





# Bridge Lab #2

## Opening Minors, Opening NoTrump, NT Responses & Stayman

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# Opening a Minor ( or )













- Requirements to open a Minor
  - HCP - 12 - 19 HCPs (sometimes you may need to open with 20 or 21 if not balanced)
  - At least 3  or 3  and **NO 5 card Major**

# Which Minor suit should I open?


- Open the longer of the 2 minors BUT when equal length...
  - With 5 ♣ and 5 ♦ , open 1 ♦
  - With 4 ♣ and 4 ♦ . open 1 ♦
  - With 3 ♣ and 3 ♦ , open 1 ♣

# How do we respond to an Opener's 1 or 1 ?

(Primary objective: Find an 8+ card fit in the Majors)


- **PASS** - with less than 6 HCP
- **6 + HCP** - bid a **new suit** with at least 4 cards in the suit. A Major suit is preferred.
  - If you have 4 each of  & , bid them up the line,  first.
  - If you have 5  and 5 , bid  first.
- **Bid 2** of partner's opening minor suit if you do NOT have a 4 card Major.
- If partner bids 1 , respond 1  with 4 or more  and no 4 card major.
- If partner bids 1 , respond 2  with 12+ HCP and 5 or more  and no 4 card major.
- **Bid 1 NT with 6 - 9 HCP** (you do not have a new suit with 4+ cards or 4 of your partner's suit)


# Sample Responder hands when Opener bids 1 of a minor

Opener bids 1 

Responder's hand - 7 HCP


 A Q 8 2  
 3 2  
 J 5 4 2  
 8 7 2

Bid 1 

Opener bids 1 

Responder's hand - 9 HCP

 K 9 8  
 J 7  
 9 6 5 4 2  
 A J 7

Bid 2 

# Opening 1 NoTrump (NT)

## When Opener bids 1 NT. What should Responder be thinking?

- What do we know about the Opener's hand????
  - It has 15 to 17 High Card Points (HCP)
  - It is "Balanced" - no voids, no singletons and only one doubleton
  
- Responder looks at the strength of their hand
  - Three categories
    - 0 - 7 (minimal hand - stop - think **red** light)
    - 8 - 9 (invitational - **yellow** light)
    - 10 or more points - (should be thinking game - **green** light)

# Which of these are likely 1 NT opening hands?



- 16 HCP
- Balanced
- No 5 card major



## Which of these are likely 1 NT opening hands?



- Balanced - but does not have 15-17 HCP
- 13 HCP
- Bid 1 Diamond

## Which of these are likely 1 NT opening hands?



- 15 HCP
- Not balanced - singleton
- Bid 1 Club

# Responder to 1 NT has choices based on value & shape of the hand

Responder's HCP	Responder's Shape	Recommendation
0 - 7	Balanced	Pass
8 - 9	Balanced	2 NT
8+	1 or both 4 card majors	???????
10 or more	Balanced	3 NT (but what if responder has 4 of a major?)

# Responding to 1 NT with 0 - 7 points

♠ Q J  
♥ 9 8  
♦ Q 9 8  
♣ 10 9 7 6 3 2

Points - 5 HCP  
Response - **Pass**

## Responding to 1 NT with 8 - 9 HCP

If you do not have a 4 card Major (♥ or ♠) ...but you have 8 - 9 HCP (Invitational)

- Responder bids 2 NT
- Let Opener decide on final contract
  - If opener has 17 points, NT game is likely
  - If opener has 16 points, judgement is needed
  - If opener has 15 points, Pass

# Responding to 1 NT with 8 - 9 HCP

♠ Q J 10  
♥ K 9 8  
♦ Q 9 8 2  
♣ J 10 9 7

Points - 9 HCP  
Response - 2 NT

## Responding to 1 NT with 10+ HCP

What if you do not have a 4 card Major (♥ or ♠) ...but you have 10+ HCP (Invitational)

- **Responder** bids 3 NT
- **Opener** has 15-17 HCP and Responder has 10+ HCPs - Opener will PASS

**GAME!**

Opener bids 1 NT

Responder 10+ HCP & **NO** 4 card Major

♠ Q J 10 ♥ K 9 8 ♦ A Q 9 8 ♣ J 10 9 7
Points - 13 HCP Response - 3 NT



## What if Responder has 8+ HCP & has 4 of a Major -



- **Remember 8 card fits are the golden fit!**
- Can Opener have one or both 4 card Majors? YES!
- How can we find out?????
  
