

BIDDING CONVERSATIONS - WEEK 2

RESPONDING TO ONE OF A SUIT OPENING BIDS

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MAJOR SUIT RESPONSE CONVENTIONS

When an opener opens the bidding and responder has at least 10 points with at least four cards in another suit, responder can bid two of the new suit to force the opener to make another bid. Subsequent bids can reveal additional strength and a trump fit.

But two combined hands with a nine-card (5+4) trump fit will play better and usually take more tricks than two hands with the same total strength but only an eight-card (5+3 or 4+4) trump fit. There are two straight forward *major suit* conventions that responder can use to show a nine-card (5+4) trump fit and describe responder's strength more precisely:

- **Limit Raise** (*Natural, Limited, Invites Game*)
 - ✓ 10-12 dummy points (*some partnerships prefer 11-12*)
 - ✓ 4+ card support in opener's major
- **Jacoby 2N** (*Artificial, Unlimited, Forces Game, Possible Slam Interest*)
 - ✓ 13+ dummy points
 - ✓ 4+ card support in opener's major

LIMIT RAISE					JACOBY 2N				
SOUTH - YOU	North	East	South	West	SOUTH - YOU	North	East	South	West
♠ K 8 6 2	1♥	Pass	3♥		♠ K J 8 6	1♠	Pass	2NT	
♥ Q T 9 7					♥ A T				
♦ Q J 6					♦ Q J 6				
♣ K 4					♣ Q 9 8 4				

• **Limit Raise:**

South has 12 dummy points (11 HCP + 1 ♣ SSP) and could respond a *new suit forcing* 1♠ to describe a hand with at least six points and at least four spades. On the next turn South could rebid hearts at the three level to limit the strength and show at least three-card heart support. But a *limit raise* to 3♥ describes a hand with 10-12 dummy points and at least four hearts, a more descriptive response than a new suit forcing response.

• **Jacoby 2N:**

South has 14 dummy points (13 HCP + 1 ♥ SSP) and could respond a *new suit forcing* 2♣ to describe a hand with at least 10 points and at least four (but it might only be three) clubs. On the next turn South could jump to the game in spades if a slam does not seem possible. But a *Jacoby 2NT* response describes a hand with at least 13 dummy points and at least four spades, a better description than the 2♣ response.

LIMIT RAISE BIDDING CONVERSATION

PLAYER	BIDDING
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Opener: Opens the bidding:

1♥	Promises 13-21 declarer points with at least five hearts and less than five spades.
1♠	Promises 13-21 declarer points with at least five spades.

Opponent:

Pass	
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Responder: Initiates a **limit raise** conversation:

3 Maj	Invitational. Promises 10-12 ¹ dummy points and at least four cards in opener's major. <i>Left hand opponent waits ten seconds.</i> ²
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Opener: With 13-14 declarer points (game unlikely):

Pass	<i>No game or slam interest.</i>
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With 15-18 declarer points (game likely, slam unlikely):

4 Maj	Sign-off. <i>Directs responder to pass.</i>
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With 19-21 declarer points (slam possible):

New Suit	Forcing, control bid. Shows first round control in the new suit. <i>Definite slam interest.</i>
4NT	Artificial, Blackwood. <i>Directs responder to bid an Ace count.</i> ²

¹ Some partnerships prefer 11-12 dummy points to respond with a limit raise. In that case a responder with only 10 points should make a new suit forcing response in a side four-card suit and rebid the major at an invitational level on the next turn. Without a side four-card suit responder should choose between a weak raise or a limit raise based on the quality of the hand.

² In duplicate, the left hand opponent of the jump bidder must pause for ten seconds before making a bid.

Note that a **limit raise** does not apply if responder's right hand opponent makes an **overcall** or a **takeout** double.

