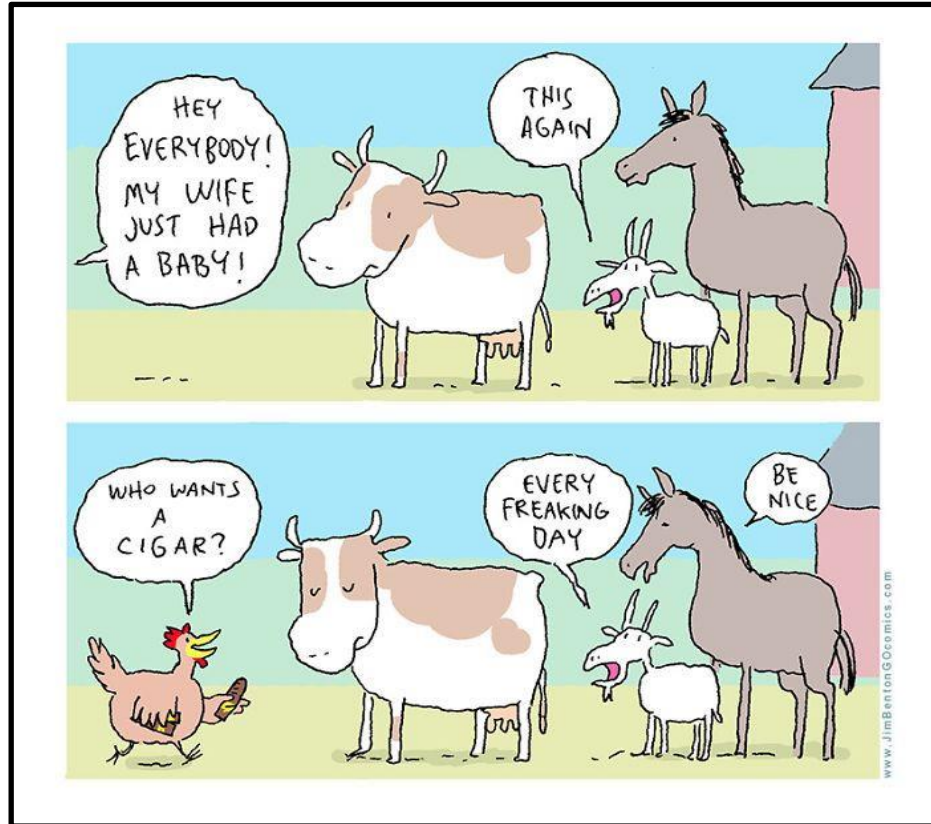


Jacoby 2NT



Tom Snow
(805) 305-5035
coinerbop@gmail.com

Time for a Joke

A guy bursts through the door and rushes up to the bar in a frenzy and yells, “Bartender, 10 whiskeys, please! Line ‘em up!”

The bartender tries to calm him down and asks what’s going on, and he replies, “Never mind that. Just line ‘em up!”

The guy slams down all 10 whiskeys in sequence and says, “10 more! Line ‘em up!”

He slams these down as well. Before he can demand a third round, the bartender says, “Hey buddy, I’m not serving you another drop until you tell me what’s wrong. Maybe I can help.”

The guy says “Dude, you’d do the same thing if you had what I have!”

The bartender replies, “Oh no! What do you have?”

The man answers, “About 32 cents.”

New Partner?



When you're discussing what you play with a new partner, the key elements fall into a simple chart:

	Pre-empt	Minimum Response (6-9)	Invitational	Game Forcing
MAJORS	1S-P-4S	1S-P-2S	1S-P-3S	Jacoby 2NT
MINORS	Inverted Minors	Inverted Minors	Inverted Minors	Inverted Minors

Today's topic.

A passed hand needs 2NT to show 11-12 HCPs and no support for partner.

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Rebidding if you're short.



All this means is that if you're not a passed hand, and your partner opens (not overcalls) one of a major (1♥ or 1♠), and your RHO passes, jumping to 2NT is a game forcing convention that asks opener to describe his hand:

1H	Pass	2NT*	1S	Pass	2NT*
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If an opponent bids, Responder can cue bid their suit to show 11+ and support.

Using Jacoby 2NT shows your partner 12+ HCPs and (generally) 4+ major suit support.

If opener has a singleton, he bids that suit at the 3 level, no matter his strength:

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	1H	Pass	2NT*	Pass
3C*	???			
North	♠KQ2	♥QJ653	♦AJ53	♣9

No matter the HCPs, opener would bid a void at the 3 level and then again at the 4 level:

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	1H	Pass	2NT*	Pass
	3C*	Pass	3D	Pass
4C*	???			
North	♠KQ62	♥QJ653	♦AJ53	♣---

Because you're forced to game. Fast Arrival applies in all game-forcing auctions.

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Rebidding if you're flat.



If opener has no singletons or voids, Fast Arrival applies (the higher he bids, the less he has):

	North	East	South	West		Opener:
	1H ???	Pass	2NT*	Pass		23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1
4H*						18-21
North	♠KQ2 ♥QJ653 ♦A73 ♣95					15-17
	1H ???	Pass	2NT*	Pass		12-14
3NT*						
North	♠KQ2 ♥AQJ53 ♦A73 ♣95					
	1H ???	Pass	2NT*	Pass		
3H*						
North	♠AK2 ♥AQJ863 ♦A3 ♣95					

Red arrows indicate the mapping from auction outcomes to opener's point ranges: 4H* maps to 18-21, 3NT* maps to 15-17, and 3H* maps to 12-14.

