn't want to get beyond the five level.

"It's a good idea to practice hand evaluation opposite a known shortness in partner's hand. It's useful for bidding games as well as slams. Let's try one more on this theme.

"Change the South hand.

"In spades: take away the king and the queen.

"In diamonds: add the ace, the jack and two low cards.

"In clubs: take away two low cards.

NORTH	NORTH	SOUTH	SOUTH
♠ A x x	TVORTI	1 🗸	♠ x
♥ KQxx	2NT	3 🖍	♥ A J x x x
♦ KQx	(4♦)	(4NT)	♦ AJxx
♣ x x x	(5♦)	(6♥)	♣ A x x
	(Pass)		

[&]quot;South still opens the bidding $1 \, \mathbf{V}$.

[&]quot;What does North respond (2NT.) North's hand hasn't changed. North shows a forcing raise by jumping to 2NT.

[&]quot;What does South bid? $(3 \spadesuit)$.) This time, South has a singleton spade and shows it by bidding $3 \spadesuit$.

"What does North think in light of this information? (Good news.) North now knows that the partnership has no losers in the spade suit. North knows that slam is still a reasonable possibility. We won't go into the rest of the auction here, since it will depend on the partnership's slam bidding methods, but you get the general idea."

With an experienced class, you could discuss how the auction might proceed. North could make a "waiting" bid of 3NT, and South will probably take over. North might bid $4 \spadesuit$, showing values in that suit. Many partnerships allow responder to show second round controls in this type of situation. North doesn't have enough to take control by bidding Blackwood or to bid $4 \spadesuit$ and take the partnership beyond game. However, North should do something other than sign off in $4 \heartsuit$ after hearing about the singleton spade.

"Focus on the North hand for a moment.

"After bidding 2NT to show the forcing raise in hearts, in which suits would North like to have partner show shortness in order to be encouraged about the prospects for slam? (Spades and clubs.) If opener is short in spades, that's good news, since the partnership has no spade losers. If opener is short in clubs, that's also good news. The partnership has at most one club loser, and opener's cards are likely to fit well with responder's cards. Only if South shows shortness in diamonds opposite North's strength in that suit would North be discouraged about the prospect of a slam and want to settle for game in $4 \, \heartsuit$. Of course, if opener doesn't have a short suit, North won't be interested in slam, unless opener has a lot of extra strength."

You might skip the next concept with a basic class.

"There's one other way opener can show shortness after the 2NT response. A jump to the four level in a new suit shows a good five-card suit — K–J–10–x–x or better. This implies that opener has a singleton or a void, since opener has ten cards in the two suits shown.

"Change the South hand.

"In diamonds: add a low card.

"In clubs: take away a low card.

NORTH			
♠ A x x			
♥ KQxx	(
♦ KQx			
♣ x x x			

NORTH	SOUTH
	1 ♥
2NT	4 ♦
(4♠)	(5♣)
(5♦)	(5NT)
(7♥)	(Pass)

SOUTH			
	X		
¥	A J x x x		
♦	AJxxx		
*	A x		

[&]quot;South opens 1♥ and North responds 2NT.

"What are opener's choices? $(3 \spadesuit / 4 \spadesuit)$.) South can simply show the singleton spade or can jump to $4 \spadesuit$ to show a good five-card side suit. The value of showing the second suit is that North can judge how well the hands fit together. Holding the \spadesuit K and \spadesuit Q, North knows that the partnership has five diamond tricks to take. Again, we won't go into the rest of the auction, but the partnership might reach a grand slam on these combined cards. North's low clubs can be discarded on South's diamonds, and the partnership won't lose a club trick. This is an excellent grand slam on only 28 high-card points."

For more experienced students, you can suggest that the auction might go something like: $1 \nabla -2NT-4 -4 -5 -5 -5 -5NT-7 = 0$. South uses the grand slam force to check for the trump suit honors after North shows second-round-diamond control. There are other possible auctions as well.

Summary

"Responder can use the Jacoby 2NT to show a forcing raise in opener's major suit. Opener then describes the hand further:

- With no shortness no singleton or void opener signs off with a minimum hand by jumping to the game level in the agreed suit.
- With a medium-strength hand, opener rebids 3NT.
- With a maximum-strength hand, opener rebids the major at the three level.
- With a short suit, opener can bid the short suit at the three level or jump to the four level to show a good five-card side suit.

"After hearing opener's description, responder can decide whether it is worthwhile investigating for slam. If the hands fit poorly, responder signs off at the game level. If the hands fit well, responder moves toward slam—perhaps by cuebidding or using the Blackwood convention."

Exercise Four — Rebids by Opener after Jacoby 2NT

As West, what do you rebid on each of the following hands after the auction starts:

	WEST 1♥ ?	NORTH Pass	EAST 2NT	SOUTH Pass	
/	K 9 A 10 7 5 3	2)	♦ 5 ♥ J 10 8 6 3		3) ♠ Q 6 ♥ K Q 7 6 2
•	A 7 4 J 6 3		♦ A K 8 6 ♣ K J 2		♦ KQ62 • A8
4) 🛕	9 A J 10 8 3	5)	∧ A J 2 ∨ A 10 9 7 6 3		6) A A K 8 V K Q 9 7 5 3
♦	A Q J 7 2 Q 7		♦ —♣ Q J 7 6		◆ A 9 ♣ J 7

Exercise Four Answer — Rebids by Opener after Jacoby 2NT

- 1) 4♥. With a minimum hand and no singleton or void, jump directly to game in the agreed suit.
- 2) $3 \spadesuit$. The rebid of a new suit at the three level is artificial and shows a singleton or void.
- 3) 3NT. Rebid 3NT to show a medium-strength hand with no singleton or void.
- 4) $4 \spadesuit$. A jump in a new suit to the four level shows a good five-card side suit.
- 5) $3 \spadesuit$. A new suit at the three level shows a singleton or a void.
- 6) $3 \, \mathbf{V}$. A rebid of the agreed suit at the three level shows a maximum strength hand.

Exercise Five — Responder's Rebid after Jacoby 2NT

You hold the following hand as East:

♠ KQ76

♥ A 8

♦ 943

♣ KJ62

What is your next bid in each of the following auctions?

