

JACOBY 2NT RESPONSES TO 1 MAJOR

In a 5-card major system the 2NT response has no natural meaning, so it can be put to an alternative use. It basically can be used as a flat game forcing hand in the major, with a view to exploring slam possibilities.

(This is not quite true within a 4-card major system, but the change is well worth it).

So a summary of support responses to 1♥ is:

2♥ - limit bid 5 – 8 points (or 9+ losers)

3♥ - limit bid 11 – 12 points (or 8 losers)

2NT – Jacoby response – 13 + points with trump support (see below)

4♥ - pre-emptive 7 – 10 points

Splinter bids (3♠, 4♣, 4♦) – singleton or void plus trump support.

If not using ‘losing trick count’, with 9 – 10 points change suit and show delayed support.

3NT – balanced 13+ points no heart support (three cards or less). (This could of course be passed if responder also has a balanced hand, particularly in pairs).

(The responses are the same for a 1♠ bid, remembering that a 4♥ response is a splinter bid).

2NT (Jacoby response):

Shows 13+ points – game forcing – support for major (3+ cards). This hand usually controls the auction thereafter.

The opener’s responses focus on showing shape as follows (assume 1♥ opening) (Treatments do vary, but a common approach is):

3♣, 3♦, 3♠ - singleton or void in the suit 13+ points.

4♣, 4♦, 4♠ - secondary good four/five card suit – a source of tricks

3NT – intermediate hand 15 – 16 points, with no singleton or void.

3♥ - strong hand 17+ points, with no singleton or void.

4♥ - all other minimum hands (12 – 14 points).

Note:

- with a minimum (11 – 12 points) opening bid, and a singleton or void, don’t show the feature. If responder is particularly strong he can bid again.
- with a good secondary four/five card suit and a singleton or void, give preference to showing the four/five card suit (remember this also implies a singleton or void).
- the showing of a secondary four/five card suit can also show the general hand strength depending on which one was originally opened.
- same applies for 1♠ opening.

Responder should initiate a cue-bidding sequence if interested in exploring a slam.

Examples:

a)	♠ 2	♠ A73
	♥ KJ984	♥ Q1072
	♦ AJ872	♦ KQ
	♣ A8	♣ K953

1♥	2NT
4♦ (5 cardsuit)	4NT (RKCB)
5♦ (3 keycards)	6♥

Over the 2NT, opener shows his second suit. Responder's ♦KQ are now very useful. With one key-card missing, settle for the small slam.

b)	♠AK2	♠ QJ3
	♥ KQ984	♥ AJ72
	♦QJ72	♦ 84
	♣ 8	♣ KQJ3
	1♥	2NT
	3♣	4♥

Opener shows the singleton club, which is not to responder's liking. Settle for 4♥. With a better hand he may progress.

c)	♠ AJ2	♠ KQ3
	♥ K10984	♥ AJ72
	♦ QJ72	♦ 84
	♣ 8	♣ A973
	1♥	2NT
	4♥	pass

Opener shows a minimum hand rather than showing the singleton. With ♦A instead of ♦Q (13 points), show the singleton club.

d)	♠ A2	♠ KQ3
	♥ KQ984	♥ AJ72
	♦ AK73	♦ 84
	♣ 86	♣ A973
	1♥	2NT
	3NT	4♣ (cue)
	4♦ (cue)	4♥
	4♠ (cue)	4NT (RKCB)
	5♦ (3 key cards)	6♥

Jacoby With 4-Card Majors

The principles are the same, but the following should apply

- the 2NT requires 4-card support
- it is best to reverse the meaning of the opener's 3♣, 3♦, 3♥ with the 4♣, 4♦, 4♥ bids – i.e. a 'source of tricks' in an alternative suit should be bid at the three level, and singleton or void showing at the four level