LIMIT RAISE EXAMPLE 1															
<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">WEST</div> <p>♠ A Q J 7 5 ♥ Q 6 5 ♦ A 3 ♣ T 7 4</p> <p>VULNERABLE</p>	<table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <thead> <tr> <th style="width: 12.5%;">South</th> <th style="width: 12.5%;">West</th> <th style="width: 12.5%;">North</th> <th style="width: 12.5%;">East</th> </tr> </thead> <tbody> <tr> <td>Pass</td> <td>1♠</td> <td>Pass</td> <td>3♠</td> </tr> <tr> <td>Pass</td> <td>Pass</td> <td>Pass</td> <td></td> </tr> </tbody> </table>	South	West	North	East	Pass	1♠	Pass	3♠	Pass	Pass	Pass		<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">EAST</div> <p>♠ K T 9 6 ♥ K T 3 ♦ J 9 6 2 ♣ K 6</p> <p>VULNERABLE</p>	
South	West	North	East												
Pass	1♠	Pass	3♠												
Pass	Pass	Pass													

- **West:** Has 14 declarer points (13 HCP + 1 ♠ LSP) and opens 1♠ to describe a hand with 13-21 declarer points and at least five spades. *This invitational bid makes East the bidding captain.*
- **East:** Has 11 dummy points (10 HCP + 1 ♣ SSP). East could make a *new suit forcing* 2♦ response to describe a hand with at least 10 points and at least four diamonds. On the next turn East could rebid spades to limit the hand and show at least three card spade support. But East prefers to respond with a *limit raise* to 3♠ to more precisely describe a hand with 10-12 dummy points and at least four spades. *This limiting bid makes West the bidding captain.*
- **West:** Now knows the partnership has 24-26 (14+10 to 14+12) total points, borderline for a game, with a nine-card trump fit which increases the strength of the partnership. But West has seven or eight losers and the partnership is vulnerable so West decides not to risk the game.

LIMIT RAISE EXAMPLE 2															
<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">WEST</div> <p>♠ 8 4 ♥ A Q J T 9 ♦ T 6 ♣ K Q J T</p>	<table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <thead> <tr> <th style="width: 12.5%;">West</th> <th style="width: 12.5%;">North</th> <th style="width: 12.5%;">East</th> <th style="width: 12.5%;">South</th> </tr> </thead> <tbody> <tr> <td>1♥</td> <td>Pass</td> <td>3♥</td> <td>Pass</td> </tr> <tr> <td>4♥</td> <td>Pass</td> <td>Pass</td> <td>Pass</td> </tr> </tbody> </table>	West	North	East	South	1♥	Pass	3♥	Pass	4♥	Pass	Pass	Pass	<div style="border: 1px solid black; padding: 2px; margin-bottom: 5px;">EAST</div> <p>♠ A 7 ♥ 8 6 4 3 ♦ K Q J ♣ 8 4 3 2</p>	
West	North	East	South												
1♥	Pass	3♥	Pass												
4♥	Pass	Pass	Pass												

- **West:** Has 14 declarer points (13 HCP + 1 ♥ LSP) and opens 1♥ to describe a hand with 13-21 declarer points, at least five hearts, and less than five spades.
- **East:** Has 11 dummy points (10 HCP + 1 ♠ SSP) and responds with a 3♥ *limit raise* to describe a hand with 10-12 dummy points and at least four hearts.
- **West:** Knows the partnership has a nine-card heart fit with 24-26 (14+10 to 14+12) total points, borderline strength for a game. But West has a high quality hand and East must have high card points in spades and diamonds to make the limit raise. The nine-card fit adds extra strength and the partnership is not vulnerable. West bids the 4♥ game.

JACOBY TWO NO TRUMP BIDDING CONVERSATION

PLAYER	BIDDING
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Opener: Opens the bidding in first or second seat:

1♥	Promises 13-21 declarer points with at least five hearts and less than five spades.
1♠	Promises 13-21 declarer points with at least five spades.

Opponent:

Pass	
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Responder: Initiates the **Jacoby 2N** convention:

2NT	Artificial, marathon. Promises 13+ dummy points and at least four cards in opener's major. <i>Opener alerts.</i> ¹ <i>Left hand opponent waits ten seconds.</i> ²
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Opener: First priority is to show shape regardless of strength:

3 New	Artificial. Show singleton or void in new suit. <i>Responder alerts.</i> ¹
4 New	Promises good suit with at least five cards. <i>Responder alerts.</i> ¹

With 13-16 declarer points:

4 Maj	Denies interest in a slam. <i>Responder alerts.</i> ¹
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With 17-18 declarer points:

3NT	Artificial. Possible interest in a slam. <i>Responder alerts.</i> ¹
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With 19-21 declarer points:

3 Maj	Definite interest in a slam. <i>Responder alerts.</i> ¹
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Responder: Determines final contract or confirms a slam.

