

# I/N News ... especially for you!

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Lesson 2 – Part 2 - Responding to 1NT Opening Bid An Easy System for Beginners.

Important: These rules apply when your partner opened the bidding with 1NT. This lesson explains how the responder should bid.

Responder should count points as HCP (High Card Points), for now. Points Analysis: 0-7 Partscore. You and partner do not have game level. 8-9 Invitational hand. Game level is possible with 16 or 17 points by opener. 10+ Game Level. You and partner have game level points (in 3NT or 4♥ or 4♠) because partner has shown a minimum of 15 pts. This analysis is based on your hand, put together with partner's opening bid of 1NT. The responder to a 1NT opening bid is designated the "Captain." The responder is steering this ship, so to speak. The responder is the one with the most responsibility to ensure the partnership gets to the best level that is attainable.

Category 1 (0-7 HCP) – keep the bidding low:

Pass, unless you have a 5-card major (or longer).

With a 5-card major, bid the major, 2♠ or 2♥. That is usually the end of the bidding and the final contract. (See note\* below for one exception.)

Please note that the Opener may have a doubleton in your 5-card major suit, which gives your partnership only 7 trump. It is preferable to have 8 trump, but sometimes you are not able to find that fit easily. This is one of those times. You take what you get! The reasoning behind this is: With Responder having fewer than 8 points, it is advisable to be in a trump contract with only 7 trump together, rather than in a 1NT contract with such few points. Little trump cards are stoppers and can take tricks! Therefore, your weak hand may be more useful for taking tricks in a trump suit even though you have only 7 trump. Your hope is that your partner has 3 or 4 in that suit, but there is no guarantee of that. Your partner can open 1NT with a useless doubleton.

Opener's Rebid: Pass, except for this one situation, which is rare\*.

Super-Accepting! \*If Opener has the maximum number of points allowed to open 1NT (17) and the maximum number of cards (4) in the same major suit bid by the Responder, s/he should bid 3♠ or 3♥ to show this maximum and the 9-card fit in trump. Then Responder can decide whether to bid to game level (4♠ or 4♥) or pass. With 9 trump together, your hands have more strength than just points can show you. However, with very few points, it could still be difficult to take 10 tricks. Opener is inviting you to consider game level. Opener is showing his maximum strength hand and the 9-card fit in trump. If Responder has a singleton or a void and has points in the higher range of that lowest category (say, 6-7 pts), game level could be there. Judgment is needed by responder to pass or raise to game.

(Continued on page 2)

We will be using material from Ateacherfirst.com in this and in the next three newsletters this year. We hope you find it useful and educational. And after each lesson, it is a good idea to grab your best partner and head to a club or an I/N tournament and practice what you've learned. You will make new friends and have a great time doing it!

Category 2 (8-9 HCP) - invite to game:

*(continued from page 1)*

With 8-9 points and a balanced hand (no 5-card major), bid 2NT. If Opener has 17 pts, they should raise it to 3NT. Otherwise, Opener should pass. (With more experience, Opener may choose to bid 3NT with 16 pts, using judgment.)

With a 5-card major, bid the major at the 2 level (2 ♠ or 2 ♥). Opener should pass unless they can Super-Accept. See Page 1. You may take 10 tricks and make game, but it's better to be cautious for now. It is less confusing for beginners to learn simple bids to start.

Category 3 (10+ HCPs) - take it to game:

With 10+ pts and a balanced hand, raise the bid to game level, 3NT.

With a 5-card major, bid the major at the 3 level (3 ♠ or 3 ♥). Opener should consider this "forcing." Opener has a choice whether to bid 3NT or 4 ♠ or 4 ♥. Knowing that Responder has 5 of the major, Opener should choose the trump suit with 3 or 4 in Responder's major, or 3NT with only 2 in Responder's major (no 8-card fit).

With 10+ pts and a 6-card major, Responder should bid to game immediately (4 ♠ or 4 ♥). Responder knows that Opener has at least 2 of every suit to open 1NT, so they have a minimum 8-card fit in a major guaranteed. Responder should not give Opener a choice for 3NT.

