

Jacoby 2NT

1M-2NT(Alert): If partner opens 1 of a major, my 2NT shows an opening hand & 4+ card support.

- Helps you get to slam when slam is there and avoid slam when it is not there.
- Only by an unpassed hand. (2NT by a passed hand shows 10-11 points & no support.)
- Only if the opponents have passed.

After 1M-2NT*: Opener further describes opener's hand.

- **3Y: Shortness (Alert).** Shows singleton or void in the bid suit (but not singleton A, K or Q).
- **4Y: Good 5 card suit.** A good 5 card side suit (2 of top 3 or 3 of top 5 honors).
 - **With both shortness & a 2nd good 5 card suit:** Show 5 card suit. Knowing about a possible source of tricks is more useful. You are per force short in the other 2 suits.
 - **With shortness & a bad 5 card side suit:** Show the shortness.
- **3M: 6+ trump & 16+ HCP.** Bidding 3 of the same major shows 6+ trump & extra points.
- **3NT: None of the above, but 16+ HCP.** Opener has no special shape, but has extra HCP.
- **4M: None of the above.** Minimum opener with no special shape and no extra points.

After 1M-2NT*-3Y*:

- **With wasted values or duplicate shortness stop at game. Otherwise explore for slam.**
- **Wasted values:** K or Q in opener's short suit (but not the Ace in opener's short suit).
 - When pard has a short suit, you can make slam with 29 total points instead of 33, but you need your HCP in the other suits (not the short suit).
 - If you have the Ace in pard's short suit, this avoids the one loser in the short suit.
- **Duplicate shortness:** Singleton or void in the same suit as partner.
- **Explore for slam:**
 - Head towards slam by control bidding Aces & Kings up the line below game level. You show your cheapest A or K. Partner shows their next cheapest A or K. Etc.
 - Avoids bidding 4NT when there are 2 quick losers (both Ace & King) in a side suit.

After 1M-2NT*-4Y: Can you visualize 12 tricks?

- To make slam, you usually need 5 trump tricks, 5 tricks in pard's 2nd suit, and 2 other tricks.
 - Do you have honor cards or length in pard's 2nd suit to help ensure 5 tricks?
 - Do you expect 2 other tricks in the outside suits where pard is short?
 - Or can you expect 4 tricks in pard's long suit + 3 tricks in the outside suits?
 - If yes, explore for slam. If no, sign off at game.

After 1M-2NT*-3M or 1M-2NT*-3NT:

- **Minimum responder should sign off at game:** Usually 12-13 points opposite 16-17 is not enough for slam without some special feature (shortness or a good 2nd suit).
- **Responder with 14+ can control bid and/or bid 4NT:** If you have enough HCP to make 5 of the major, then it is safe to explore for slam. You can stop at 5 if necessary.

After 1M-2NT*-4M:

- **Responder with 18+ can bid 4NT.** As above, can stop at 5 if necessary.

Example 1:

<u>West</u>	<u>East</u>	<u>West</u>	<u>East</u>
S: A862	S: KQ5	1H	
H: QJT94	H: AK87		2NT* Jacoby 2NT.
D: 5	D: 74	3D*	Shortness in diamonds.
C: AK2	C: Q875		3S No wasted values, so control bid KS.
		4NT	No 2 quick losers in one suit. Now 4NT.
			5H 2 key cards without Q of trump.
		6H	Missing 1 key card; stop at 6H.

E/W reach their 28 HCP slam. West can ruff the 4th spade in dummy. Lose only 1 diamond.

Example 2:

<u>West</u>	<u>East</u>	<u>West</u>	<u>East</u>
S: A862	S: 97	1H	
H: QJT94	H: AK87		2NT* Jacoby 2NT.
D: 5	D: K74	3D*	Shortness in diamonds.
C: AK2	C: Q853		4H Wasted KD. So sign off in game.

With wasted value (KD), East signs off in game. West will lose a diamond and a spade. If East had KS instead of KD, the slam could be made. (Ruff 2 spades.)

Example 3:

<u>West</u>	<u>East</u>	<u>West</u>	<u>East</u>
S: AQ874	S: KT53	1S	
H: 9	H: AK86		2NT* Jacoby 2NT.
D: Q4	D: J76	4C	Good 5 card club suit.
C: AQ962	C: K8		4H East has help in clubs. Control bids AH.
			Bypassed diamonds, so no AD or KD.
		4S	Missing diamond A & K. West signs off.

E/W control bidding keeps them out of trouble. Opponents can cash A & K of diamonds.

Example 4:

<u>West</u>	<u>East</u>	<u>West</u>	<u>East</u>
S: A84	S: KQ	1H	
H: KQT52	H: A764		2NT* Jacoby 2NT.
D: QT4	D: AK62	4H	West is minimum, no feature, signs off.
C: Q9	C: K84		4NT East has 19 HCP, enough to proceed.
		5S	2 key cards & trump Queen.
		6H	Missing 1 key card; stop at 6H.

East has 19 HCP & expects 12-13 in West's hand. E/W have enough HCP for 5H, so can check for key cards with 4NT. They reach the makeable slam.