Pass	Only if opener jumped to game. <i>No slam interest.</i>
New Suit	Forcing, control bid. Shows first round control (the Ace or a void) in the new suit. <i>Definite slam interest.</i>
4 Maj	Sign-off. <i>No slam interest.</i>
4NT	Artificial, Blackwood. <i>Directs opener to bid an Ace count.</i> ³

¹ In duplicate, you must say "alert" or show the **alert card** when partner makes an alertable bid.

² In duplicate, the left hand opponent of the jump bidder must pause for ten seconds before making a bid.

³ **Control bids** and the **Blackwood** convention will be covered in *Week 7*.

Note that the **Jacoby 2N** convention does not apply if partner opens in third or fourth seat or responder's right hand opponent makes an **overcall** or a **takeout** double.

JACOBY 2N EXAMPLE 1					
WEST	West	North	East	South	EAST
♠ 9 7	1♥	Pass	2NT	Pass	♠ A K T 8
♥ A K 6 4 2	4♥	Pass	Pass	Pass	♥ Q T 8 3
♦ Q J 6					♦ K 2
♣ K 6 2					♣ 9 8 3

- **West:** Has 14 declarer points (13 HCP + 1 ♥ LSP) and opens 1♥ to describe a hand with 13-21 declarer points, at least five hearts, and less than five spades.
- **East:** Has 13 dummy points (12 HCP + 1 ♦ SSP). East could respond with a *new suit forcing* 1♠ to show a hand with at least six dummy points and at least four spades. Then East could rebid the hearts on the next turn. But a more descriptive bid is an *artificial game forcing Jacoby 2NT* (*West alerts*) to describe a hand with at least 13 dummy points and at least four hearts. Then, if West shows an interest in a slam, East can bid the spades to show first round control.
- **West:** Does not have a singleton or a void so West jumps directly to the 4♥ game to limit the hand to 13-16 declarer points with no interest in a slam.
- **East:** Knows the partnership has 26-29 (13+13 to 13+16) total points which, in the absence of unusual distribution, is not enough to confirm a slam.

JACOBY 2N EXAMPLE 2					
WEST	West	North	East	South	EAST
♠ A 8 3	1♥	Pass	2NT	Pass	♠ 6
♥ A Q T 5 3 2	3♦	Pass	4NT	Pass	♥ K J 9 4
♦ 6	5♥	Pass	6♥	Pass	♦ T 9 7 5 4
♣ Q 6 5	Pass	Pass			♣ A K J

- **West:** Has 14 declarer points (12 HCP + 2 ♥ LSP) and opens 1♥ to describe a hand with 13-21 declarer points, at least five hearts, and less than five spades.
- **East:** Has 15 dummy points (12 HCP + 3 ♠ SSP) and responds with an *artificial game forcing Jacoby 2NT* (*West alerts*) to describe a hand with at least 13 dummy points and at least four hearts.
- **West:** Rebids 3♦ (*East alerts*) to show either a singleton or a void in diamonds.
- **East:** Since the partnership probably has at most one diamond and one spade loser, East thinks a slam is possible if the partnership has the necessary Aces to control the suits. East rebids an *artificial Blackwood 4NT* to ask for an Ace count.
- **West:** Bids an *artificial 5♥* to show two Aces.
- **East:** Commits the partnership to the 6♥ small slam.

OPENER'S REBID - THE REVERSE

A *reverse* is a bidding conversation that forces responder with a minimum hand to go to the three-level to give preference to opener's first bid suit.

Consider the bidding auction on the right. North's **1♠** response shows little or no preference for hearts and North could have as few as 6 points. When South rebids **2♥**, a higher rank than clubs, North must rebid **3♣** to show a preference for clubs over of hearts. But if both hands are at a minimum, the partnership could have as few as 19 (13+6) combined points which is usually not enough to make a three-level contract. For this reason, an opener who does a reverse should have 17+ points to ensure the partnership has at least 23+ (17+6) points to make a three-level contract.

South	West	North	East
1♣	Pass	1♠	Pass
2♥	Pass	??	

PLAYER	BIDDING
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Opener: Opens the bidding with a one-level suit bid (*natural, limited, invitational*).

- Promises 13-21 declarer points.
- Promises at least five cards if open a major suit *or* at least three cards (probably four) if open a minor suit.

Responder: Responds a new suit at the one level (*natural, unlimited, forcing*):

- Promises at least 6 points.
- Promises at least four cards in the suit.

Responds a weak **1NT** (*natural, limited, invitational*):

- Promises 6-9 points.
- Denies support for opener's suit.

