

# The Two Diamond “No Trump”

When you have a balanced hand with:

HCP	Bid
15 - 17 HCP	1 No Trump
18 - 19 HCP	1♣/1♦ (any 5-3-3-2, 4-4-3-2 or 4-3-3-3 pattern), Re-bid 2 No Trump OR 2♦ (?????????)
20 - 21 HCP	2 No Trump
22 - 24 HCP	2♣ Re-Bid 2 No Trump
25 - 26 HCP	3 No Trump
27 + HCP	2♣ Re-Bid 3 No Trump

Is there any problem with the current 2 No Trump jump re-bid after one over one response designating an 18-19 HCP? Yes. Opponents are allowed to enter the bidding and may steal the contract. In the highly competitive bidding environment of present day duplicate bridge, opening with one of a suit may get overcalled with as little as 4 HCP and a singleton, after which, partner with as much as 9 points may pass. The interference works perfectly. Consider the following hand with normal bidding -----

North	
♠ 72	
♥ Q74	
♦ 1098	
♣ A10753	
West	East
♠ KJ1098	♠ Q653
♥ 6	♥ 109853
♦ K74	♦ A52
♣ 9864	♣ Q
South	
♠ A4	
♥ AKJ2	
♦ QJ63	
♣ KJ2	

South	West	North	East
1D	1S	Pass	2S
2NT	3S	Passout	

In the above hand, against an 18-19 HCP 2♦ opener, would you bid 2♠ with the West hand?

The 2♦ “No Trump” bid prevents this interference. The 2♦ bid is accorded the same respect as 1 No Trump, 2 No Trump and 2 Clubs. The opening bids of 1 NT, 2 NT and 2♣ are intimidating. First, a minimum of ten points is required to overcall at the 2-level and second, Opener’s side has demonstrated a likely superiority in point count. By opening 2♦ to signify a balanced hand with 18 - 19 HCP, the low-level overcall bid is shut out. Like most NT bids this is precise in both point count and distribution. Other attributes of No Trump apply. Responder immediately becomes captain and all No Trump systems are on.

The bidding sequences by Responder, as Captain, are designed to force the strong hand to be played by opener via Jacoby Transfers or Stayman.

**The Captain (Responder) first places the contract and then sets the level.**

## RESPONDER ACTIONS TO PARTNER'S OPENING 2♦ BID

Responder **immediately bids as if the opener had bid a 1 1/2 No Trump**. All systems are on. After hearing the 2♦ opener by partner, **You are Captain and must:**

1. **Alert**
2. **Determine the Bid Level (Part Score, Game, Slam)**
3. **Determine Suit or No trump play**

1. **Alert.** Your opponents must have an opportunity to be advised of the 2♦ bid meaning. The explanation is: "18 or 19 High card points and No Trump distribution."
2. **Determine the bid level.** Classify the hand into part score, game or slam by adding opener's High Card Points (18-19) to Responder's HCP for a No Trump bid and Distribution Support Points (**DSP**) for a suit bid. The points required are:

### **0-6 Points – Part Score**

Responders with 0-6 HCP and a flat hand will find a NT game unlikely. With 6 DSP a suit game is also remote. Search for your cheapest out.

### **7-11 Points – Game**

With 7-11 HCP and NT distribution a NT game should be the final contract. With 7-11 DSP and appropriate suit strength and distribution a suit game should be bid.

### **12+ Points – Slam**

12+ points and controls or shortage **indicate** a play for slam.

3. **Determine Suit or No trump play.** There are only 2 response bids to 2♦:
  - A. **Transfer.**
  - B. **Stayman.**

**A. Transfer and pass with 0-6 points and a five card suit.  
Transfer and proceed to game with 7-11 points.  
Transfer and test for slam with 12+ points.**

**B. Search for a major with Stayman, bid 3♣. Can be bid with no less than 7- 11 points and is a Game Force. With Stayman, Game (or Slam) **WILL BE** the final contract. Stayman cannot be used to find a fit with 0-6 points.**

Pass is actually a third possible bid. You require a hand with 0-6 points and six + diamonds (or a good 5 KQJxx). The chance of you having a partner with an 18-19 HCP no trump hand and your holding 0-6 HCP with six diamonds is less than .1%. Or less than 1 hand in 1000.