1)	WEST 1♠ 4♠	NORTH Pass Pass	EAST 2NT ?	SOUTH Pass
2)	WEST 1♠ 3♣	NORTH Pass Pass	EAST 2NT ?	SOUTH Pass
3)	WEST 1 ♠ 3 ♦	NORTH Pass Pass	EAST 2NT ?	SOUTH Pass
4)	WEST 1 ♠ 4 ♣	NORTH Pass Pass	EAST 2NT ?	SOUTH Pass
5)	WEST 1♠ 3NT	NORTH Pass Pass	EAST 2NT ?	SOUTH Pass

Exercise Five Answer — Responder's Rebid after Jacoby 2NT

- 1) Pass. Partner has shown a minimum-strength opening bid with no singleton or void.
- 2) 4 . Partner has a singleton or void in clubs, which won't be very useful opposite your strength in the club suit. Give up on slam and settle for a game contract.
- 3) 3 ♥ or 4NT. Partner has a singleton or void in diamonds, which means that your high cards will all be useful. Make a try for slam, either by cuebidding 3 ♥ or using the Blackwood convention.
- 4) $4 \, \Psi$. Partner is showing a good five-card club suit on the side; the hands fit well together, and you should make a move toward slam by cuebidding the ΨA .
- 5) 4 . Partner has a medium-strength hand (16 to 18) points with no short suit; your hand is worth about 14 points, so slam is unlikely. Settle for a game contract.

Handling Interference

Introduction

"It's important for the partnership to agree whether a convention applies after interference. You've already seen that Jacoby 2NT doesn't apply if responder is a passed hand. Most partnerships also agree that Jacoby 2NT is 'off' — no longer applies — if there is an overcall or takeout double over the opening bid. The partnership reverts to other methods."

Instructions

"Change the South hand.

"In spades: add a low card.

"In diamonds: take away the jack and a low card.

"In clubs: add a low card.

NORTH	WEST	NORTH	EAST	SOUTH
♠ A x x				1♥
♥ K Q x x	1 🖍	2 🖍	Pass	3♥
♦ KQx	Pass	4♥	Pass	Pass
♣ x x x	Pass			

[&]quot;South is the dealer.

"If the opponents are silent, how would the auction proceed? ($1 \checkmark -2NT - 4 \checkmark -Pass$.) South opens the bidding $1 \checkmark$ and North uses the Jacoby 2NT response. With no singleton or void and a minimum opening bid, South jumps to game. That ends the auction.

SOUTH A x x

✔ A J x x x♠ A x x♣ A x x

"Now suppose South opens the bidding $1 \, \mathbf{\nabla}$ and West overcalls $1 \, \mathbf{\wedge}$.

"The agreement is that Jacoby 2NT no longer applies, so what might North bid? (4 lambda / 2 lambda).) North could simply jump to 4 lambda, making sure the partnership gets to game. Technically, however, that is still a preemptive raise, showing a good fit but a weak hand. The opponent's overcall has disrupted the Jacoby 2NT convention, but it has made available another bid that North can use to show support for opener's suit.

"What might that be? $(2 \spadesuit)$.) A bid of $2 \spadesuit$ doesn't make sense as a natural call. With a spade suit, North would probably want to defend for penalties.

"A bid of the opponent's suit in this situation — technically referred to as a cuebid — shows support for opener's suit and a strong hand. Traditionally, it was forcing to the game level. The modern style is that it shows the values for a limit raise or better. So, it includes both limit raises and forcing raises of opener's suit.

"After responder's cuebid of $2 \spadesuit$, what would opener bid? ($3 \heartsuit$.) With a minimum strength hand and nothing extra to show, opener simply rebids the agreed trump suit at the three level. South doesn't know whether North has a limit raise or a forcing raise. By rebidding $3 \heartsuit$, South is declining the invitation if North has a limit raise.

"What would North bid? $(4 \)$ North has enough to take the partnership to the game level.

"By cuebidding the opponent's suit and then taking the partnership to game, responder is showing a forcing raise. That allows responder to retain the immediate jump to game as a preemptive bid.

[&]quot;In clubs: add a low card.

N	ORTH
	A x x
¥	KQxx
♦	J x
•	x x x x

WEST	NORTH	EAST	SOUTH
1 ♠	2♠	Pass	1 ♥
Pass	Pass	Pass	3 ♥

SOUTH

↑ x x

▼ A J x x x

↑ A x x

"What would South bid? $(3 \)$ ".) With nothing extra, South would return to the agreed suit at the three level by bidding $3 \$ ".

"What would North bid now? (Pass.) With only enough for a limit raise, North passes, and the partnership stops in partscore. So, that's how North shows a limit raise in opener's suit — by cuebidding and then passing if opener simply rebids the major.

"Why doesn't North just jump to 3♥ after the 1♠ overcall? Most partnerships today prefer to use the jump raise as a preemptive bid in competition. The cuebid takes the place of both the limit raise and the forcing raise. We'll look more at preemptive jumps in a moment.

[&]quot;In diamonds: add the queen.

NORTH				
	A Q x x			
¥	Q x			
♦	QJx			
•	x x x x			

WEST	NORTH	EAST	
1 🖍	2NT		1♥

SC	DUTH
	ΧX
¥	AJxxx
•	Axx
*	Axx

[&]quot;Change the North hand.

[&]quot;In diamonds: take away the king and the queen and add the jack.

[&]quot;Change the North hand.

[&]quot;In spades: add the queen.

[&]quot;In hearts: take away the king and a low card.

"South opens $1 \, \mathbf{\nabla}$, and West overcalls $1 \, \mathbf{\wedge}$.

"What does North bid? (2NT.) North has a balanced hand with 11 high-card points and stoppers in the opponent's suit. The hand is too strong for 1NT, but not strong enough to take the partnership to game. This is what a bid of 2NT shows at this point — a balanced 10 or 11 points with some strength in the opponent's suit. This range should be 11 or 12 points if you open 12-point hands.

"It's because of hands like this that most partnerships don't play Jacoby 2NT after an overcall. It's more useful as a natural invitational bid. If this bid wasn't available, North would have a difficult choice after the overcall. Since the cuebid can be used with a forcing raise, nothing much is lost. Besides, it's less likely that the partnership will be interested in reaching a slam when the opponents have enough to compete in the auction."

Let's do Exercise 6 in the student text to review what we have just discussed."