Minor suits: As responder, with 6 cards or more in a minor suit and 10+ pts, jump to 3 of the minor. Opener can then decide to bid 3NT with stoppers in the other three suits or pass. There are some hands that are very difficult to bid and it is impossible to show a sample of every hand you will ever get. Sometimes you must rely on your own judgment and take a chance. Experience in bidding and playing will give you more skill in making those difficult judgments.

Note: As soon as you feel comfortable enough with bidding and playing and have some experience and confidence, your next goal should be to incorporate Stayman and Jacoby transfers into your bridge bidding "toolkit." Using Stayman & Jacoby is a more accurate way of bidding and allows the Opener to become the declarer more often. It's usually an advantage to keep the stronger hand (the Opener's hand) hidden with the weaker (Responder's) hand in view to the opponents as dummy. Also, the Stayman convention will help to find an 8-card fit in a major when the suit is split with four cards in one hand and four in the other. This Beginner system should be used only temporarily.

**Note: We are no longer snail mailing any issues of this newsletter. Snail mail has become cost prohibitive.**

**The newsletters are available online only at the District 13 website.**

**To access the site and find the newsletters, go to:**

**<http://acbl-district13.org/ArticlesAndNewsletters.htm>**

**Newsletters at this address go back to 2001. You can read them, print them, and enjoy them from there.**

## Lesson 2 – Using “StayJac” Responding to 1NT Opening using Stayman & Jacoby

Important: These rules apply when your partner opened the bidding with 1NT. This lesson explains how the responder should bid.

Responder should count points as HCP (High Card Points) and consider length pts. Count total points and put your hand into one of these three categories: Points Game level? 0-7 Partscore only, game level is very unlikely 8-9 Invitational hand, game level is possible if partner has 16-17 HCP 10+ Game level in a major or NT is reachable with 25-26 points; Responder is responsible for communicating the point count; game level in a minor requires 29+ points

The responder to a 1NT opening bid is designated the “Captain.” The responder is steering this ship, so to speak. The responder is the one with the most responsibility to ensure the partnership gets to the best level that is attainable.

Important note: When you are using Stayman and Jacoby, all the 2-level suit bids are codes. None of them mean the suit bid. I tell my students, “Think of the 1NT opening bid as a fire engine with lights flashing and sirens on. Both of you need to be on high alert to what comes next!”

This lesson may seem somewhat complicated, but as you play more and practice these bids several times, you will find that it becomes much easier. The bids may have to be memorized to start, but you will find they actually make a lot of sense. You are conveying information to each other in the hopes of finding the best contract. By using these two techniques, you are trying to ensure that the stronger hand (Opener with 15-17 HCP) becomes the Declarer and the weaker hand becomes the Dummy hand (exposed to the opponents). Also, by using Stayman, you can find an 8-card fit in trump when you both have 4 of a major.

I have found this to be one of the most difficult system of bids to introduce to beginners. That’s why I recommend learning the “Easy Way” first. However, Stayman and Jacoby are standard bidding conventions which are widely used so it is important for beginners to learn them as soon as possible.

Category 1 (0-7 HCP) – keep the bidding low:

Within this point range, you will almost always pass. There is one exception: when you have a 5-card major. Then you should not pass, even with 0 points. As you gain more experience, you will be pleased to know, this rule will not change.

Jacoby Transfer (used whenever Responder has 5 or more of a major):

To use this transfer technique, you must have 5 cards (or more) in a major suit and any number of points, even 0. Yes, even with 0 points you will demand that your partner bid in a suit! It is usually better to insist on a trump suit than to leave your partner in No Trump when you have a 5-card major. Jacoby Transfer is a demand bid. Responder is telling the Opener to bid a major and Opener must do as told!

With 5+ hearts, Responder bids 2 ♦. Opener immediately says, “Transfer” so everyone knows that this is a transfer bid. As soon as the next player bids or passes, Opener must bid 2 ♥ (one rank up from

Diamonds). With 5+ spades, Responder bids 2♥. Opener immediately says, “Transfer” and bids 2♠ (one rank up from Hearts) after opponent’s turn.

