

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



## Six Basic Conventions Beginning Series #2

### 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.

#1 – Beginning Bridge Bidding	#11 - Strips and Squeezes
#2 – Six Basic Conventions	#12 - Blackwood
#3 – Play of the Hand	#13 - Cue-bids
#4 – Defense	#14 - Flannery
#5 – Intermediate Bidding	#15 - Carding
#6 – Advanced (Two over One)	#16 - Four Suit Transfers
#7 – Stayman and Transfers	#17 - Weak No Trump
#8 – Lebensohl	#18 - Wolf Sign-off & XYZ
#9 – Doubles and Overcalls	#19 - Unusual/NMF/4SF
#10 – Online Bridge	#20 - One Level Transfers



### Grafton Duplicate Bridge Club Michael Leighton - Director

Game - Thursday at Noon  
Bridge Lessons - 11am Thursday

1245 Lawler Ave  
Grafton

Phone: 701.520.0753

# 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