Exercise Six — Handling Overcalls when Using Jacoby 2NT

As East, what do you bid on each of the following hands after the auction starts:

WEST 1♠	NORTH 2♥	EAST ?	SOUTH	
1) A K Q 9 7 V A 4	/	∧ A J ∨ K 10 3 2		3) A A 10 9 7 6
◆ K Q 6 2 ♣ 10 7 3	•	♦ 872 ♣ QJ73		◆ Q 9 7 6 2 • 8 4
TO 10 / 3	•	4 Q 3 7 3		46 0 4

Exercise Six Answer — Handling Overcalls when Using Jacoby 2NT

- 1) 3 ♥. The cuebid of the opponent's suit replaces Jacoby 2NT when the opponents interfere. You'll make sure the partnership reaches at least a game contract in spades.
- 2) 2NT. A response of 2NT is natural and non-forcing after an overcall. It shows about 10 or 11(12) points.
- 3) 4 . Make a preemptive raise to the four level. Partner won't expect too much, since you could have cuebid the opponent's suit with a strong hand.

You should skip the next section unless the group is quite experienced.

"Change the North hand.

"In spades: take away the queen and a low card.

"In hearts: add two low cards.

"In diamonds: add the king.

"In clubs: take away a low card.

NORTH	WEST	NORTH	EAST	SOUTH	SOUTH
♠ A x				1♥	A X X
\bigvee Q x x x	Pass	2NT	3 ^	Double	♥ A J x x x
♦ KQJx					♦ Axx
🗣 x x x					♣ A x x

[&]quot;South is the dealer and opens the bidding 1 ♥. This time, West passes.

"What does North respond? (2NT.) North has 12 high-card points plus 1 dummy point for the doubleton spade. With four-card support for opener's major, that's enough to make a forcing raise.

"What's South planning to bid? $(4 \, \heartsuit)$.) With a minimum hand and no shortness, South plans to jump to $4 \, \heartsuit$."

Before South can bid, however, East comes in with an overcall of $3 \spadesuit$.

"What now? (Pass/Double/4♥.) The partnership needs to agree what to do after the Jacoby 2NT if the next opponent interferes. The usual agreement is that a pass shows shortness in the opponent's suit and the bid of a new suit shows shortness in that suit. With a minimum balanced hand, opener should double. That may seem surprising, but it allows the partnership to defend on borderline hands where game may not make. With no shortness but a minimum-strength unbalanced hand, opener can bid game in the agreed suit. With a medium or maximum-strength hand and no shortness, opener bids 3NT."

There's a lot of memory work here. You can let the students know that it's all in the textbook, and they can refer to that if they want.

"So, on this hand, what would South bid after North bids the Jacoby 2NT and East overcalls 3♠? (Double.) Double shows a minimum balanced hand. Now it's up to North to decide whether to pass and defend for penalty or bid game. North has a close decision and might choose to defend, knowing that South has at least two spades. 4♥ should make, but North—South may get a better result by defending 3♠ doubled. The opponents' interference can make things awkward, but it also can give you more options. Here, North's decision may depend on the vulnerability.

[&]quot;Change the South hand.

[&]quot;In hearts: add a low card.

[&]quot;In clubs: take away the ace and a low card and add the king.

NORTH	WEST	NORTH	EAST	SOUTH	SOUTH
♠ A x				1♥	♠ x x
♥ Q x x x	Pass	2NT	3 ^	4♥	♥ A J x x x x
♦ KQJx					♦ A x x
♣ x x x					♣ K x

"What does South bid with this hand, if West comes in with $3 \spadesuit$ over the Jacoby 2NT response? $(4 \heartsuit)$.) With an unbalanced hand and no shortage, it's usually best to simply bid game. On this hand, South knows the partnership has at least a ten-card fit in hearts. They can take at most one heart trick on defense. With an unbalanced hand, it's usually better to play in your side's long trump suit than to defend when the opponents have found a trump fit.

[&]quot;In clubs: add a low card.

NORTH	WEST	NORTH	EAST	SOUTH	SOUTH
♠ A x				1♥	♠ X
\bigvee Q x x x	Pass	2NT	3 A	Pass	\bigvee A J x x x x
♦ KQJx					♦ A x x
♣ x x x					♣ K x x

"How does South react with this hand, after opening $1 \, \heartsuit$, hearing a 2NT response from partner and an overcall of $3 \, \diamondsuit$ by East? (Pass.) Pass shows shortness in the opponents' suit — a singleton or a void. On this hand, North probably doesn't have enough to move toward a slam based on South's singleton spade. However, it does tell North that the partnership probably shouldn't be defending $3 \, \diamondsuit$ doubled. North will continue to $4 \, \heartsuit$. The decision might become more interesting if West raises to $4 \, \diamondsuit$. Now North has to decide whether to bid $5 \, \heartsuit$ or defend $4 \, \diamondsuit$. Being uncertain, North might pass, leaving the final decision to South. South might bid $5 \, \heartsuit$ — and that's a good contract.

"An important thing to note is that neither South's pass nor North's pass showed weakness. Both passes were forcing — partner has to take some action. Once the partnership is committed to game by North's 2NT response, the bidding can't stop until North—South have reached a contract or East—West are doubled for penalties. That's an important principle to keep in mind. Some passes are forcing.

[&]quot;Change the South hand.

[&]quot;In spades: take away a low card.

[&]quot;Change the South hand.

[&]quot;In spades: add two low cards.

[&]quot;In diamonds: take away the ace and a low card.

[&]quot;In clubs: take away a low card and add the ace.

NORTH	WEST	NORTH	EAST	SOUTH	SOUTH
♠ A x				1♥	A X X X
\bigvee Q x x x	Pass	2NT	3 A	4 ♦	♥ AJxxxx
♦ KQJx	Pass	4♥	Pass	Pass	♦ x
🗘 x x x	Pass				\Lambda A K x

[&]quot;South opens 1♥, and North responds 2NT.

"What does South bid if East comes in with a bid of $3 \spadesuit$? $(4 \spadesuit)$.) The bid of a new suit shows a singleton, even though the auction is now at the four level.

"On hearing of South's singleton diamond, what does North think about the prospects for slam? (Poor.) It sounds as though slam won't be a good bet with all of North's wasted strength in diamonds. North will sign off in 4♥. If the opponents compete any further, North will be happy to double. The diamonds are likely to be of more value on defense than offense."

Summary

- Responder's 2NT bid is now a natural, invitational call, showing 10 or 11(12) points and some strength in the overcalled suit.
- A cuebid of the opponent's suit shows a fit with opener's suit and the strength for at least a limit raise.
- With a forcing raise, responder will make sure the partnership reaches game after hearing opener's rebid.

"If an opponent interferes after responder's Jacoby 2NT:

- A pass by opener shows shortness in the overcalled suit, and the bid of a new suit shows shortness in that suit.
- With no singleton or void, opener can double with a minimum balanced hand, bid game with a minimum unbalanced hand and bid 3NT with a medium or maximum-strength hand and interest in slam."