Tables are: Table 1 - Below game, 0-6 HCP  
 Table 2 - Game going 7-11 HCP  
 Table 3 - Slam going 12 + HCP

## 0-6 Point Continuations to Two Diamond Opening:

TABLE 1

Response after 2 Diamonds with 0-6 DSP – cheapest out part score						
Responder			Opener		Responder	
Shape	Bid	Purpose	Re-bid	Purpose	Re-bid	Purpose
5+ ♣	<b>2 NT</b>	Transfer to Clubs	<b>3 ♣</b>	Transfer	<b>Pass</b>	To Play
5+ ♦	<b>Pass*</b>	To Play				
5+ ♥	<b>3 ♦</b>	Transfer to Hearts	<b>3 ♥</b>	Transfer	<b>Pass</b>	To Play
5+ ♠	<b>2 ♥</b>	Transfer to Spades	<b>2 ♠</b>	Transfer	<b>Pass</b>	To Play
Others	<b>2 ♠</b>	Transfer to No Trump	<b>2NT</b>	Transfer	<b>Pass</b>	To Play

\* Note: There is no need for a Club bid to transfer into Diamonds therefore all Club bids are Stayman.

Without game values flat hands are played in No Trump. With 5 or more cards in a suit, transfer and pass with zero points since seven trump are assured. The worst-case scenario is playing at the 3 level with 7 cards in the trump suit and 18 HCP. However the opponents have 22 HCP and didn't bid. The hand should show a profit at down 1 vulnerable and down 2 non-vulnerable.

The club bid is never used except for Stayman and is a GAME FORCE. The club bid is not needed to transfer to Diamonds since you are already in diamonds. With 5+ diamonds just pass the very surprised opener.

### 0-6 HCP Example – Part Score

<p>♠ A10      ♠ Q86432            ♥ AKJ7    ♥ 1054            ♦ KQ3     ♦ J86            ♣ J942    ♣ Q</p> <p style="text-align: center;">Opener      Responder                      2 ♦        <b>A 2 ♥</b></p> <p>Transfer, 2 ♠      <b>Pass</b></p> <p style="text-align: center;">(Makes 4 Spades -                      when planets align)</p> <p><b>A = Alert</b></p>	<p>♠ A10      ♠ Q864            ♥ AK87    ♥ Q1054            ♦ K93     ♦ J82            ♣ KQ42    ♣ 86</p> <p style="text-align: center;">Opener      Responder                      2 ♦        <b>A 2 ♠ *</b></p> <p>Transfer, 2 NT      <b>Pass</b></p> <p style="text-align: center;">(Makes 3 NT -                      when planets align)</p>	<p>♠ A102     ♠ 876            ♥ AK87    ♥ 652            ♦ KQ3     ♦ 954            ♣ Q94     ♣ 10873</p> <p style="text-align: center;">Opener      Responder                      2 ♦        <b>A 2 ♠</b></p> <p>Transfer, 2 NT      <b>Pass</b></p> <p style="text-align: center;">(Makes a mess -                      no matter what the planets do)</p>
--	---	--

\*No Stayman – Not enough points. Remember Stayman (3♣) is a game force.

