## RESPONDING TO 1 of a Major and the JACOBY 2NT

We are all taught about standard raises: i.e. $1 \mathrm{H}-2 \mathrm{H}$ is $6-9$ points, $1 \mathrm{H}-3 \mathrm{H}$ is $10-12$ points etc. and some of you may have even played Swiss or even fruit machine Swiss in the past. Well times have moved on and here is some new food for thought!

First of all there is no harm in keeping the standard raise structure but this needs to be linked to the losing trick count. Also a raise from 1-2 need only be a 3 card suit even playing a 4 card major based system. Much better to bid 2 S over 1 S with Jxx, Qxx, KJxxx, xx than 1 NT .

Examples of raises to 3(spades in this instance) with limited points are: Qxxx,x,Axxx,xxxx and Kxxx, xx, xx,Kxxxxx. Note how both have 8 losers, which opposite openers assumed 7 mean a raise to 3 . However, $\mathrm{Qxxx}, \mathrm{xxx}, \mathrm{xx}, \mathrm{KJxx}$ is only worth a raise to 2 with 9 losers.

Next we have splinters, which may be a talk by themselves, but are ways of raising to game with limited hands to show a shortage in the suit bid. E.g. 1H-3S, 1S-4D. These should be in range of about $8-12$ points, about a 7 loser hand and best if there are no points in the singleton suit. A singleton Ace is not full value and a singleton king is really worthless! E.g. Qxxx,x,Axxxx,Kxx and Axxx,Axxx,x,Kxxx are fine.

Now we come to the 'Jacoby 2NT' bid. 2NT is seldom needed nowadays as a natural bid and is used over a major to show a hand of game forcing values (about 13+) with at least 4 trumps. Here we are dealing with the version of a raise to game but you may also see versions that show at least a good raise to 3 and tend to be more for the 5 card major/2 over 1 system/SAYC

There are many schemes available and we will discuss the most common two here. Remember to agree with partner and also if in a new partnership and playing this (recommended) then agree beforehand. The knowledge of a source of tricks or a side suit shortage are the key to bidding good slams and this convention will help do that.

A typical common system played here is as follows (will use 1H opener as an example):
In response to 2 NT Jacoby bid, opener (1H) bids as follows:
3C/3D/3S = Natural, non- minimum (14/15-19)
$3 \mathrm{H}=$ Non- minimum, usually a 6 card suit or could be a $4 / 5$ card suit with $18-19$ points, prepared to bid on.

3NT = balanced 15-17 (may be a 4 or 5 card suit)
4C/4D = Splinter(singleton/void) and non- minimum
$4 \mathrm{H}=$ Minimum values no slam interest (11-13/14 points)
With a non- minimum hand and a singleton spade will either have $6+\mathrm{H}$ or another 4 card suit (so can choose one of the other options) and can cue bid later if necessary. Obviously over a 1 S opener can bid 4 H over the 2 NT to show a singleton/ void heart.

| Axx | KQx | 1H -2NT-4D-4NT-5C-5D-6H |
| :--- | :--- | :--- |
| KQxxxx | Axxx |  |
| X | Jxxx |  |
| Axx | Kx |  |

A second scheme is thus:(assuming a 1 H opener again and a 2 NT response)

3C/3D/3S = singleton or void in that suit, non-minimum
$3 \mathrm{H}=$ Usually a 6 card suit ( $14 / 15+$ ) or $18-19$ with a $4 / 5$ card suit
$3 N T=15-17$ balanced with a $4 / 5$ card suit.
$4 C / 4 D=5-5$ at least and concentrated values in suits. With a poor suit, prefer to show the singleton.
$4 \mathrm{H}=$ Minimum hand, no slam interest (usually 11-13/14 points)
Obviously with a 1 S opener and having 5 H also can bid 4 H over the 2 NT .

Any follow up of bids to a non-minimum bid will show controls (agree whether $1^{\text {st }}$ or $2^{\text {nd }}$ round) and 4NT will be Blackwood (play Roman key card!!).

AKxxx QJxx 1S-2NT-3D-4D-4H-4S $\quad$ A Axx 1H-2NT-4D-4NT-5C-6H
Axxx KQ

K Axxx
xxx Qxx

KJxxx Qxxx
AJxxx KQ
Ax Kxxx