Refer the students to their textbooks if they are having difficulty remembering all of opener's options. There are further examples in the textbook.

→ "Let's do Exercise 7 in the student text to review what we have just discussed."

Exercise Seven — Interference after Jacoby 2NT

You hold the following hand as West:

♠ KQ1064

¥ 8

♦ K943

♣ A 6 2

What is your next bid in each of the following auctions?

1)	WEST 1 ♠ ?	NORTH Pass	EAST 2NT	SOUTH Double
2)	WEST 1 ♠ ?	NORTH Pass	EAST 2NT	SOUTH 3♣
3)	WEST 1 ♠ ?	NORTH Pass	EAST 2NT	SOUTH 3♥

Exercise Seven Answer — Interference after Jacoby 2NT

- 1) 3♥. Show the singleton heart. The opponent's double hasn't taken away any bidding room.
- 2) $3 \, \mathbf{\nabla}$. You can still show the singleton after the opponent's overcall.
- 3) Pass. Passing shows shortness in the opponent's suit (if you have this agreement with partner).

2NT after a Takeout Double

This section can be skipped with a basic class or if time is running short. Note, however, that the last practice hand contains an example of this convention.

Introduction

"If an opponent doubles the opening bid of 1♥ or 1♠, it might seem as though there's no reason to stop using the Jacoby 2NT. After all, no room has been taken away. However, there are a couple of reasons why most partnerships prefer to drop the use of the Jacoby 2NT after a takeout double.

"First, the main reason for using the Jacoby 2NT is to investigate the potential for slam. When an opponent has enough to make a takeout double, the possibility of a slam becomes quite remote.

"Second, the auction may be competitive after the takeout double, and the partnership may have to decide between bidding higher and defending against the opponents' contract — perhaps doubled. After the takeout double, most partnerships prefer to use 2NT to show a limit raise or better in opener's suit. That allows the jump raise to three of the major suit — or the game level — to be used as a preemptive bid.

"The use of 2NT to show a limit raise or better in opener's suit following a takeout double is referred to by many names. It's sometimes called Dormer, after a Scottish internationalist who popularized its use on that side of the ocean. In North America it was introduced by Alan Truscott, long-time bridge columnist for The New York Times, and is sometimes referred to as the Truscott 2NT. However, an American internationalist, Robert Jordan, is commonly credited with making it popular in North America, so it is most often referred to as the Jordan 2NT. Anyway, let's see how this multi-named convention works"

Instructions

"Change the North hand.

"In spades: take away the ace.

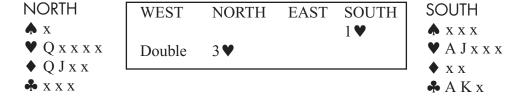
"In hearts: add a low card.

"In diamonds: take away the king and add a low card.

"Change the South hand.

"In hearts: take away a low card.

"In diamonds: add a low card.



"What would South open the bidding? (1 \checkmark .) South has 12 high-card points plus 1 for the fifth heart. That's enough to open 1 \checkmark in first position.

"If West passes, what would North respond? (2♥.) With 5 high-card points plus 3 dummy points for the singleton spade, North would make a raise to the two level. With a minimum opening bid, South would pass, and the partnership would be in their optimum contract.

"However, that's if the opponents keep silent throughout the auction. Suppose West doubles South's 1♥ opening.

"What should North bid now? $(2 \bigvee / 3 \bigvee .)$ North could raise to $2 \bigvee$, since no room has been taken up by the double.

"However, is that likely to keep East out of the auction? (No.) A raise to the two level leaves plenty of room for East to enter the auction. With four spades and 6 to 10 points, East can bid $2 \spadesuit$. With 9 to 11 points, East can jump to $3 \spadesuit$ to show an invitational hand. With 12 or more, East can jump to game or start with a cuebid of $3 \heartsuit$.

"The simple raise to the two level doesn't do much to keep the opponents out of the auction. Most players like to be able to jump to the three level in this situation, as a preemptive action. It shows four-card support but a weak hand. The idea is that the partnership should be relatively safe at the three level with a nine-card trump fit. At the same time, it leaves a lot less room for the opponents to find their best contract. So with this hand, North would jump to 3 \heartsuit over the double.

"Notice how this presents much more of a challenge for East. With 6, 7 or 8 points, East may be unwilling to come into the auction at the three level, so the opponents may never find their fit. If East does bid 3 ♠, West can't be sure if East is stretching with 9 or 10 points or making an invitational bid with 11 or 12. West may judge to pass and perhaps miss a game, or West may bid more and get too high. East can't cuebid without committing the partnership to at least the game level.

"So, this is the style most partnerships adopt. Over a takeout double, a jump raise is a preemptive bid with good trump support but a weak hand. Of course, that takes away the use of a jump raise to show an invitational hand — your standard limit raise.

"Change the North hand.

"In spades: add the king.

"In hearts: take away two low cards and add the king.

"In diamonds: take away the jack and add a small card.

N	ORTH
	K x
¥	KQxx
♦	$Q \times \times \times$
*	XXX

WEST	NORTH	EAST	SOUTH 1♥
Double	2NT	Pass	3♥
Pass	Pass	Pass	

SC	DUTH
	X X X
¥	AJxxx
•	X X
2	AKx

"South again opens 1♥.

"What would North bid if West passed? (3 \checkmark .) With 10 high-card points plus 1 dummy point for the doubleton spade, North would make a limit raise to 3 \checkmark . With a minimum hand, South would pass, and the partnership would be in a reasonable contract. They might make game on a favorable lie of the cards, but they might go down in 3 \checkmark if the cards lie unfavorably.

"Now suppose West doubles the 1♥ opening.

"What does North bid? (Redouble/2NT.) If the jump to 3 ♥ is a preemptive raise over the double, North no longer can use that bid to show a limit raise. This is where many partnerships use the Jordan 2NT convention. North bids 2NT to show a limit raise — or better — in opener's suit. 2NT is no longer the Jacoby 2NT convention once there is interference.

"What does South do over the 2NT bid? (3♥.) With a minimum hand, South declines the invitation and signs off in partscore in the agreed trump suit.

"There is another way North can show 10 or more points after a takeout double, and that's to redouble. We'll be talking more about the redouble in other lessons, but it's the classic way to show 10 or more high-card points when partner's opening bid is doubled for takeout.