Opener: **Cheap rebids a new suit at the two-level that has a higher rank than the opening bid suit, a reverse** (*natural, unlimited, forcing*):

- **Promises an unbalanced hand with 17+ points.**
- **Promises five (or six) cards in the opening suit and four (or five) cards in the rebid suit.**

Responder: With a weak hand (6-8 points):

- ✓ Cheap rebid opener's first suit with three-card support.
- ✓ Cheap rebid opener's second suit with four-card support.
- ✓ Cheap rebid responder's suit with at least five cards.
- ✓ Rebid **2NT** with a balanced hand and a stopper in the unbid (fourth) suit.

With a strong hand (9+ points):

- ✓ Jump raise opener's first suit with three-card support (*forces game*).
- ✓ Jump raise opener's second suit with four-card support (*forces game*).
- ✓ Jump raise responder's suit with at least five cards (*forces game*).
- ✓ Rebid **3NT** with a balanced hand and a stopper in the unbid (fourth) suit.

Bidding Auction: **1♣** → Pass → **1♠** → Pass
??

Rebid 2♠ with: ♠K Q 8 ♥A Q T 9 ♦6 ♣Q 9 8 5 4

15 DumPs (13H+2S) (*minimum strength*). Too weak to reverse to **2♥**. Could rebid **2♣** but club suit is not high quality. With luck partner has 5+ spades.

Rebid 2♦ with: ♠8 4 ♥K 8 ♦A Q 9 3 ♣A K T 9 3

17 DecPs (16H+1L) (*medium strength*). Just enough to *reverse* and show the 5-4 shape.

Bidding Auction: **1♥** → Pass → **1NT** → Pass
??

Rebid 2♥ with: ♠A Q 6 5 ♥K J 9 8 5 4 ♦7 ♣K 4

15 DecPs (13H+2L) (*minimum strength*). Too weak to reverse to **2♠**, too weak to invite or force game, and partner denied having four spades. Rebid hearts to show six card suit.

Rebid 2♠ with: ♠K Q 9 7 ♥A K Q 9 8 4 ♦6 ♣K T

19 DecPs (17H+2L) (*maximum strength*). *Reverse* to show strength and 5-4 shape. Better than a rebid of **2♥** to show six card suit. Jump to game after partner's forced rebid.

Bidding Auction: **1♣** → Pass → **1♥** → Pass
2♦ → Pass → ??

Rebid 3NT with: ♠K Q 9 7 ♥K 7 5 4 ♦9 6 ♣J 5 2

9 HCPs. Balanced hand with stopper in spades, the unbid suit. Partner's reverse means partnership should have 25+ HCP, enough for game.

Rebid 3♣ with: ♠Q 9 7 6 ♥K 7 5 4 ♦9 6 ♣J 5 2

7 DumPs (6H+1S). Cheap raise partner's clubs to show 6-8 points and 3+ clubs.

Bidding Auction: **1♣** → Pass → **1♠** → Pass
2♦ → Pass → ??

Rebid 4♣ with: ♠K 7 6 4 2 ♥Q 9 ♦K 5 ♣A 9 8 6

13 DumPs (13H+1S). Jump rebid partner's clubs to show 9+ points, 3+ clubs. Forces game.

Rebid 3♠ with: ♠K Q 8 7 5 2 ♥9 7 ♦6 3 2 ♣A T

9 HCPs. Jump raise your spades to show 9+ points, 5+ spades. Forces game.

Rebid 2♠ with: ♠K Q 8 7 5 2 ♥9 7 ♦6 3 2 ♣J T

6 HCPs. Cheap raise your spades to show 6-8 points and 5+ spades.

Rebid 3♦ with: ♠Q 8 7 5 2 ♥9 7 ♦K 6 3 2 ♣J T

7 DumPs (5H+2S). Cheap raise partner's diamonds to show 6-8 points and 4+ diamonds.

OPENER'S REBID - HELP SUIT GAME TRY

Consider the bidding auction on the right. North's 2♠ response limits the hand to 6-9 dummy points with at least three spades. Using natural bids, South's rebid depends on the strength of the hand with:

South	West	North	East
1♠	Pass	2♠	Pass
??			