After transferring, Responder rebids as follows: (yes, you should memorize this) Pass with 0-7 points, bid 2NT with 8-9 points, or bid 3NT with 10+ pts. With the minimum responding hand (0-7 pts), you cannot give your partner any options. You are better off in a trump suit, even if partner has a doubleton in that major. With a medium hand (8-9 pts) or a maximum hand (10+ pts), you can give your partner the option of staying in NT or choosing the major suit. How does the opener decide? If the opener has only 2 cards in that suit, a NT contract can be a better choice, so s/he can pass. If the opener has 3-4 cards in that major suit, s/he has the choice to bid the suit, since you have shown 5 cards in that suit and s/he will know there is an 8-card fit. Also, by bidding 2NT, you are showing 8-9 pts, so opener can bring it to game level if s/he has 17 points (maybe even 16, though that can be risky). By bidding 3NT, you are showing 10+ points and opener can pass or bid 4♥ or 4♠ with 3 or 4 cards in your major suit.

\*Here is one exception when Responder bids 2♦ or 2♥ transferring to a 5-card major: If Opener has the maximum number of points (17) and the maximum number of cards (4) in the same major suit transfer by the Responder, s/he should super-accept the transfer and bid 3♠ or 3♥ immediately to show this maximum hand and the 9-card fit in trump. Then Responder can decide whether to bid to game level (4♠ or 4♥) or pass. With 9 trump together, you have extra strength, but with few points, it could still be difficult to take 10 tricks. Opener is inviting you to consider game level, but does not know whether you have 0 points or 7 points or more. If Opener does not super-accept immediately, Responder will pass with fewer than 8 points. That could make a big difference. If Responder has a singleton or a void and has points in the higher part of that range (5-7 pts), game level could be there. Judgment is needed.

Jacoby Transfer is used whenever the responder has a 5-card major. The 2nd call by responder (Pass, 2NT or 3NT) will show point count.

Category 2 (8-9 HCP) – invite to game:

If your partner opens with 1NT and you have 8 points or more, you should bid. First to consider is bidding a 5-card major using Jacoby Transfer. The bidding for Jacoby transfer is detailed on Page 2. With a balanced hand and no 4- or 5-card major, bid 2NT. With a 4-card major, but no 5-card major, you will use Stayman.

Stayman Convention: You must have 8+ HCP to use Stayman. Do not use with 0-7 pts. With 8 points or more and a 4-card major, you should explore the possibility that your partner might also have a 4-card major (8 cards together). Bid 2♣ (Stayman). This is an artificial bid (code) and does not mean Clubs. You are asking this question: “Do you have a 4-card major? If so, what is it?” When you use Stayman, Opener knows that you have a 4-card major, but does not know in which suit. In fact, you may have 4 cards in both majors.

Opener will answer as follows: 2♦ means “I do not have a 4-card major.” This bid does not mean diamonds. 2♠ means “I have 4 cards in spades and I do not have 4 cards in hearts.” 2♥ means “I have 4 cards in hearts and I may also have 4 cards in spades.”

The next bidding sequences require analytical thinking.

(Continued on page 5)

Responder knows whether their 4-card majors are a match (8 cards together). If so, you have found your trump fit. With a fit, your next bid will be a pass or a raise in that suit to the 3 or 4 level depending on how many points you have. If Opener does not have a 4-card major (i.e., responds 2♦) or Opener's major is different from Responder's (therefore, you have not found an 8-card fit in a trump suit), then Responder's next bid is 2NT. Opener then has the option of bidding 3NT with 17 pts. If Opener has 4 of both majors, and bids 2♥, and Responder changes the bid to 2NT (showing 8-9 pts), Opener then knows that Responder must have 4 spades or would not have used Stayman. Opener also has the option of bidding 3♠ or 4♠. Opener knows the Responder's point count and must figure it out.