"What's the disadvantage of redoubling with the North hand? (Doesn't show the fit.) The difficulty with the redouble with this type of hand is that it tells partner about the strength of the hand but not about the excellent support for partner's suit. For all partner knows, you may have 10 or more points and a singleton in hearts or a good suit of your own. In fact, the opponents' bidding may make it quite difficult for you to show support. Suppose North does redouble and East chooses to jump to 2♠. Partner passes with a minimum opening bid, and now West raises to 3♠. What do you bid? You don't really want to double for penalty with only two spades and undisclosed four-card support for partner's suit. On the other hand, to show heart support, you would have to bid 4♥, which might get the partnership overboard. And, if you pass and the bidding comes back to partner, what is partner supposed to do? Partner knows nothing about your hand, except that you have 10 or more high-card points.

"That's why most partnerships prefer to use the immediate jump to 2NT to show support for partner's suit and the strength for at least a limit raise. If North bids 2NT over the double and East does bid 3 \(\hbigar*, South is in the picture. South knows North has support and 10 or 11(12) points. With a minimum hand, South is content to pass over the 3 \(\hhi\) bid and defend. If the 3 \(\hhi\) bid comes back around to North, North is in a good position. Having already shown the fit in hearts and the strength of the hand, North is free to pass and defend, or perhaps double the opponents' contract for penalty.

[&]quot;Change the North hand.

[&]quot;In diamonds: take away the jack and add the ace.

NORTH	WEST	NORTH	EAST	SOUTH	SOUTH
♠ K x				1 ♥	♠ x x x
♥ K Q x x	Double	2NT	Pass	3♥	♥ AJxxx
♦ A Q x x	Pass	4♥	Pass	Pass	♦ x x
🗣 x x x	Pass				♣ A K x

[&]quot;South again opens 1♥, and West doubles.

"Change the North hand.

In spades: take away the king. In hearts: add a low card.

In diamonds: take away the ace and add a low card.

$\begin{array}{c ccccc} & & & & & & & & & & & & & & & & &$	NORTH	WEST	NORTH	EAST	SOUTH	SOUTH
Double 4 Pass Pass	•	WEST	TORTH	Li io i	1 🗸	
lack O x x x = lack A x x	-	Double	4♥	Pass	Pass	♥ AJxxx
Pass A K x	♦ Q x x x	Pass				♦ XX

"This is the type of hand with which North might leap to $4 \, \mathbf{\nabla}$ over the takeout double — five-card heart support but little else. South won't expect too much defensive help if the opponents bid $4 \, \mathbf{\wedge}$."

Summary

"After an opponent doubles partner's 1♥ or 1♠ opening, you can use the Jordan 2NT convention. A jump to 2NT shows four-card support and the strength for at least a limit raise. An immediate jump raise of opener's suit is preemptive, showing good trump support but a weak hand."

Let's do Exercise 8 in the student text to review what we have just discussed."

[&]quot;What does North bid? (2NT.) 2NT over the double shows a limit raise or better.

Exercise Eight — 2NT as a Limit Raise

As East, what do you respond with each of the following hands after the auction starts:

	WEST 1♥	NORTI Double		SOU	TH
1)	↑ A 8 6 ♥ Q 9 3	/	K 6 A J 7 5	3)	↑ 75 ∀ KJ96
	♦ 10 8 7 6 2 ♣ J 4	•	Q 10 7 3 9 9 8 6		♦ 83 ♣ J9874
4)	▲ K J 3	5) 4	3	6)	♠ A 9
	✓ A 8✓ Q 10 8 3✓ J 10 7 2	•	K 10 8 7 4 9 8 7 4 2 J 3		★ K 10 9 7★ K Q♣ J 8 7 4 2
	J 10 / Z		- J <i>J</i>		 J O / 4 Z

Exercise Eight Answer — 2NT as a Limit Raise

- 1) 2♥. With enough to raise partner's suit to the two level, make the same bid over the takeout double.
- 2) 2NT (Jordan). After an opponent's takeout double, a jump to 2NT shows four-card support and the strength for a limit raise.
- 3) 3 ♥. Although the strength is right for a raise to the two level, a preemptive jump to the three level should be more effective in keeping the opponents out of the auction. After a takeout double, the jump raise is weak, since you could use 2NT to show the strength for a limit raise or more.
- 4) Redouble. With no fit and 10 or more high-card points, the standard way to start off is with a redouble.
- 5) 4♥. With a weak hand but an excellent fit, make a preemptive raise all the way to the four level.
- 6) 2NT (Jordan). The jump to 2NT after an opponent's takeout double shows a limit raise or better in partner's suit.

NOTE: Sample Deals Review the instructions on page 44.

SAMPLE DEALS - LESSON 3

Guidelines for Teachers: The main focus of this lesson is the Jacoby 2NT. There are some slams that can be bid. This may be awkward if the students are unfamiliar with slam-bidding methods. Most should be familiar with Blackwood. The deals illustrate the basic principles of the lesson, but also contain a couple of challenging play concepts (*i.e.*, safety play, strip and end play).

Bid and Play — Deal 1: The Jacoby 2NT

Guidelines for Teachers: On this first deal, we see the Jacoby 2NT in action as an artificial forcing raise. There is a standard safety play in the trump suit, after North-South end up in a contract of $4 \, \Psi$. Few students will be familiar with it. With a more experienced group, you have an opportunity to discuss finesses and how to avoid them. You can also discuss whether to play safely for the contract or try for an overtrick.

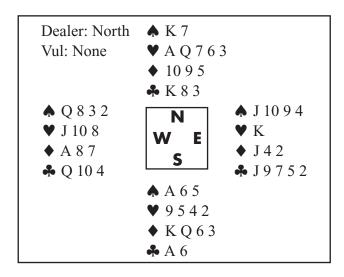
Introduction

"Let's play a deal where we see the Jacoby 2NT in action."

Instructions

"North is the dealer. Take your hands and start the bidding. Stop when you have completed the auction."

(E-Z Deal Cards: #3, Deal 1 — Dealer, North)



Suggested Bidding

When it appears that all of the tables have completed the auction, review how the bidding should have gone.

WEST	NORTH	EAST	SOUTH
	1♥	Pass	2NT
Pass	4♥	Pass	Pass
Pass			

"With four-card support for partner's major suit and 14 points — 13 high-card points plus 1 dummy point for the doubleton club — South should use the Jacoby 2NT convention after North opens the bidding $1 \, \heartsuit$. North has a minimum-strength hand and no singleton or void. To show this, North jumps to $4 \, \heartsuit$, which ends the auction since South has nothing further to add."

