

1 NT

A review and some suggestions

I am going to assume you know the following

Stayman

Jacoby and Texas transfers

Smollen

4-way transfers

Even if you don't know them all now, my hope as you learn about these conventions (which you will have to learn to defend against), you will have a better idea of what you might want to incorporate into your repertoire in the future but more importantly understand the why's and wherefore's when developing your own system

Pretty soon your card looks like this

1NT		NOTRUMP OPENING BIDS		
<u>15</u>	to <u>17</u>	3♣	<u>5/5 min wk</u>	Incorporated
	to	3♦	<u>5/5 min stg</u>	
5-card Major common <input type="checkbox"/>		3♥	<u>5/5 maj wk</u>	4-way transfers
System on over 2♣/dble		3♠	<u>5/5 maj stg</u>	Texas transfers
2♣ Stayman <input type="checkbox"/> Puppet <input type="checkbox"/>				
2♦ Transfer to ♥ <input type="checkbox"/>		4♦, 4♥	Transfer <input type="checkbox"/>	
Forcing Stayman <input type="checkbox"/>		Smollen <input type="checkbox"/>		Smollen
2♥ Transfer to ♠ <input type="checkbox"/>		Lebensohl <input type="checkbox"/> (Dir denies)		
2♠ <u>♣s 3♣ sup acc</u>		Neg. Double <input type="checkbox"/> : _____		
2NT <u>♦s 3♦ sup acc</u>		Other: _____		

But the 5/5 hands are rarer than other hand types
 And the super-accept hand only occurs 1/5th time (21.5% probability)

Top 10 most common hand distribution patterns - a priori

Pattern	%
4333	21.6
4432	10.5
4441	3.0

5332	15.5
5431	12.9
5422	10.6
5521	3.0

}

We are going to see that we have neglected responses with some of the more common hand shapes

6332	5.6
6331	3.5
6421	4.7

}

By over emphasizing less common hand shapes

4-way trfrs - a quick review of the positives and negatives

Positives

- *Concealment* - stg 1N hand is hidden as dummy, protecting honors from opening leads
- *Weak hands* - avoids getting too high
- *Accuracy* - defines hand shape and strength
- *Game /slam exploration* - space to bid to explore

Negatives

- *Loss of 2N bid* - needs new methodology to learn how to invite with 8-9 balanced
- *Complexity* - memory drain
- *Uncertain Minor suit fits* (except for super accept) making it more difficult to bid 3N or 5-minor game
- *Revealing information* - every response reveals more information that opponents might be explored.

4-way trfr bidding may reveal more info to opps

S KJT9
H xx
D KJT9
C xxx

what would you lead in the above scenarios
P has 7-9 hcp

1N - 2C
2H* - 2S**
2N - P

Both opponents show a major

1N - 2C
2S* - 2N**

* opener shows 4-card spade suit
** responder 8-9, may or may not have 4 hearts

1N - 2C
2D* - 2N**

* opener denies 4-card major

Proposal

NOTRUMP OPENING BIDS

1NT
15 to 17
 to

5-card Major common
System on over 2♣/dble

2♣ Stayman Puppet

2♦ Transfer to ♥
Forcing Stayman

2♥ Transfer to ♠

2♠ Range ask

2NT ♦s or min wk

3♣ puppet

3♦ 5/5 min stg

3♥ 3=1=(4/5)

3♠ 1=3=(4/5)

4♦, 4♥ Transfer

Smolen

Lebensohl (Dir denies)

Neg. Double : _____

Other: _____

2NT 20 to 21

Puppet Stayman

Transfer Responses:

Jacoby Texas

3♠ MSS

3NT _____ to _____

Conventional NT Openings

2S - Range Ask

- 2S is alerted as **either 8-9 hcp balanced no 4-card major or 6-card club suit**
 - We give up the super-accept in order to protect the hand pattern of the 1N opener
 - Added value is that 2C stayman once again guarantees a 4-card major
- It is called range ask as the **opener's responses show the size (hcp) of their hand**
 - 1N - 2S* // 2N shows 15 to bad 16 hcp (**bottom of range**)
 - 1N - 2S* // 3C shows good 16 to 17 hcp (**top of range**)
- The hand with 8-9 hcp can pass the 2N bid, or bid 3N over the stronger 3C bid
- The hand with 6-card club suit can
 - Convert 2N to 3 clubs - to play
 - Pass the 3C bid - to play
 - Bid a new suit (shortness) at the 3-level
 - Forcing 1 rnd
 - Bid 3N with 10 hcp no shortness (6332)
 - Allows opener to consider slam in clubs with the right hand

Value of the range ask

Positives

- Protects opener's hand (majors)
- Better protects hand against opening lead
- May still have 6 card club suit
 - Bid above 3C is forcing 1 rnd and shows a 6-card club suit and shortness in suit bid
 - Opener can bid accordingly
- All done by eliminating the super-accept bid

4-way transfer

1N-2C

2H -2N *

Range ask

1N-2S

2N -P

Opps may want to attack spades

Protected 1N hand shape what to lead?