Jacoby Transfer can also be used with 8-9 points (see Page 2). Transfer your partner (Opener) into your 5-card major, then bid 2NT. You are now giving your partner your point range of 8-9 and the Opener has these options. With only 2 cards in your major and 15-16 pts, Opener will pass. With only 2 cards in your major and 17 pts, Opener will raise it to 3NT. With 3-4 cards in your major and 15-16 pts, Opener will raise it to 3 or 4 of the major. Judgment is required to decide which level. With 3-4 cards in your major and 17 pts, Opener will raise it to 4 of the major. Don't worry if you find this complicated at first. It will all make sense eventually. Reminder: Game in No Trump, Hearts or Spades requires 25+ points.

**Summary:****Minimum Responding Hand (0-7 pts) – Jacoby transfer or pass.**

Opener	Responder's Hand	Responder's Bid	Opener's Rebid
1NT	0-7 pts, no 5-card major	Pass	
	5-card major in Hearts	2♦ (Jacoby)	Transfer to 2♥
	5-card major in Spades	2♥ (Jacoby)	Transfer to 2♠

Responder will then pass. Final contract is 1NT, 2♥ or 2♠.

**Medium Responding Hand (8-9 pts) – Jacoby transfer or Stayman.**

Opener	Responder's Medium Hand	Responder's Bid	Opener's Rebid
1NT	No 4- or 5-card major	2NT	15-16 pts – Pass 17 pts – Bid 3NT
	5-card major in Hearts	2♦ (Jacoby)	Transfer to 2♥
	5-card major in Spades	2♥ (Jacoby)	Transfer to 2♠
	4-card major	2♣ (Stayman)	With no 4-card major, bid 2♦ With 4 spades, bid 2♠ (denying 4 hearts) With 4 hearts, bid 2♥ (could also have 4 spades)

Responder will continue the bidding to show 8-9 pts, as follows:

If using Jacoby transfer, bid 2NT next.

If using Stayman, bid 3♥ or 3♠ to show a fit in the major suit or 2NT to show no fit.

Opener should take the bidding to game with 17 pts.

(With 15 pts, game is not advised. With 16 pts, game is not assured. Therefore, unless

Opener has 17 pts, Opener should usually pass.)

**Category 3 (10+ HCP) – take it to game:**

Opener	Responder's Hand	Responder's Bid	Opener's Rebid
1NT	No 4- or 5-card major	3NT	Pass
	5-card major in Hearts	2♦ (Jacoby)	Transfer to 2♥
	5-card major in Spades	2♥ (Jacoby)	Transfer to 2♠
	4-card major	2♣ (Stayman)	With no 4-card major, bid 2♦ With 4 spades, bid 2♠ (denying 4 hearts) With 4 hearts, bid 2♥ (could also have 4 spades)

Responder will continue the bidding to show 10+ pts, as follows:

If using Jacoby transfer, bid 3NT next.

If using Stayman, bid 4♥ or 4♠ to show a fit in the major suit or 3NT to show no fit.

**If you have 8+ HCP, a long suit in a minor (6+ cards), and no 4-card major, consider a bid of 3♦ or 3♣ in response to 1NT. You cannot bid at the 2 level because all 2 level response bids are codes. Opener then has the option to change it to 3NT with stoppers in all other suits. If Opener has only 2 cards in the minor, sometimes that can be difficult. Opener will then have to make a judgment call.**



**Quiz #2 - Opening Bids – 1NT and Responses**

Determine Opener's points and opening bid, Responder's points and responding bid, and subsequent bids for each of these 7 bridge games.