- **ASK** your partner!

# We use the Stayman Convention to ASK the 1 NT Opener

What is a “convention”?

- An artificial bid to help partners communicate additional information about the hand
- Opener bids 1 NT. Responder bids 2 Clubs. The 2 club bid is artificial and **does not imply anything about the responder's clubs.**
- **2 Clubs** by Responder initiates the Stayman convention.

# How should we bid this hand as Responder???

- Responder example hand :
  - ♠ A Q 7 2
  - ♥ K Q 5 4
  - ♦ 9 8 7 6
  - ♣ 8
- Responder has 11 HCP & two 4 card majors
- What doesn't the Responder know about partner's hand? Does he have a 4 card major????
  - If the 1 NT opener has either 4 ♠ or 4 ♥, there is a golden game.
  - If not, game is likely 3 NT

**BUT....how do we get there?**

## Guidelines for initiating Stayman

- Responder must have at least 8+ HCP points
- Responder must have a 4 card major (could have both)
- Responder bids 2 ♣, which is artificial, over opener's 1 NT
- Do not use Stayman if Responder's hand is 4,3,3,3 distribution. There is very little opportunity for ruffing with this distribution.

# How would you bid this hand without Stayman?

♠ A Q 7 2  
♥ K Q 5 4  
♦ 9 8 7 6  
♣ 8

Opener bids 1 NT

Responder bids 3 NT

11 HCP

**Bidding this hand using Stayman convention:** Assume Opponents Pass

- Opener - 1 NT
- Responder - 2 ♣ (artificial, 8+ points and 4 card major)
- Opener rebids - 2 ♥ (Opener guarantees 4 ♥'s)
- Responder 2nd bid - 4 ♥ ( 11 points and 4 ♥) GAME

## Summary considerations for Responding to a 1 NT Opening by Partner

- **0 - 7 HCPs - Pass - There is no room on the bidding scale to explore other contracts with 7 or less points in responder's hand**
- **8 - 9 HCPs - bid 2 NT - Opener will decide where to put the contract**
- **10+ HCP - bid 3 NT - No 4 card Major**
- **8+ HCP - bid 2 C with a 4 card Major**

# Opener's rebid guidelines to Stayman

Remember, Responder bids 2 ♣ - this is **“FORCING”** bid. Opener cannot pass!

Opener has 3 choices after Responder bids 2 ♣

- 2 ♦ **NO** 4 card major - says nothing about Opener's ♦s
- 2 ♥ shows a 4 card ♥ suit and maybe a 4 card ♠ suit
- 2 ♠ shows a 4 card ♠ suit and **NO** 4 card ♥ suit

# Bidding sequences

- **Opener - 1 NT (15-17)**
  - Responder - 0-7 HCP - PASS
  - Responder - 8-9 HCP - bid 2 NT
  - Responder - 10+ HCP and no 4 card M - bid 3 NT (GAME)
  - Responder - 8+ HCP & a 4 card M - bid 2 ♣ - initiating Stayman asking Opener for 4 card M
  
- 1st bids
  
- 2nd bids
  - **Opener - bid 2 ♦ - no 4 card M**
    - Responder - 8-9 HCP - bid 2 NT
    - Responder - 10+ HCP - bid 3 NT
  
  - **Opener - bid 2 ♥ with 4 ♥ and maybe 4 ♠**
    - Responder - 8-9 HCP - bid 3 ♥ with 4 ♥
    - Responder - 8-9 HCP - bid 2 NT denies 4 card ♥
    - Responder - 10+ HCP - bid 4 ♥ with 4 ♥
  
  - **Opener - bid 2 ♠ - with 4 ♠**
    - Responder - 8-9 HCP - bid 3 ♠
    - Responder - 8-9 HCP - bid 2 NT denies 4 card ♠
    - Responder - 10+ HCP - bid 4 ♠



## Opener bids 1 NT. Examples of Responder hands:

### Opener - 15 HCP

♠ K J 8 2  
♥ K J 7 6  
♦ A J 9  
♣ Q 8

### Responder - 10 HCP

♠ A 10 8 3  
♥ A Q 9  
♦ 10 9 2  
♣ 10 9 3

Responder - 11 HCP - Bids 2 ♣ - Opener has 4 ♥ and 4 ♠, so Opener will bid 2 ♥ first and Responder bids 3 NT (denying ♥s). Opener now knows Responder has 4 ♠ by inference and will PASS or bid 4 ♠.

