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(5) Notrump Fundamentals: Responding to 1NT with the Majors

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Level: Advanced+

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The topics discussed below are several independent conventions, but they work well together to produce a set of tools for dealing with Major suit hands when your partner opens a strong NT.

Review of Basic Transfer Sequences

Level: Intermediate

Invitational Hands (8-9 HCP or equivalent playing strength)

1NT - 2♦* - 2♥ - 2NT	8-9 HCP, 5c♥
1NT - 2♦* - 2♥ - 3♥	7-8 HCP, 6+c♥
1NT - 2♥* - 2♠ - 2NT	8-9 HCP, 5c♠
1NT - 2♥* - 2♠ - 3♠	7-8 HCP, 6+c♠

Game Forcing Hands

1NT - 2♦* - 2♥ - 3NT	10+ HCP, 5c♥
1NT - 4♦* - 4♥	9+ HCP, 6+c♥
1NT - 2♦* - 2♥ - 3m	10+ HCP, 5+c♥, 4+c minor, Game Forcing (Often slammish.)
1NT - 2♥* - 2♠ - 3NT	10+ HCP, 5c♠
1NT - 4♥* - 4♠	9+ HCP, 6+c♠
1NT - 2♥* - 2♠ - 3m	10+ HCP, 5+c♠, 4+c minor, Game Forcing (Often slammish.)

Slam Invitational Hands

1NT - 4NT	16 HCP, Quantitative
1NT - 2♦* - 2♥ - 4NT	15-16 HCP, 5c♥, Quantitative
1NT - 2♦* - 2♥ - 4♥	13-14 HCP, 6+c♥, Quantitative
1NT - 2♥* - 2♠ - 4NT	15-16 HCP, 5c♠, Quantitative
1NT - 2♥* - 2♠ - 4♠	13-14 HCP, 6+c♠, Quantitative

Also see Splinters and 5-4+ hands (above.)



Keycard

1NT - 4♦* - 4♥ - 4NT Keycard in ♥
1NT - 4♥* - 4♠ - 4NT Keycard in ♠

Other Standard Transfer Sequences

Level: *Intermediate-Advanced*

Texas Transfers

1NT - 4♦* Transfer to ♥ (6+c♥)
1NT - 4♥* Transfer to ♠ (6+c♠)

These bids are either used to signoff or to start a Keycard auction.

Jacoby Transfers for Slam Tries

1NT - 2♦* - 2♥ - 4♥ Slam try with 6+c♥ (usually no shortness)
1NT - 2♦* - 2♥ - 3♠* *Splinter*, 6+c♥, Slam try
1NT - 2♦* - 2♥ - 4♣* *Splinter*, 6+c♥, Slam try
1NT - 2♦* - 2♥ - 4♦* *Splinter*, 6+c♥, Slam try
1NT - 2♦* - 2♥ - 4NT Quantitative with 5c♥
1NT - 2♥* - 2♠ - 4♠ Slam try with 6+c♠ (usually no shortness)
1NT - 2♥* - 2♠ - 4♣* *Splinter*, 6+c♠, Slam try
1NT - 2♥* - 2♠ - 4♦* *Splinter*, 6+c♠, Slam try
1NT - 2♥* - 2♠ - 4♥* *Splinter*, 6+c♠, Slam try
1NT - 2♥* - 2♠ - 4NT Quantitative with 5c♠

Drop Dead Stayman, Smolen, Delayed Texas: 5-4, 5-5, and 6-4 Major Suit Hands

Level: *Advanced*

Weak Hands with Both Majors

With weak hands with 5-4+M we use a convention called *Drop Dead Stayman*.

1NT - 2♣ - 2♦ - 2♥* This shows a weak hand with at least 4-4M (usually 5-4M) and asks opener to pass or correct to 2♠. It could have longer ♠ than ♥.

4-4M is relatively rare and usually done when vulnerable with almost no values.



Invitational Hands with Both Majors

1NT – 2♦* – 2♥ – 2♠ 5c♥-4c♠, Invitational Values, NF

1NT – 2♣* – 2♦ – 2♠ 5c♠, Invitational Values, unbalanced hands (usually 4c♥)

After this bidding sequence 2NT is not corrective, but it asks for responder's other suit. This is most often used to find out about a possible double fit and bid game.

With 5-5M+ and invitational values, we have conventional bids available: we might bid 3♥ over 1NT (or treat it like we are 5-4 in the Majors.)

Game Forcing Hands with Both Majors

- With 4-4M, GF values, we simply bid Stayman.
- With 5-4M, GF values, we start with Stayman and follow with *Smolen*.
- With 5-5M+, GF values, we have a conventional bid of 3♠ (or Transfer to ♠ then bid 3♥.)
- With 6/4M GF values, we start with Stayman. If opener doesn't have a 4cM we continue with either Delayed Texas or *Smolen*.

With a 6/4 hand that has no slam interest we make a delayed Texas bid.

1NT - 2♣ - 2♦ - 4♦* 6c♥-4c♠

1NT - 2♣ - 2♦ - 4♥* 6c♠-4c♥

With a 6/4 hand that has slam interest we use *Smolen* to find out if we have a 9-card fit. If partner rebids 3NT, denying 3 cards in our long Major, then we retransfer to show our 6-2 fit.

1NT - 2♣ - 2♦ - 3♠* - 3NT - 4♦* Re-Transfer with 6c♥-4c♠

1NT - 2♣ - 2♦ - 3♥* - 3NT - 4♥* Re-Transfer with 6c♠-4c♥

Stayman+ Auctions

Level: Expert

Re-Stayman (1NT – 2♣ - 2♥ - 3♣*)

3♣* is a waiting bid – game forcing, often natural with ♣s. First, 3♣ asks Opener if he has 4c♠.

If he doesn't, then Opener can bid 3♥ to show a 5-card ♥ suit or bid 3♦ to show cooperation for a ♣ slam. 3NT is regressive.

Note: Standard bidding would be to bid 3NT after 2♥ and have that promise 4c♠. Re-Stayman allows for hand re-evaluation and thus doesn't require that a jump to 3NT shows 4c♠.



Forcing Major Suit Raises

1NT – 2♣ – 2♥ – 3♠*	Forcing ♥ Raise. Slammish. Asks Opener to Cuebid.
1NT – 2♣ – 2♥ – 4♣*	Splinter, 4+c♥, 0-1♣
1NT – 2♣ – 2♥ – 4♦*	Splinter, 4+c♥, 0-1♦
1NT – 2♣ – 2♠ – 3♥*	Forcing ♠ Raise. Slammish. Asks Opener to Cuebid.
1NT – 2♣ – 2♠ – 4♣*	Splinter, 4c+♠, 0-1♣
1NT – 2♣ – 2♠ – 4♦*	Splinter, 4c+♠, 0-1♦
1NT – 2♣ – 2♠ – 4♥*	Splinter, 4c+♠, 0-1♥