Apply the "Easy Way" or "StayJac" (using Stayman & Jacoby)

**Opener's Hand**

**Responder's Hand**



(answers on page 7)

## Quiz #2 – Answers – “Easy Way” 1NT Opening Bids and Responses Using No Conventions or Transfer Bids (Just Bidding Your Suit)

**Note: In all games, Opener has a 1NT opening hand (balanced, 15-17 HCP range). Responder places his/her hand in Category 1 (0-7 pts) Partscore, Category 2 (8-9) invitational, or Category 3 (10+) Game level.**

<b>GAME</b>	<b>Opener</b>	<b>Responder</b>	<b>Bidding: Opener &gt; Resp &amp; Final Contract</b>
<b>#1</b>	1NT (15 HCP)	<b>Category 1 (0-7):</b> 5 HCP with 5-card major	1NT > 2♠ > Pass <b>Final Contract: 2♠ by Responder</b>
<b>#2</b>	1NT (17 HCP)	<b>Category 1 (0-7):</b> 6 HCP, no 5-card major	1NT > Pass <b>Final Contract: 1NT by Opener</b>
<b>#3</b>	1NT (15 HCP)	<b>Category 3 (10+):</b> 12 HCP, no 5-card major	1NT > 3NT (Game) <b>Final Contract: 3NT by Opener</b>
<b>#4</b>	1NT (16 HCP)	<b>Category 3 (10+):</b> 11 HCP, no 5-card major	1NT > 3NT (Game) <b>Final Contract: 3NT by Opener</b>
<b>#5</b>	1NT (17 HCP)	<b>Category 3 (10+):</b> 8 HCP plus 2 for length, 5-card major	1NT > 3♥ > 4♥ (Game) Opener raises to game in hearts with 4 hearts as trump, together 9 trump. <b>Final Contract: 4♥ by Responder</b>
<b>#6</b>	1NT (16 HCP)	<b>Category 2 (8-9):</b> 8 HCP plus 1 for length, 5-card major	1NT > 2♠ > Pass Might take 10 tricks, so not perfect, but this is the best bid to make using the simplest, safest method for bidding at the beginner level. <b>Final Contract: 2♠ by Responder</b>
<b>#7</b>	1NT (17 HCP)	<b>Category 3 (10+):</b> 10 HCP, no 5-card major	1NT > 3NT (Game) <b>Final Contract: 3NT by Opener</b>

*Stayjac answers on page 8*

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There's lessons too that you can see!  
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The screenshot shows a bridge hand interface with the following details:

- IMP Pairs Board 10** (North is Dealt)
- Wakri1971** (South): ♠ A82, ♥ K6, ♦ Q108, ♣ A8654
- Nzafiro** (North): ♠ KQJ94, ♥ AQJ8, ♦ AK42, ♣
- ShadyMum** (East): ♠ 1053, ♥ 752, ♦ J753, ♣ 1092
- akri197** (West): ♠ 76, ♥ 10943, ♦ 96, ♣ KQJ73
- Ef ShadyM** (South): Pass
- EFE** (East): 0
- NS**: -28.8 IMPs (-3.0)
- EW**: +28.8 IMPs (+3.0)

## This is what it looks like!

**Quiz #2 – Answers – “StayJac”**  
**1NT Opening Bids and Responses**  
Using Stayman Convention and Jacoby Transfer when applicable

**Note: In all games, Opener has a 1NT opening hand (balanced, 15-17 HCP range). Responder places his/her hand in Category 1 (0-7 pts) Partscore, Category 2 (8-9) invitational, or Category 3 (10+) Game level.**