Responder Dummy Points	Opener Declarer Points	Partnership Total Points	GAME	REBID
6-9	13-16	19-25	Unlikely	PASS
	17-18	23-27	Possible	3♠
	19-21	25-30	Likely	4♠

But if South has 15-16 points and North has the right kind of help, a game is possible even if North has a minimum. And if South has 17-18 but North has the wrong kind of help, a game could be doomed even if North has the maximum. An opener with losers in a side suit can use the *help suit game try* convention to resolve any ambiguity.

PLAYER	BIDDING
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Opener: Opens the bidding:

1♥	Promises 13-21 declarer points with at least five hearts and less than five spades.
1♠	Promises 13-21 declarer points with at least five spades.

Responder: Supports opener's major:

2 Maj	Invitational. Promises 6-9 dummy points and at least three card support for opener's major.
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Opener: With border line game strength (15-18 declarer points) and two or more losers in a side suit:

New Suit	Forcing. Asks responder for help in taking tricks in new suit. <i>Responder alerts.</i>
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Responder: Accepts or rejects game try:

3 Maj	Sign-off. Denies high cards or shortness in opener's new suit.
4 Maj	Sign-off. Promises <i>either</i> high cards in opener's new suit <i>or</i> shortness in opener's new suit and enough trump (usually four) to make some ruffs.

Opener:

Pass	
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Responder can use the following guidelines to decide to accept or reject the game try:

Look at the three highest cards in the help suit and count its losers:

- ✓ 0 losers → bid game.
- ✓ 1 loser → bid game.
- ✓ 2 losers → bid **4MAJ** with a maximum, otherwise sign-off with **3MAJ**.
- ✓ 3 losers → sign-off with **3MAJ**.

Bidding Auction: **1♥** → **Pass** → **2♥** → **Pass**
??

Rebid 3♣ with: ♠6 ♥AKJT5 ♦KQ3 ♣Q743

16 DecPs (15H+1L) (*minimum strength*). Game is possible if partner has club help.

Pass with: ♠K6 ♥KQ842 ♦AT75 ♣Q6

15 DecPs (14H+1L) (*minimum strength*). Too weak with too many losers to ask for help.

Rebid 3♦ with: ♠K5 ♥AJ982 ♦Q754 ♣AK

18 DecPs (17H+1L) (*medium strength*). If partner has three small diamonds, game is unlikely even if partner has a maximum. Ask for diamond help.

Rebid 4♥ with: ♠KQ2 ♥AKQ954 ♦7 ♣K96

19 DecPs (17H+2L) *maximum strength*. Strong enough to go directly to game.

Bidding Auction: **1♠** → **Pass** → **2♠** → **Pass**
3♥ → **Pass** → ??

Rebid 4♠ with: ♠T875 ♥4 ♦Q6532 ♣K94

8 DumPs (5H+3S). Given four spades, partner should be able to ruff heart losers.

Rebid 3♠ with: ♠KQ7 ♥7542 ♦8654 ♣Q2

8 DumPs (7H+1S). No help to cover partner's heart losers.

Bidding Auction: **1♥** → **Pass** → **2♥** → **Pass**
2♠ → **Pass** → ??

Rebid 4♥ with: ♠AT8 ♥Q97 ♦K732 ♣854

9 DumPs (9H). Two spade losers but hand is a maximum with first round spade control.

Rebid 3♥ with: ♠T ♥T97 ♦K732 ♣Q5432

8 DumPs (5H+3S). Only one spade loser but only three trump and weak high card points.

LAW OF TOTAL TRICKS

Consider the following examples of competitive auctions. What is your rebid?

REBID EXAMPLE 1					REBID EXAMPLE 2				
SOUTH - YOU	North	East	South	West	SOUTH - YOU	West	North	East	South
♠ Q 8 5	1♠	Pass	Pass	2♥	♠ Q 7 5 4	Pass	1♥	2♦	2♥
♥ 8 4	Pass	Pass	??		♥ K 9 6	3♦	Pass	Pass	??
♦ J 9 6 5 4					♦ Q 8				
♣ 7 4 2					♣ J 8 5 4				

The *Law of Total Tricks* provides a useful guideline for these situations. It states:

In a competitive auction, your partnership should be able to take the number of tricks equal to your partnership's number of trumps. Avoid bidding beyond that level in a competitive auction.

• **Rebid Example 1:**

Your partner's opening bid describes a hand with at least five spades. Although you do have three spades for an eight-card trump fit, you are too weak to respond **2♠**. But after West's **2♥** overcall the *Law of Total Tricks* tells you that the partnership can safely compete to eight tricks so you can rebid **2♠**.