When everyone understands the proper bids and the final contract, the students can proceed to play out the cards in a contract of $4 \, \Psi$ by North.

Suggested Opening Lead

"East is on lead and should select the \(\blacktriangle \), top of a sequence."

Suggested Play

"Turn up all of the cards and put each hand dummy style at the edge of the table in front of each player. Let's review the play and defense.

"North can ruff the club loser in dummy, but still has two potential losers in the diamond suit. With no losers in the spade suit, North can make the contract by losing no more than one trick in the trump suit. The best play to accomplish this is to draw a round of trump with the \P A, and if the \P K doesn't appear, cross to dummy to lead a heart toward the \P A. North still has to lose a trick to West's \P J, but the contract is safe even if two diamond tricks are lost. Playing the suit in this manner would also restrict the heart losers to one if the missing trumps are divided 2–2, or if they divide 3–1 and West holds the \P K. Only if the missing trump divide 4–0 or East has three trumps including the \P K, would declarer lose more than one trick — and there is nothing that can be done anyway, if that is the situation. Playing the \P A first is called a *safety play*.

"North might be tempted, however, to draw trumps by taking an immediate finesse of the ♥Q. This would avoid losing any heart tricks if the suit divides 2–2 and West holds the ♥K. On this hand, that approach results in two heart losers, and North will have to restrict the diamond losers to one to make the contract (see below)."

Suggested Defense

"If declarer takes an immediate heart finesse, the defenders have a chance of defeating the contract. The defenders will get two heart tricks and will need to take two diamond tricks. After finding the bad news in the heart suit, North will probably lead a low diamond to dummy's \blacklozenge Q or \blacklozenge K, hoping that East holds the \blacklozenge A. If West wins this trick with the \blacklozenge A, declarer probably will fall back on the last real chance, leading the \blacklozenge 10 and finessing against East's \blacklozenge J. On the actual deal, this finesse is successful, and declarer makes the contract.

"West can give declarer a much tougher problem, however, by not taking the ◆ A on the first round. North can't have a singleton diamond, since the 4♥ response to the Jacoby 2NT showed no singleton or void. West can probably derive this information if the partnership uses count signals in this situation — East's ◆ 2 on the first round would show an odd number of diamonds. Nothing is lost by ducking the first round of the suit. If West does this without a change in tempo, declarer has a challenge. When declarer crosses to the North hand to lead the ◆ 10 and East plays the ◆ 4, declarer will have to guess which opponent really has the ◆ A. If North thinks East holds the ◆ A, North will play the remaining high honor from dummy, and West wins this trick with the ◆ A. Now East's ◆ J becomes the setting trick.

"It takes some minor miscalculations from North and excellent defense by East—West to defeat the contract, but it could happen."

Bid and Play — Deal 2: Showing Shortness with Jacoby 2NT

Guidelines for Teachers: On this second deal, the Jacoby 2NT is used to uncover a duplication of values in opener's and responder's hands which will steer them away from slam. The contract can be made unless declarer gets greedy and plays for an extra trick – which would set the contract.

Introduction

"Let's play a deal where responder uses the Jacoby 2NT."

Instructions

"East is the dealer. Take your hands and start the bidding. Stop when you have completed the auction."

♦ 76432 ♣ 10862

(E-Z Deal Cards: #3, Deal 2 — Dealer, East)

Suggested Bidding

When it appears that all of the tables have completed the auction, review how the bidding should have gone.

WEST	NORTH	EAST	SOUTH
		1 🖍	Pass
2NT	Pass	3 ♦	Pass
4 🖍	Pass	Pass	Pass

"After East's opening bid of $1 \spadesuit$, West uses the Jacoby 2NT as a game-forcing raise. East's $3 \spadesuit$ rebid shows a singleton diamond. This tells West that the \spadesuit KQ J are probably wasted high cards for the purposes of slam, since East–West will have to lose a trick in that suit. West, therefore, gives up on trying for slam and jumps to game. East has nothing further to contribute."

When everyone understands the proper bids and the final contract, the students can proceed to play out the cards in a contract of $4 \spadesuit$ by East.

Suggested Opening Lead

"South is on lead and should lead the ♥K, top of a broken sequence."

Suggested Play

"Turn up all of the cards and put each hand dummy style at the edge of the table in front of each player. Let's review the play and defense.

"The East hand has two heart losers, one diamond loser and two club losers. Declarer should plan to draw trumps and then eliminate the two club losers by ruffing them, or by promoting diamond winners in the dummy on which to discard two clubs. Since three rounds of trumps must be played to draw all of the opponents' spades, declarer should promote diamond winners in dummy before ruffing a club in the dummy. If declarer ruffs a club after playing three rounds of trump, it will be too late to establish the diamonds — the defenders can take two heart tricks and a club trick after winning the \spadesuit A.

"At duplicate bridge, East might consider finessing the \clubsuit J immediately, hoping South holds the \clubsuit Q. If successful, this would result in an overtrick, since declarer could then play the \clubsuit K, come back to the East hand with a trump and play the \clubsuit A, discarding a heart from dummy. Now, when the \spadesuit A is driven out, the defenders can take only one heart winner. On the actual lie of the cards, however, finessing the club is spectacularly unsuccessful, since the finesse loses and the defenders are in a position to take two heart tricks and the \spadesuit A to defeat the contract.

"As can be seen, East–West don't want to be any higher than 4 \(\ldot\) with these two hands."

Suggested Defense

"After leading the \bigvee K, there isn't much the defenders can do if declarer plays safely for the contract. When North wins a trick with the \diamondsuit A, they can take two heart tricks to stop declarer from making an overtrick. Only if declarer takes a club finesse do the defenders have a chance, since they can take two heart tricks and the \diamondsuit A after North wins a trick with the \clubsuit Q.

"The most important thing for the defense is to get off to the best lead, the \bigvee K. If anything else is led, declarer can drive out the \bigstar A and discard both heart losers on dummy's extra diamond winners. Declarer can make 12 tricks by ruffing the two club losers in the dummy. South should start with the \bigvee K, since this will at least develop the \bigvee Q into a trick and may result in more tricks if North holds either the \bigvee A or the \bigvee J. Holding the \bigvee J, North should play the \bigvee 7 — an encouraging card — since South must hold the \bigvee Q."