<i><b>GAME</b></i>	<i><b>Opener</b></i>	<i><b>Responder</b></i>	<i><b>Bidding: Opener &gt; Responder &amp; Final Contract</b></i>
<b>#1</b>	1NT (15 HCP)	<b>Category 1 (0-7):</b> 5 HCP with 5-card major	1NT > 2♥ (Jacoby Transfer) > 2♠ > Pass <b>Final Contract: 2♠ by Opener</b>
<b>#2</b>	1NT (17 HCP)	<b>Category 1 (0-7):</b> 6 HCP, no 5-card major	1NT > Pass <b>Final Contract: 1NT by Opener</b>
<b>#3</b>	1NT (15 HCP)	<b>Category 3 (10+):</b> 12 HCP, no 5-card major, but 4-card major	1NT > 2♣ (Stayman) > 2♠ > 4♠ (Game) <b>Final Contract: 4♠ by Opener</b>
<b>#4</b>	1NT (16 HCP)	<b>Category 3 (10+):</b> 11 HCP, no 5-card major, but 4-card major	1NT > 2♣ (Stayman) > 2♥ > 3NT <b>3NT by Opener</b>
<b>#5</b>	1NT (17 HCP)	<b>Category 3 (10+):</b> 8 HCP + 2 for length, with 5-card major	1NT > 2♦ (Jacoby Transfer) > 3♥* > 4♥ * (Super Accept) Opener shows max. pts and max. hearts by immediately super-accepting the transfer. Responder should bid to Game. <b>Final Contract: 4♥ by Opener</b>
<b>#6</b>	1NT (16 HCP)	<b>Category 2 (8-9):</b> 8 HCP with 5-card major	1NT > 2♥ (Jacoby Transfer) > 2♠ > 2NT (Showing 8-9 pt count) > 3♠ > Pass or 4♠. With an 8-card fit in spades, Opener prefers a spade contract rather than being in No Trump. With 16 HCP, Opener could raise to 4♠. With a singleton, Responder might raise to 4♠. The contract could be 3♠ or 4♠. Might take 10 tricks, but might not. To be safe, 3♠ might be better for beginners. <b>Final Contract: 3♠ or 4♠ by Opener</b>
<b>#7</b>	1NT (17 HCP)	<b>Category 3 (10+):</b> 10 HCP, no 5-card major, but 4-card major	1NT > 2♣ (Stayman) > 2♥ > 4♥ (Game). An 8-card fit in hearts is found. <b>Final Contract: 4♥ by Opener</b>



*The Courtship of Miss No Trump*, created to help teach Stayman and Jacoby in a humorous and hopefully memorable way, was published in the ACBL Bridge Bulletin, May 2014 edition.

## **The Courtship of Miss No Trump**

Miss No Trump was an elusive rarity and, when she appeared, she was always on the lookout for a partner. She was a beauty, a femme fatale, and men enthusiastically sought her hand! The moment she announced her name, it brought the table to attention. She was no ordinary lady! With 15-17 points and a balanced shape, she was a most desirable partner and had plenty of suitors.

Courters without a 5-card major and holding fewer than 8 points were no match for Miss No Trump. They had no option but to pass her by. She wasted no time on them. No chumps for Miss No Trump!

However, she was especially charmed by two particular gentlemen: Mr. Stayman and Mr. Jacoby Transfer. Their advances were welcome and she enjoyed flirting with them! Both had a secret language of codes for communicating with her which she found quite intriguing. Not only that but, in their pursuit for the perfect contract, she appreciated the fact that they were very careful to keep her well-endowed hand out of sight from the curious opponents.

Mr. Stayman was very keen and known to court her many times. Hearing his predictable pick-up line of “2♣,” she would sigh and think to herself, “Here we go again!” Stayman only ever wanted to know just one thing — did she have a 4-card major that matched his own? She was willing to entertain him since this meant he had at least 8 points and a 4-card major.

If she had a 4-card major in hand, she would answer “2♥” to show she had 4 hearts (and possibly 4 spades) or “2♠” to show 4 spades (and denying 4 hearts). If he found an 8-card fit, Stayman would decide how high to raise the stakes. With 8-9 points, he would raise to “3♥” or “3♠” leaving her to pass or bring them to game. With 10+ points, game was guaranteed, so he would seal the contract at 4♥ or 4♠!

Without the major-suit fit, Stayman would be obliged to answer “2NT” with 8-9 points and “3NT” with 10+ points. It was Stayman’s responsibility to do the calculations because he knew more about her assets than she did about his.

From his response back to NT, she also gleaned some extra information. Having asked for a 4-card major, he must have at least one of his own. Naturally, if her answer was “2♥” and he responded in NT, then he must have 4 spades or he wouldn’t have asked! So she had another option if she had 4 cards in both majors — she could now bid spades with complete confidence. Their complete trust in each other made them an extraordinary and clever duo!

Without any 4-card major at all, she must truthfully answer “2♦.” In this case, he would now bid 2NT with 8-9 points or 3NT with 10+. Stayman was flexible and knew when and how to appease this lady. He was willing to do whatever he needed to make their partnership work — he was the captain “steering this ship” but ultimately allowing her some control, too.

