

Slam Bidding - Distributional bidding (Splinters and Jacoby 2NT)



Six Basic Conventions Beginning Series #2

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Game Forcing Raises



Splinter Bid- double Jump Shift over opening major

Over 1♥	Over 1♠
4♣	4♣
4♦	4♦
3♠	4♥

Forces to game with 12+ hcps (outside the suit bid), shows support for major suit bid and a singleton or void in the suit bid.

If Opener has NO HCPS in the singleton or void suit, slam is a high possibility since there are "no wasted values".

With minimum range (12-15 hcps) and hcps in the "splinter suit" declarer minimizes and bids 4 of their major.

With no hcps in the "splinter suit" declarer invites slam with a cue-bid, bids slam directly or asks for aces with Blackwood.

Blackwood is not intended to be bid with 2 quick losers in a suit. Cue-bids of Aces begin at the 4 level. When partner has cue-bid your suit with 2 losers, then bid Blackwood.

"Standard American" bidding is universally accepted with the YELLOW SAYC convention card.

Recommended Reading "Play Bridge" with Mike Lawrence and "The Lebensol Convention" by Ron Anderson.

If a bidding irregularity occurs at your table, call the director to ensure that you are protected from "unauthorized information" by your opponents and that the rules of bridge are properly applied.

Jacoby 2NT

Forces to game with 12+ hcps, shows support for the major suit bid and denies a singleton or void. Asks partner for singleton or void.

- 3 level bid of a new suit by opener shows a singleton or void
- 4 level bid of a new suit by opener shows a second 5 card suit
- 3 level of major shows extra values (16+ hcps)
- 4 level of major shows minimum opening values (12-14 hcps)
- 3NT shows 15-16 hcps with no singleton or void

When there are no wasted values in the singleton or void suit, partner proceeds with slam, a cue-bid or Blackwood.

Splinter Bids and the response to Jacoby 2NT discover distributional fits for slams with less than 33 hcps.

With a "Splinter bid" responder shows a singleton with game forcing values.

With "Jacoby 2NT" responder asks for a singleton while showing balanced game forcing values.

No Trump Ranges

1NT	15 - 17 hcps	2♣ / 2NT	22 - 24 hcps
2NT	20 - 21 hcps	2♣ / 3NT	25 - 27 hcps

To show 18/19 hcps hands, open one of major or convenient minor and jump to 2NT over 1 level response by partner.

- ✓ Stayman and Transfers do not apply in this situation; only when partner has opened 1NT or 2NT directly.
- ✓ Stayman and Transfers do apply over a strong 2♣ followed by NT.
- ✓ Bid Stayman or Transfers at 3 level over a strong 2NT

When partner has opened 1NT and opponents have interfered with a two level bid

- ✓ Transfers are "OFF"
- ✓ A two level bid is weak and "drop dead" (less than 9 hcps)
- ✓ A three level bid is Game Force (9+ hcps)
- ✓ Stayman is "on" with a cue-bid of interference

As a rule, "conventions" are OFF over bids and ON over doubles of No Trump openers. However, you and partner can agree that a double of 2♣ is Stayman and "Transfers" are still on over 2♣ interference.

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Grafton Duplicate Bridge Club
Thursday Noon – Ameriprise Financial Bldg
Stratified Pairs – Bridge lessons at 11am
Director – Michael Leighton (701) 520-0753

Grand Forks Duplicate Bridge Club
Monday 6:30pm – GF Senior Center
Stratified Pairs – Bridge lessons at 5:45pm
Friday 12:30pm – EGF Senior Center
Director – Tom Rand (701) 742-3676

Ambassador Bridge Club Winnipeg MB
Tuesday 12:15pm – MB Bridge Centre
Stratified Pairs
Wednesday 7pm – MB Bridge Centre
Invitational Pairs and Swiss Teams
Thursday 1pm – (0 – 200) Temple Shalom
Play and learn
Saturday 12:30pm – MB Bridge Centre
Swiss Teams
Director – Bill and Sue Treble (204) 669-1458

Competitive Bidding (Weak 2s, Negative doubles, Stayman and Transfers without opponents interference)

Bidding Options



Game Force Open

Strong 2♣ 22+ hcps
or 8.5 quick tricks

Responder is generally best to make a 2♦ "waiting" bid to allow opener to further describe hand, however with 8+ hcps and a 5 card major headed by the A or K can bid 2♥/♠

Opener Re-bid (over 2♦)