1N - 2N

Method 1 - no change

- Can be used to show 6-diamonds and partnership can keep in the super-accept of diamonds

Method 2 - two types of hand (advanced) alerted either both minors weak, or long diamonds

1. 6-card diamond suit strg or weak
2. Minor suit stayman 4/5 or better with < 8 hcp

Opens up 3C bid (previously 5/5 minors weak) for something else

Openers responses to 2N

- Bids 3C if they prefer clubs to diamonds or have equal length in the minors
 - Responder can pass (both minors weak) or bid 3D (6 diam to play weak)
- Bids 3D if they prefer diamonds to clubs
 - Responder can pass, to play, either type of hand weak
- Over 2N or 3C
 - Bid 3H/S shows shortness with 6-card diamond suit forcing 1 rnd
 - Bids 3N - to play with 6 diamonds

Why push the weak 5/4 or 5/5 minor suited hand in 2D bid?

Because experts found a potentially better use for 3C

3C Puppet Stayman

10+hcp

Hides the shape of the strong hand

Usually used by responder with single 4-card major

Hands with both majors start with 2C stayman ask

3C Puppet* Alerted - GF, asks to describe my hand further

1N - 3C

3D* - 3H *Alerted Denies 5-card major (*key difference to puppet over 2N*)

3N Opener's spade holding is protected

1N - 3C This sequence still finds the 8 card major suit game

3D* - 3H Yes the stronger hand is dummy (15 opposite 10+)

4H

The value of concealing the NT hand shape in sequence 1 in the 3N contract is considered better than the negative of the stronger hand being dummy in sequence 2

1N - 3H/S Opener shows 5-card suit

No puppet
1N - 2C
2H* - 3N**
P

* opener shows 4-card heart suit
** responder shows 10 hcp, and spades
which opener did not like

No puppet
1N - 2C
2D* - 3N**
P

* opener denies 4-card major
** responder shows 10 hcp, but hides their major(s)

With puppet
1N - 3C*
3D** - 3S***
3N - P

* 10 hcp GF
** opener denies 5-card major
*** responder shows 10 hcp, and spades

Less information communicated to opponents

We will use the principle of useful space to describe the 5=5=x=x distribution in the majors differently

Because smollen (describing the 5/4=x=x hand types) starts with a 2C bid by responder, we can use the following bidding sequences to distinguish the 5=5=x=x hands

1N - 2H* // 2S - 3H 5=5=x=x weak (bid both majors end in 3H wk)

1N - 2D* // 2H -3S 5=5=x=x strg (bid both majors end in 3S strg)

- These sequences get to the exact same place the direct 3H/S bids as in the original system
- Do not give up any more information than before
- BUT by the useful space principle, they free up the direct 3 bids for something else
 - to describe hands that occur more frequently and are more difficult to describe

Added value to these overall Jacoby methods

- Jacoby then jump to game
 - 1N -2D // 2H - 4H!
 - Slam try no shortness 6322 hand
 - Because 1N - 4D = GF with 6 card suit
- Jacoby then new suit 3-level
 - 1N - 2H // 2S -3D!
 - GF, potential slam try with a fit
 - 3=5=4=1 hand for example
 - Because R could have bid 3N as GF to sign off
- Jacoby then new suit at 4-level
 - 1N-2D // 2S - 4C!
 - Singleton void in clubs at least 6-card H suit slam interest 6331 hand
- Jacoby, new suit then 4 major
 - 1N-2D // 2S -3C // 3N -4S!
 - 6=1=2=4 hand slam interest

3-level bids contd.

1N - 3H 3=1=4/5

- shows 10+ hcp, a singleton H, 3 cards in Spades and 5/4 in the minors

1N - 3S 1=3=4/5

- shows 10+ hcp, a singleton S, 3 cards in Hearts and 5/4 in the minors

These 5431 hands with no major, yet with enough points for game are tricky to bid

They also have a fundamental weakness - shortness in the major suit

With the information given from the bid, the 1N opener can determine the best strain and level

- 3N game
- 4C/D to play
- 5 or 6 C/D game/ slam

Other additions to consider

- Delayed Texas Transfer (64xx majors) GF
 - 1N-2C//
 - 2D-4C 4=6=x=x
 - 2D-4H 6=4=x=x
 - Then Smollen followed by 4M over 3N shows 64xx with slam interest
 - 2D - 3S
 - 3N - 4H 4=6=x=x slam interest
- Garbage Stayman (club void/singleton, minimum 4 diamonds)
 - Pass any bid over 2C
- Mini-smollen
 - After 1N-2C/2D
 - 2H 4=5=x=x weak
 - 2S 5=4=x=x weak