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So her answers to Stayman's "2 ♣" proposition were simply "2 ♥" or "2 ♠" to show her 4-card major and "2 ♦" to indicate that she had none.

Stayman's rival, Mr. Jacoby Transfer, would occasionally appear on the scene. He was quite a different character compared to Stayman! Jacoby did not ask Miss No Trump for anything — he told her exactly what to do! She dared not disobey his instructions! She must do exactly what he commanded, no questions asked. Her future was in his hand.

Though Jacoby could have as few as 0 points, he always flaunted his 5-card major.

It's not easy for a woman of her eminence to be told what to do, but whatever Jacoby may lack in strength, he made up for in good manners. Whenever he could, he would pass the contract to her and let her play the hand, keeping her valuable assets hidden while his weaknesses would be displayed on the table for everyone to see! He could be bossy to start, but he always had her best interests in mind.

If Jacoby ordered "2 ♦," this meant that he had 5 hearts or more. She must immediately say "Transfer" and then respond "2 ♥" on her turn to bid. If he commanded "2 ♥," he was guaranteeing at least 5 spades. With that, she was forced say "Transfer" and then bid "2 ♠." Once she followed his command, he would make his next move — bid 2NT with 8-9 points and 3NT with 10+ points. With that added information, she had the option to leave the contract in NT or change it back to his major.

Unfortunately, if he had fewer than 8 points, he could not give her any options at all. In that case, she was stuck with his major suit whether she liked it or not, but most of the time, she knew it would be the most advantageous option for the two of them.

She had one other response to give Jacoby after his initial command — this pleased him very much on the rare occasions when it happened. She could "super-accept" his offer. With 4 cards in his suit and her maximum 17 points, she would immediately jump to the 3-level. Though difficult, Jacoby must contain his excitement and be careful to press to game only when the strength of his hand warranted an increase to game level.

So which of these two gentlemen would be her choice for the night? Was it the courteous Mr. Stayman with his polite way of propositioning her or the demanding Mr. Jacoby Transfer who always bossed her around? It turns out that Miss No Trump was one of the biggest two-timers ever — sometimes she picked Stayman and, other times, it was Jacoby she preferred. To their dismay, she used her wily whims to shuffle them around like a flimsy deck of cards!

Summary of Responses to 1NT opening bid: Fewer than 8 points, no 5-card major = Pass Any number of points (even 0) with a 5-card major = use Jacoby Transfer At least 8 points and a 4-card major = use Stayman

## Dealer South. EW Vul.

<p>♠ A 8 7 4 ♥ 8 4 ♦ A 8 7 ♣ A 8 5 2</p> <p>♠ 9 6 3 2 ♥ 9 3 ♦ 6 5 3 ♣ J 9 4 3</p>	<p>♠ — ♥ K Q 10 7 6 5 2 ♦ K Q 4 ♣ 10 7 6</p> <p>♠ K Q J 10 5 ♥ A J ♦ J 10 9 2 ♣ K Q</p>
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West	North	East	South
—	—	—	1♠
Pass	2NT <sup>1</sup>	3♥	Pass <sup>2</sup>
Pass	4♠ <sup>3</sup>	Pass	4NT <sup>4</sup>
Pass	5♣ <sup>5</sup>	Pass	6♠
Pass	Pass	Pass	

1. Game-forcing spade raise, 4+ trumps
2. Encouraging, no shortage
3. Minimum game force
4. Roman Key-Card Blackwood
5. 0 or 3 key cards

West led the nine of hearts. Declarer could count only ten winners and saw that he would need to play the diamonds for one loser and possibly ruff a diamond in dummy for his twelfth trick. Declarer played low from dummy at trick one and took East's queen of hearts with his ace. At trick two he played the king of trumps – getting the news that West had all four.