Bid and Play — Variation of Deal 2: Showing Shortness with Jacoby 2NT

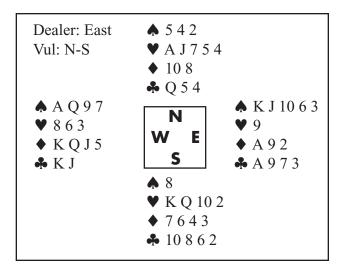
Guidelines for Teachers: The second deal can be played twice. After it has been played the first time, have the students modify the deal as suggested below, and play it again.

Introduction

"Let's make a few changes and then play this deal again to see how changing a few cards makes slam a likely prospect."

Instructions

- "From the North hand, take the ◆ A and give it to East.
- "From the East hand, take the ♥A and give it to North.
- "From the East hand, take the ♥2 and give it to South.
- "From the South hand, take the $\diamond 2$ and give it to East.
- "East is the dealer. Take your hands and start the bidding. Stop when you have completed the auction."



Suggested Bidding

When it appears that all of the tables have completed the auction, review how the bidding should have gone.

WEST	NORTH	EAST	SOUTH
		1 🖍	Pass
2NT	Pass	3♥	Pass
4NT	Pass	5♥	Pass
6 ^	Pass	Pass	Pass

"After East's opening bid of 1♠, West uses the Jacoby 2NT as a game-forcing raise. East's 3♥ rebid shows a singleton heart. This tells West that there is only one heart loser, even though the partnership has no high cards in the suit. In addition, since East doesn't have anything in the heart suit, East's high cards must be in the other three suits. This makes a slam contract a lively possibility. West uses the Blackwood convention to check for aces. East's response shows two, so the partnership is missing only one ace. Based on this information, West bids the slam."

When everyone understands the proper bids and the final contract, the students can proceed to play out the cards in a contract of $6 \spadesuit$ by East.

Suggested Opening Lead

"South is on lead and should lead the ♥K, top of a broken sequence."

Suggested Play

"Turn up all of the cards and put each hand dummy style at the edge of the table in front of each player. Let's review the play and defense.

"The East hand has a heart loser and two club losers. Declarer should plan to draw trumps and then eliminate the two club losers by ruffing one and discarding the other on the extra diamond winner in the dummy.

"There's not much to the play in a slam contract. What is interesting is that the East—West hands are identical to those in deal 4.2A, except that East's hearts and diamonds have been exchanged. On the first hand, the partnership could afford to get higher than the game level. On the second hand, the slam contract is excellent. This illustrates the significance of the Jacoby 2NT convention in helping the partnership evaluate slam prospects."

Suggested Defense

"After taking the first heart trick, there's nothing the defense can do. Unless declarer gets careless, it's time to get on with the next deal."

Bid and Play — Deal 3: Cuebidding Controls with Jacoby 2NT

Guidelines for Teachers: This deal demonstrates how the partnership can describe their hands by cuebidding. Exploring for slam and liking the answers, North-South find their way to a contract of 6 ♠ by South. This deal illustrates a strip and endplay. Few of the students will find this play. With a basic class, you might want to omit too much discussion on the play. Let them guess which way to finesse and discuss again the idea of avoiding finesses whenever possible.

Introduction

"Let's play a deal where using the Jacoby 2NT, the partnership can show controls by cuebidding."

Instructions

"South is the dealer. Take your hands and start the bidding. Stop when you have completed the auction."

Dealer: South **♠** K Q 7 5 Vul: Both **♥** Q 4 **♦** AJ7 ♣ A J 6 5 **♦** 3 2 **♥** J 10 9 8 6 **∨** K 7 3 2 ♦ Q 4 3 ♦ 862 ♣ K 7 4 2 ♣ Q 10 9 8 ♠ AJ10986 **♥** A 5 ♦ K 10 9 5

(E-Z Deal Cards: #3, Deal 3 — Dealer, South)

Suggested Bidding

When it appears that all of the tables have completed the auction, review how the bidding should have gone.

WEST	NORTH	EAST	SOUTH 1♠
Pass	2NT	Pass	3 👫
Pass	3 ♦	Pass	3♥
Pass	4NT	Pass	5♥
Pass	6 ^	Pass	Pass
Pass			

"After North makes a forcing raise of spades (by using the Jacoby 2NT response), South shows a singleton club. This encourages North to look for slam, since the partnership will have no losers in the club suit. North's 3 ♦ bid is a cuebid showing the ♠ A. South shows the ♥ A in a similar manner. That's enough encouragement for North to use the Blackwood convention and bid a slam after finding that South holds two aces."

When everyone understands the proper bids and the final contract, the students can proceed to play out the cards in a contract of $6 \spadesuit$ by South.

Suggested Opening Lead

"West is on lead and should start with the ♥J, top of a sequence"

Suggested Play

"Turn up all of the cards and put each hand dummy style at the edge of the table in front of each player. Let's review the play and defense.

"South has a heart loser and a diamond loser. With the \bigvee J lead, there is a remote chance that West has led the top of an interior sequence such as \bigvee K J 10 9 8. Declarer can play the \bigvee Q, hoping to win the trick. Unfortunately, East produces the \bigvee K, and declarer has to win with the \bigvee A — leaving a loser in the heart suit.

"It would appear that South must guess which defender has the \blacklozenge Q. If it's West, declarer can take the \blacklozenge K and finesse with the \blacklozenge J; if it's East, declarer can take the \blacklozenge A and lead the \blacklozenge J to trap the \blacklozenge Q. If declarer guesses wrong, the defenders will win a trick with the \blacklozenge Q and take a heart trick. If declarer guesses right, the contract probably will be made with an overtrick, since dummy's heart may be discarded on the fourth round of diamonds.

"By careful play, however, declarer can let the opponents do the work and avoid guessing which defender has the \blacklozenge Q. To bring this about requires some foresight. After winning the first trick with the \blacktriangledown A, declarer should immediately lead a club to dummy's \clubsuit A and ruff a club. This is an unusual play, since it usually isn't a good idea for declarer to spend time ruffing dummy's losers. However, the reason for this will become apparent later. Next, declarer plays a trump to dummy's \spadesuit Q — drawing one round of trumps — and leads another club and ruffs it. Now declarer plays a trump to dummy's \spadesuit K — drawing the opponents' remaining trump — and leads dummy's last club and ruffs it. Finally, declarer gives up a heart trick to the opponents. The reason for all of this preparation becomes a little clearer when you look at the cards remaining in the North and South hands after declarer gives up the heart trick.