### Opener - 16 HCP

♠ A K 8 2  
♥ K J 7  
♦ K 9 6  
♣ Q 8 5

### Responder - 11 HCP

♠ Q J  
♥ A Q 9 8  
♦ Q 10 7 3  
♣ 10 9 3

Responder - 11 HCP - Bids 2 ♣ - Opener has a 4 ♠ suit and bids 2 ♠. Responder bids 3 NT (denying ♠s). Opener will pass. Opener knows Responder has 4 ♥s so leaves the GAME contract as 3 NT.

# Play Hands

# The Opening Lead

- Against Notrump contract
  - If you have a sequence of 3 or more touching high cards - ex. **A**, K, Q or **K**, Q, J or **Q**, J, 10, lead the highest in the sequence
  - If you don't have touching high cards, lead a low card from your longest suit - ex. K, 10, 7, **5**
- Against a suit contract
  - Lead the suit your partner bid
  - Lead a singleton - allows you to possibly use one of your trumps to win a trick
  - Lead the high card in a suit where you have touching high cards - ex. **K**, Q, X, X or **Q**, J, 10
  - Otherwise, lead a low card in a suit with 3 or more if you have an honor

# Jacoby Transfer

# Jacoby Transfer Convention

Purpose:

- When Opener (your partner) bids 1NT, it allows Responder to better describe his hand (shape and points)
- Keeps the stronger hand of the Opener hidden during the play of the hand

How does Responder initiate a Jacoby Transfer?

- Responder bids the suit one rank below the actual major suit he holds
- Responder must have 5 or more of suit he suggests partner bid via the transfer
- Responder can initiate Jacoby Transfer with as little as “0” HCPs
- After Responder initiates Jacoby Transfer, the Responder’s partner **must verbally announce “Transfer”**. On the next opportunity for the 1NT bidder to bid, he **must** “accept” the transfer by bidding the next higher suit bid by his partner at his turn unless there is an intervening opponent bid.

# Jacoby Transfer Convention

Example:

- Opener bids 1NT
- Responder bids 2♦ (this is a Jacoby Transfer asking partner to bid Hearts which is the next higher ranking suit)
- Opener bids 2♥
- Responder bids????

## Responder's rebid after Jacoby Transfer

Responder's HCPs	Goal	Recommended action
0 - 7	Partscore only	Transfer then PASS
8 - 9	Invite game	Transfer then bid 2NT (with a 5 card major) <b>OR</b> bid 3 of the major (with a 6+ card suit)
10 or more	Force to game	Transfer then bid a new suit (forcing) <b>OR</b> 3NT (with a 5 card major) or bid 4 of the major (with a 6 card suit)

**Opener can more easily place the contract after seeing the above responses.**

# Examples

Ex. 1

Partner bids 1NT

Your hand: ♠ Q J 9 7 6 ♥ Q 10 2 ♦ 6 5 4 ♣ 7 4

Your hand values: 5 HCP and 5 ♠

Assessment: Even if partner has 17 HCP ( $17 + 5 = 22$ ), not enough for game

Recommendation: Initiate Jacoby Transfer: Bid 2♥ (transfer to ♠) and then PASS after partner bids 2♠

Ex. 2

Partner bids 1NT

Your hand: ♠ A 8 4 ♥ K J 9 8 2 ♦ 7 2 ♣ J 9 3

Your hand values: 9 HCP, 5♥s

Assessment: Not enough for game

Recommendation: Initiate Jacoby Transfer: Bid 2♦ (transfer to ♥) and then bid 2NT after partner accepts the transfer.

Partner's rebid: can decide to bid further depending on shape and HCP...ex: PASS, 3NT, 3 or 4♥