## 7-11 Point Continuations to Two Diamond Opening:

TABLE 2

Response after 2 Diamonds with 7-11 DSP – Game Values									
Responder - Captain			Opener		Re-bid - Captain		Opener		
Shape	Bid	Purpose	Re-bid	Purpose	Re-bid	Purpose	2nd-Bid	Purpose	
Minors - 5/6/7 Clubs or Diamonds	<b>2NT</b>	Transfer to Minors	<b>3♣</b>	Transfer	4/5 ♣	NOT NT	<b>P</b>		
					3/4/5 ♦	NOT NT			
					3NT	Suit runs			
Balanced – No Majors	<b>2♠</b>	Transfer to NT	<b>2NT</b>	Transfer	<b>3NT</b>	To Play	<b>P</b>		
<u>Hearts First</u>									
4♥ and/or 4♠	<b>3♣*</b>	Stayman 4 Hearts and/or 4 Spades	<b>3NT</b>	No Major	<b>Pass</b>				
			<b>3♠</b>	Have 4S	<b>4♠</b>	Have S			
					<b>3NT</b>	Have H			
			<b>3♥</b>	When Hearts bid first Have 4H <u>MAY</u> Have 4S	<b>4♥</b>	Have H	Have S	<b>4♠</b>	Have S
					<b>3♠ (I AM WRONG SIDED)</b>			<b>3NT</b>	Have H
<u>Spades First</u>									
			<b>3NT</b>	No Major	<b>Pass</b>				
4♥ and/or 4♠	<b>3♣*</b>	Stayman 4 Hearts and/or 4 Spades	<b>3♠</b>	When Spades bid first Have 4S <u>MAY</u> Have 4H	<b>4♠</b>	Have S	<b>4♥</b>		
					<b>3NT</b>	Have H			
5♥ or more	<b>3♦</b>	Transfer- 5+ Hearts	<b>3♥</b>	Only 2	<b>3NT</b>	No Fit	<b>P</b>		
			<b>4♥</b>	Have 3+	<b>4♥</b>	Have 6			
5♠ or more	<b>2♥</b>	Transfer- 5+ Spades	<b>2♠</b>	Only 2	<b>3NT</b>	No Fit	<b>P</b>		
					<b>4♠</b>	Have 6			



<i>Hand 5</i>		<i>Hand 6</i>	
Opener	Responder	Opener	Responder
♠ K63	♠ 9	♠ QJ104	♠ 987
♥ AKQ	♥ J102	♥ AKQ	♥ J102
♦ 65	♦ KQJ1094	♦ A853	♦ 6
♣ AQJ52	♣ 876	♣ K5	♣ AQ10764
2 ♦	<b>A</b> 2 ♠ (1)	2 ♦	<b>A</b> 2 ♠ (1)
Transfer, 2 NT	4 ♦ (2)	Transfer, 2 NT	4 ♣ (2)
Pass (3)		5 ♣ (3)	
(1) Decision, Transfer to NT or raise ♦'s - no side entry if A ♦ missing. 5 ♦ short of 10 DSP.		(1) Decision, Transfer to NT or raise ♣'s - K may be protected twice. 5 ♣ short of 10 DSP.	
(2) Need ♦ support to say 5 ♦. NT is denied by bidding passed 3NT		(2) Need ♣ support to say 5 ♣, NT is denied.	
(3) Don't have it.		(3) Have it.	

**Running Suit No Trump** Note: ANY six card suit that can run is a candidate for 10 tricks in NT over a major suit 10 trick game.

<i>Hand 7 – (switch red suits)</i>		<i>Hand 8 – (switch black suits)</i>	
Opener	Responder	Opener	Responder
♠ AK104	♠ 932	♠ K5	♠ QJ10982
♥ A63	♥ J42	♥ KQ63	♥ 8
♦ 85	♦ AKQ976	♦ K75	♦ A864
♣ AK85	♣ 7	♣ AK104	♣ 87
2 ♦	<b>A</b> 2 ♠ (1)	2 ♦	<b>A</b> 2 ♠ (1)
Transfer, 2 NT	3 NT	Transfer, 2 NT	3 NT
(1) Decision, Play in NT. Diamonds run.		(1) Decision, Play in NT. Ace gives access after Spade Ace is lost.	

### Stayman (Game Force)- 4 Hearts/Spades

<i>Hand 9</i>		<i>Hand 10</i>	
Opener	Responder	Opener	Responder
♠ AQ7	♠ K1083	♠ A865	♠ Q72
♥ KQ	♥ A87	♥ A8	♥ KQJ7
♦ K973	♦ Q96	♦ AK87	♦ Q54
♣ KQ106	♣ 752	♣ K87	♣ 965
2 ♦	<b>A</b> 3 ♣ (Stayman)	2 ♦	<b>A</b> 3 ♣ (Stayman)
3 NT (1) *	Pass	3 ♠ (1)	3 NT **
(1) No Majors		(1) No Hearts.	