• **Rebid Example 2:**

Your partner's opening **1♥** bid describes a hand with at least five hearts. You know that partnership has at least an eight-card trump fit and you have the points to make a normal weak response after East's overcall. If partner had six hearts, your partnership would have a nine-card trump fit and partner would have applied the law and rebid **3♥**. So partner's pass tells you that partner has exactly five hearts. If you apply the law, you can not bid beyond the two level. You should **PASS**.

PREEMPTIVE RAISES

After opener opens the bidding with **1♥** or **1♠**, a direct jump to game in the major is a *preemptive raise* that describes a weak hand with 4-9 dummy points and five-card support in opener's major. The preempt is based on several factors:

- Unless opener has a very strong hand or unusual distribution, a slam is unlikely.
- Given the ten-card trump fit, the *Law of Total Tricks* says there is a good chance the partnership can take ten tricks.
- If opener only has a minimal opening, opponents have more strength than your partnership and your preempt prevents them from finding their best contract.

Even if opener does not make the game contract, going down one or two tricks is often a better duplicate score than allowing your opponents to make a contract in another suit.

PREEMPT EXAMPLE 1					PREEMPT EXAMPLE 2				
SOUTH - YOU	North	East	South	West	SOUTH - YOU	West	North	East	South
♠ Q 8 7 6 2	1♠	Pass	??		♠ 8 2	Pass	1♥	Dbl	??
♥ 9					♥ K 9 6 5 3				
♦ 9 8 7					♦ Q 8 6				
♣ Q 6 4 2					♣ T 8 5				

• **Preempt Example 1:**

Your partner's opening bid describes a hand with at least five spades. You only have 7 dummy points (4 HCP + 3 ♥ SSP) so a slam is not likely. Opponents could have as many as 24 high card points, enough for a part score or a possible game. Given the ten-card spade fit, jump directly to game to preempt your opponents from finding their best contract.

• **Preempt Example 2:**

Your partner's opening bid describes a hand with at least five hearts. East's *takeout double* describes a hand with 12+ points and very few if any hearts. You only have 6 dummy points (5 HCP + 1 ♠ SSP) but given the ten-card trump fit, jump directly to game to make it difficult for West to respond to the double.

• **Preempt Example 3:**

Partner's opening bid describes a hand with at least five spades. East's *takeout double* describes a hand with 12+ points and very few if any spades. You only have 5 dummy points (5 HCP) but given the nine-card trump fit, you can apply the *Law of Total Tricks* and jump to 3♠ to preempt West from making an easy response to the double.

PREEMPT EXAMPLE 3				
SOUTH - YOU	North	East	South	West
♠ 9 7 6 3	1♠	Dbl	??	
♥ K 4 2				
♦ Q 7 6				
♣ 8 6 3				

ALTERNATE GUIDELINES FOR TWO NO TRUMP RESPONSES

RESPONDING TO A 1♥ OR 1♠ OPENING BID

Some partnerships prefer to use a *natural invitational 2NT* response instead of an *artificial game forcing Jacoby 2NT* response after a major suit opening bid. The advantage of this approach is that the no trump responses are the same after either a major or a minor suit opening bid:

BID	POINTS	SHAPE
1NT	6-9	No support.
2NT	10-12	Balanced, no support, stoppers.
3NT	13-16	Balanced, no support, stoppers.

If your partnership adopts this approach, a responder with a hand that is suitable for a major suit Jacoby 2NT response must:

- ✓ make a new suit forcing response. Without a side four-card suit, the response might have to be **2♣** with only three clubs.
- ✓ on the next turn, jump to game or make a forcing bid.

RESPONDING TO A 1♣ OR 1♦ OPENING BID

Some partnerships prefer to use a *natural forcing 2NT* response instead of a *natural invitational 2NT* response after a minor suit opening bid:

BID	POINTS	SHAPE
1NT	6-9	0-3Maj. <i>Balanced, invitational.</i>
2NT	13-16	0-3Maj. <i>Balanced, forcing.</i>
3NT	17-18	0-3Maj. <i>Balanced, invitational.</i>

If your partnership adopts this approach, a responder in third or fourth seat that has a balanced hand with 10-12 points must:

- ✓ make a new suit forcing response.
- ✓ on the next turn, rebid an invitational 2NT.

If responder is a *passed hand*, a 2NT response is a 10-12 point *natural invitational* response because responder has already limited the hand to 0-12 points.