"The hearts and clubs have been eliminated from the North-South hands, and all of the spades have been eliminated from the defenders' hands. It doesn't matter which defender is on lead. Whatever card is led, South can take the rest of the tricks. If the defender that wins the heart trick leads a heart or a club, South can discard — sluff — the \blacklozenge 7 from dummy and ruff the trick with the \spadesuit A. After taking the \blacklozenge A and \blacklozenge K, declarer has the rest of the tricks. If, instead, either defender leads a diamond, declarer plays a low diamond and waits to see if the \blacklozenge Q appears. Whether it appears or not, declarer takes three diamond tricks and makes the contract.

"This type of play is often called an endplay, since the defenders are usually thrown into the lead at the end of play so that whatever they lead will help declarer. When there is a trump suit involved, the defenders are put in the position of leading a suit they don't want to lead — the diamonds in the above hand — or giving declarer a sluff and a ruff — which allows declarer to discard a loser from one hand while ruffing in the other. To prepare for an endplay, declarer often has to eliminate, or strip, one or more suits — all the North—South clubs and the East—West spades in the above hand — and then throw in one of the defenders — with the heart suit in the above hand. This type of play also is referred to as a *strip and endplay* — a phrase popularized by Ely Culbertson."

Suggested Defense

"While the defenders can't defeat the contract if declarer finds the correct play — or guesses well — they should give it their best effort. West must lead a heart to give declarer a problem. If West doesn't lead a heart, it won't matter if declarer misguesses the location of the • Q, since one of dummy's hearts can be discarded on the fourth round of diamonds, and declarer won't have to lose a heart trick.

"If the defenders do establish their heart trick right away and declarer doesn't find the endplay, then the defenders must be careful not to give declarer any help in guessing the location of the ◆ Q. Both defenders should hold on to all of their diamonds as long as possible. If, for example, East were to discard one or two diamonds, declarer could draw the inference that West holds the ◆ Q. In fact, it would be a tricky play for West to discard a diamond — perhaps lulling declarer into thinking that East holds the ◆ Q."

Bid and Play — Deal 4: Using the Jacoby 2NT with Interference

Guidelines for Teachers: The suggested bidding on the fourth deal involves 2NT as a limit raise over a takeout double. If you didn't cover this in the lesson, the auction will go differently. You could substitute another deal if you prefer.

Introduction

"Let's play another deal where interference after an opening bid changes the meaning of the 2NT bid. Let's see what happens."

Instructions

"West is the dealer. Take your hands and start the bidding. Stop when you have completed the auction."

Dealer: West **∧** K 9 7 5 Vul: Both **Y** 7 **♦** AJ96 ♣ A 9 6 3 ♠ A 10 8 **♠** J 3 ♥ KJ1094 **♥** A Q 8 6 **♦** Q 3 ♦ K 10 7 5 2 S **4** 10 4 ♣ Q 7 5 ♠ Q 6 4 2 **♥** 532 ♦ 84 ♣ KJ82

(E-Z Deal Cards: #3, Deal 4 — Dealer, West)

Suggested Bidding

When it appears that all of the tables have completed the auction, review how the bidding should have gone.

WEST	NORTH	EAST	SOUTH
1 ♥	Double	2NT	Pass
3♥	Pass	Pass	Pass

"After West's opening bid, North has a perfect hand for a takeout double. With 10 high-card points, East could redouble, but that will give North—South an opportunity to find their best spot. Instead, with good support for West's suit and the values for a limit raise, East jumps to 2NT. East has 10 HCP plus 2 distribution points for the doubletons. In light of North's takeout double, East decides that the AJ is not pulling its value and downgrades the hand to a limit raise. This is an example of bidding judgment. After the

takeout double, this isn't the Jacoby 2NT convention. A bid of 2NT in this auction is the Jordan convention and shows a hand that would have made a limit raise of $3 \, \checkmark$ if there were no double. An immediate jump to $3 \, \checkmark$, after the takeout double, would be weak and preemptive.

"The 2NT response takes the auction a little too high for South to come in. With a minimum-strength hand, West rebids 3 ♥, putting the partnership in partscore in the agreed trump suit. This effectively rejects East's invitational raise. North has nothing extra to show, and neither does East. The last decision is up to South. South might consider a balancing bid of 3 ♠, but it's quite risky, especially since North—South are vulnerable."

When everyone understands the proper bids and the final contract, the students can proceed to play out the cards in a contract of $3 \, \Psi$ by West.

Suggested Opening Lead

"North has a difficult choice of opening leads — all four suits are unattractive. To avoid leading an ace — or leading away from one — North will probably lead the \$\infty\$5, fourth highest, hoping partner has either the \$\infty\$A or \$\infty\$Q. Another reasonable choice would be the lead of the singleton trump, hoping that it won't give up a trick and may prevent declarer from ruffing too many losers in the dummy."

Suggested Play

"Turn up all of the cards and put each hand dummy style at the edge of the table in front of each player. Let's review the play and defense.

"West should have no trouble if North leads the \spadesuit A, since that establishes both the \spadesuit Q and \spadesuit K as winners. After drawing trumps, West can plan to discard a spade loser on the \spadesuit K and ruff the third club loser in dummy. Even if North starts by leading a club or a trump, West should have little difficulty restricting the losers to four tricks: one spade, one diamond and two clubs. West can plan to ruff both a spade loser and a club loser in the dummy, or West can go about establishing dummy's diamond suit as extra winners. If the defenders don't lead spades early enough, West might make an overtrick by finessing the \spadesuit 10, after driving out the \spadesuit A, and then ruffing a diamond to establish the suit.

"The play is interesting if North-South buy the contract with spades as trump. They have to lose at least two spade tricks, one heart trick and one diamond trick, but could make nine tricks by avoiding the loss of a club

trick. That's difficult to do, since West holds the \P Q, and most declarers would try the finesse of the \P J, hoping East holds the \P Q. If declarer is sure that West holds the \P Q — West did open the bidding — there is a play that works. The \P J can be led from the South hand, and it will win the trick unless West covers with the \P Q. When West does cover with the \P Q, the \P A is won in the North hand, and another club is led to trap East's \P 10. This is called a *backward finesse*. It's unlikely that most declarers would find this play, so a contract of 3 \P by North—South will probably be defeated one trick."

Suggested Defense

"As discussed above, there is little that can be done to stop East-West from taking nine tricks in a heart contract. The defenders have to be careful, however, not to let East-West take ten tricks. If they take the A and K too quickly, they will establish declarer's Q as a winner, on which one of dummy's spades can be discarded. Now declarer can avoid the loss of a spade trick. Also, if declarer goes about establishing the diamond suit, the defenders have to establish their spade winner, before declarer can discard both spade losers on dummy's diamonds."