The contract appeared to depend on declarer making the slam-going tricks in diamonds. However, declarer saw an extra chance: he embarked on a plan of a partial elimination in case East began with 0-7-3-3 shape. Declarer continued by cashing the king and queen of clubs and then, crucially, leading the five of trumps to West's three and dummy's seven. After throwing the jack of hearts on dummy's ace of clubs, declarer ruffed dummy's remaining heart in hand. As the preliminaries had been accomplished, declarer ran the jack of diamonds to East's queen. As East only had red-suit cards remaining, he was endplayed.

East decided that a diamond return was hopeless and instead exited with a heart. Declarer ruffed this in hand while West and dummy discarded low diamonds. After a diamond to the ace, declarer made the three remaining tricks on a crossruff.

Of note is that this approach would also have succeeded when East began with 0-7-2-4 shape and at most one diamond honour.

## Dealer South. Both Vul.

<p>♠ 8 4 2 ♥ 4 2 ♦ K Q 8 6 5 4 ♣ 8 5</p> <p>♠ Q 7 5 3 ♥ J 10 9 8 6 ♦ — ♣ A Q 7 3</p> <p>♠ A K ♥ A K Q ♦ J 7 2 ♣ K J 10 9 4</p>	<p>♠ J 10 9 6 ♥ 7 5 3 ♦ A 10 9 3 ♣ 6 2</p>
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West	North	East	South
—	—	—	2NT
Pass	3NT	Pass	Pass
Pass			

West led the jack of hearts. Declarer took this with the queen of hearts and led a low diamond towards dummy – his plan was to play two rounds of diamonds then shift to clubs. This would have succeeded as long as diamonds were no worse than 3-1. However, West threw a low club instead of following suit and this plan was dead. East took the king of diamonds with the ace and continued with a heart. Declarer won with his ace then crossed to dummy with a diamond to the queen to lead a club to his jack. West took this with the queen and played a third heart.

After winning this with the king of hearts, declarer played a low club, hoping that hearts were 5-3 and East had the ace of clubs. Alas, West rose with the ace of clubs and cashed his two established heart winners to defeat the contract.

## Words of Wisdom for the Up and Coming Player...

Take advantage of this crazy time, stuck at home, out of harm's way, to brush up on your bridge skills. Reading bridge hands has always been a great way to improve one's game. Instead of simply watching television, spend some of your day watching bridge on Bridge Base Online (BBO) and reading bridge hands.

One way to benefit from bridge reading is to call your favorite partner and each of you assume one hand of the partnership. You bid using your system and see how well you compare to the players in the write-up.

Stay safe and keep on learning!

# All Things Bridge

T	Z	E	T	H	I	R	T	E	E	N	D	D	E
Z	T	C	I	E	L	N	E	E	U	Q	S	E	P
Z	I	L	S	D	R	S	E	L	B	Q	H	Y	R
H	B	U	E	S	D	R	A	C	B	E	D	M	E
S	I	B	N	B	M	B	I	D	R	U	D	M	E
Q	K	S	H	E	A	R	T	S	O	S	O	U	M
U	F	L	D	E	A	L	E	R	S	U	E	D	P
E	L	R	D	E	F	E	N	D	E	R	S	P	T
E	F	L	E	E	E	E	B	S	P	A	D	E	S
Z	D	E	C	L	A	R	E	R	D	K	L	E	Y
E	T	S	P	E	L	B	A	R	E	N	L	U	V
K	D	N	E	Q	A	E	E	A	S	T	R	V	R
D	E	U	C	E	P	L	A	Y	S	A	B	A	E
S	Z	Y	E	K	I	N	G	Q	H	L	S	Y	D

THIRTEEN  
 HEARTS  
 VULNERABLE  
 DEUCE  
 DOUBLE  
 KING  
 DEFENDERS  
 EAST  
 CLUBS  
 SQUEEZE  
 SPADES  
 PREEMPT  
 DECLARER  
 DEALER  
 PLAY  
 CARDS  
 KIBITZ  
 DUMMY  
 BID  
 QUEEN

**Tournaments in District 13**  
**Have largely been cancelled**  
**through September.**  
**We will keep you**  
**Up - To - Date on Happenings!**