FAST ARRIVAL is used when you are declaring the final STRAIN, or when the final STRAIN is already known.

The Concept of Fast Arrival



In a GF auction, no jump shows extra values.

A jump shows no extra values.

1)

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	1H	Pass	2D*	Pass
3H	2NT	Pass	???	
South	♠84 ♥AQJ ♦AQ8753 ♣A3			

2)

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	1H	Pass	2D*	Pass
4H	2NT	Pass	???	
South	♠84 ♥AQ2 ♦KQJ1032 ♣73			

3)

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	1S	Pass	2H*	Pass
4H	???			
North	♠A7542 ♥KQ3 ♦83 ♣K42			

4)

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	1S	Pass	2D*	Pass
2S	2H	Pass	???	
South	♠AK4 ♥J75 ♦AQJ1062 ♣J			

FAST ARRIVAL means in a game forcing auction, the higher you bid, the less you have.

5)

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	1S	Pass	2H*	Pass
4H	2NT	Pass	???	
South	♠4 ♥AQJ10842 ♦Q5 ♣K64			

6)

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	1H	Pass	2D*	Pass
	2S	Pass	3H	Pass
4H	3S	Pass	???	
South	♠64 ♥KQ3 ♦KQJ832 ♣KJ3			

3H = I have extra values. Followed by 4H = but I only have a little extra values.

3S = a control showing bid (A♠ or K♠) and some interest in slam.

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Fast Arrival also applies to the responder:

"I'm a minimum or didn't like your shortness suit. Carry on at your own risk."

4H*

South

North	East	South	West
1H	Pass	2NT*	Pass
3C*	Pass	???	

♠K62 ♥QJ53 ♦A5 ♣KJ43

"I have extras. I'm still interested in slam. Tell me more."

3D

South

North	East	South	West
1H	Pass	2NT*	Pass
3C*	Pass	???	

♠A2 ♥QJ53 ♦AKQ75 ♣73

"I have no secondary suit, but I'm still interested in slam. Are you?"

3H*

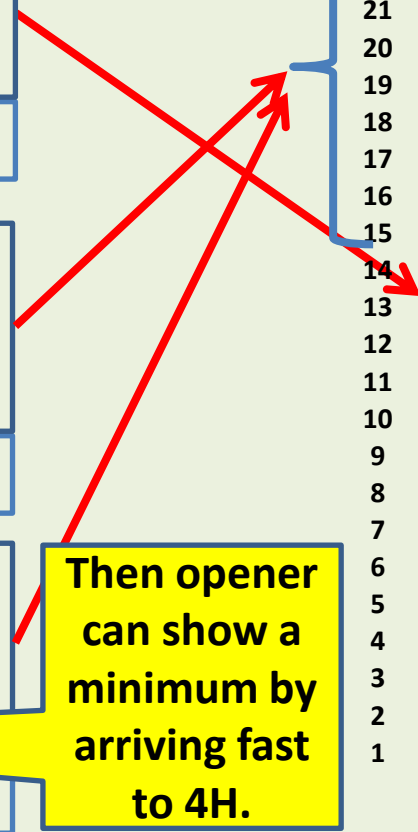
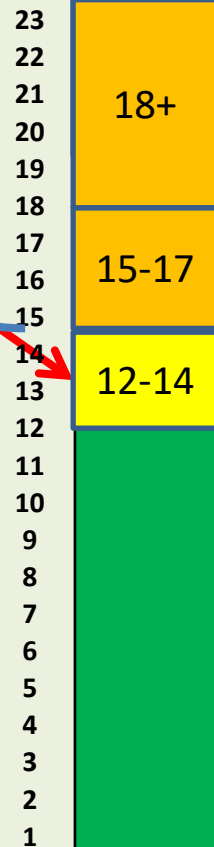
South

North	East	South	West
1H	Pass	2NT*	Pass
3C*	Pass	???	

♠AKJ ♥KJ53 ♦A5 ♣743

Then opener can show a minimum by arriving fast to 4H.

Responder:



Time for Another Joke

Great news, Mr. Bradley," the psychiatrist reported. "After eighteen months of therapy, I can pronounce you finally and completely cured of your kleptomania. You'll never be trapped by the desire to steal again."

"Gee, that's great, Doc," the patient replied.

"And just to prove it, I want you to stop by the mall on the way home and walk the length of the stores. You'll see that you'll feel no temptation to shoplift whatsoever."

"Oh, Doctor, what can I do to thank you?"

"Well," suggested the psychiatrist, "if you DO have a relapse, I could use a new TV."

Practicing Jacoby 2NT



"You didn't practice last night, did you?"

1)

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	1H	Pass	2NT*	Pass
	???			
3NT*				
North	♠K4 ♥KQ1042 ♦AJ3 ♣K53			

2)

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	1S	Pass	2NT*	Pass
	???			
3H*				
North	♠QJ752 ♥-- ♦AQ83 ♣AQ75			

And then bid 4H at your next opportunity.

3)

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	1H	Pass	2NT*	Pass
	???			
4H*				
North	♠AJ4 ♥AQ742 ♦984 ♣Q2			

4)

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	1S	Pass	2NT*	Pass
	???			
3C*				
North	♠AQ854 ♥KJ7 ♦7642 ♣K			

And then bid 4S at your next opportunity.

5)

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	1H	Pass	2NT*	Pass
	???			
3H*				
North	♠AK3 ♥Q5432 ♦K92 ♣AQ			

6)

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	1H	Pass	2NT*	Pass
	???			
4NT*				
North	♠3 ♥AK6432 ♦2 ♣AKQJ2			

Go right to Blackwood and ask for aces.

Playtime