With 5 card major Bid 2♥/♠
If No 5 card major Bid 3 of minor or NT range

Opener Pre-empt

2♦/♥/♠ 5 - 10 hcps w/6 card suit
3♣/♦/♥/♠ 5 - 10 hcps w/7 card suit
4♣/♦/♥/♠ 5 - 10 hcps w/8 card suit

Responder to "weak 2"

- with opening count and a fit - consider bidding
- ✓ (Rule of 17) - If hcps plus number of cards in partner's suit totals 17 or more - bid!
 - ✓ With 17 invite game, with 19 go to game
 - ✓ Raise with support to game
 - ✓ Bid 2NT (forcing) to ask partner's entry for 3NT game try without a fit

Opener shows an "Ace or King" at the 3 level

Opener Re-bid

- ✓ Never raise your own pre-empt without partner forcing you to bid (you've told your story)
- ✓ Show an Ace or King if partner bids 2NT
- ✓ Further describe your hand if Partner bids a new suit (forcing by un-passed hand)
- ✓ A raise of your pre-empt by partner is further pre-emption, not game invitational, PASS
- ✓ With AKQxxx bid 3NT over 2NT by partner

Take-out Double

The opponents have opened the bidding and you have opening count plus

- ✓ Support for all other suits
- ✓ Double of one major guarantees 4 of the other major
- ✓ you are short in the opponents suit
- ✓ you do not have a 5 card suit to overcall & 13-15 hcps

With minimum opening values (13-15) double and pass partner's bid. With extra values (16+) double and bid your suit.

Advancer's response

(partner of doubler)

Required to bid longest suit (other than opener's suit), unless there is an intervening bid by the opponents.

- ✓ 0 - 8 hcps (free bid shows 6-8), make cheapest bid
- ✓ 9 - 11 hcps Jump bid
- ✓ 12+ hcps Cue-bid or
Jump to game with 5+ card major or
Bid 3NT with no 4 card major & opener well stopped

Negative Double

Partner bids a minor and the opponents have overcalled 1♠.

- ✓ With 4♥ and 6+ hcps - Double (you would have bid 1♥ if not for the 1♠ bid)
- ✓ With 5♥ and 10+ hcps - Bid 2♥ (else negative double)

If the opponents have overcalled 1♥

- ✓ With 4♠ - Double (differentiate between 4♠ & 5♠)
- ✓ With 5♠ - bid 1♠

Reverse

Any bid by opener that forces partner to the 3 level to show preference to your first bid suit. Forcing for 1 round and shows 17 - 21 hcps.

Example Opener bids 1♥; responder bids 1NT; Opener re-bids 2♠; Responder must now bid 3♥ (the 3 level) to show preference for the first bid suit. Responder should consider bidding to game with 8+ hcps.

Responder may also reverse to show 13+ hcps, which is forcing to game.

Stayman (after interference) with 4 card suit

Partner has opened 1NT and the opponents have overcalled at the 2 level

A cue-bid of the opponent's suit GUARANTEES a 4 card major (Stayman) and 9+ hcps (game forcing)

When responder has a stopper in the opponents overcalled suit, bid 2NT

The 1NT opener must bid 3♣

Cue-bid the opponents suit to show a 4 card major, hcps for game and a stopper in the opponents overcalled suit

Transfers OFF - (after interference)

with 5+ card suit

Partner has opened 1NT and the opponents have overcalled at the 2 level

- ✓ Two level response is weak (5+ card suit and less than 9 hcps)
- ✓ Three level response is Game Force (9+ hcps and 5+ card suit)

When your suit is **lower** ranking than the opponents overcall, therefore you do not have a two level response available, bid 2NT

The 1NT opener must bid 3♣

With a weak hand (less than 9 hcps) "PASS" if your suit is ♣ or bid your suit at the three level.

The 1NT opener must PASS

With game values (9+ hcps) bid your suit at the three level, game force. Do not bid 2NT with a lower ranking suit and 9+ hcps.

The Tricky Part

When your suit is **higher** ranking than the opponents overcall, you have three bidding options

- ✓ Two level response is weak (5+ card suit and less than 8 hcps); asks partner to PASS
- ✓ Three level response is Game Force (10+ hcps and 5+ card suit); asks partner to bid to game if fit, otherwise 3NT
- ✓ To show an invitational range hand (8 - 9 hcps) bid 2NT

The 1NT opener must bid 3♣

- Bid your suit at the 3 level to invite game