\*Note the standard Stayman denial of Majors (3♦) is not required. However, 3♣ is a game force so Opener can still arrive at game in NT from the right side by bidding directly to 3NT.  
 \*\* Note the weak hand plays NT when Opener has 4 Spades and Responder has 4 Hearts as in the example *Hand 10*

<i>Hand 11</i>		<i>Hand 12</i>	
Opener	Responder	Opener	Responder
♠ AQ97	♠ J1083	♠ A8	♠ Q7
♥ KQ63	♥ A87	♥ KQ63	♥ A987
♦ K7	♦ A96	♦ AK87	♦ Q54
♣ KQ10	♣ 752	♣ K87	♣ 965
2♦	<b>A</b> 3♣(Stayman)	2♦	<b>A</b> 3♣(Stayman)
3♥(1)	3♠(2)	3♥(1)	4♥(2)
4♠ or 3NT(3)		(1) Hearts, maybe Spades	
(1) Hearts, maybe Spades		(2) Hearts	
(2) Spades?			
(3) Yes or No			

### 5 or More Hearts/Spades

<i>Hand 13</i>		<i>Hand 14</i>	
Opener	Responder	Opener	Responder
♠ AQ9	♠ 102	♠ A865	♠ 97
♥ A8432	♥ KQJ76	♥ A8	♥ KQJ762
♦ K7	♦ A96	♦ AK87	♦ Q54
♣ KQ10	♣ 8754	♣ K87	♣ Q65
2♦	<b>A</b> 3♦(No Stayman = 5♥'s)	2♦	<b>A</b> 3♦(No Stayman = 5♥'s)
Transfer, 3♥(1)	3NT(2)	Transfer, 3♥(1)	4♥(2)
4♥(3)		(1) Transfer to Hearts	
(1) Transfer to Hearts		(2) Have 6, you must have 2	
(2) Have 5 need 3			
(3) Have 4			

<i>Hand 15</i>		<i>Hand 16</i>	
Opener	Responder	Opener	Responder
♠ AJ93	♠ KQ1084	♠ A865	♠ 97
♥ AJ	♥ 1076	♥ A8	♥ KQJ62
♦ K743	♦ A96	♦ AK87	♦ Q54
♣ AQ10	♣ 75	♣ K87	♣ Q65
2 ♦	<b>A</b> 2 ♥ (No Stayman = 5 ♠'s)	2 ♦	<b>A</b> 3 ♦ (No Stayman = 5 ♥'s)
Transfer, 2 ♠ (1)	3 ♠ (2)	Transfer, 3 ♥ (1)	3 NT (2)*
4 ♠ (3)		4 ♥ (3)	
or 3NT (4)		or Pass (4)	
(1) Transfer to Spades		(1) Transfer to Hearts	
(2) Have 5 need 3		(2) Have 5, need 3	
(3) Have 3		(3) Have 3	
(4) Have 2		(4) Have 2	

\* Hand 10 and 16 are wrong sided with Responder as declarer. Responder must be conscious when holding 4 or more in the Heart suit in this convention. If hearts are denied by Opener (less than 3), Responder must be prepared to play in No Trump.

A condition will arise where you wish to change the No Trump hand or “right side” the No Trump play. It may be more important protect the weak hand from opponents view.

For example:

Opener	Responder
♠ AKQ	♠ 1083
♥ QJ83	♥ K72
♦ J73	♦ K96
♣ AQJ	♣ K1054
2 ♦	<b>A</b> 3 NT (1)
Pass (2)	
(1) No Trump from my side likely equals additional tricks or a better play.	
(2) Trust my partner.	



## Slam Bidding

How will Responder announce a hand with slam possibilities? There is one rule that can not fail. **ANY BID PAST GAME IS A SLAM TRY.**

If the bid is not Aces asking as in Blackwood or RKC Blackwood (Gerber cannot be used) it is a cue bid. Cue bids identify first round control starting with the lowest suit in your hand. This can be modified if the partnership has bid: 2D – Alert 3D – Transfer 3H – as opener you expect to hear 4H or 3NT. Instead you hear 4C. This partnership can make 11 tricks. Can it make 12? At this point Responder has shown the ace (first round control) of Clubs. Opener bids 4D showing the ace first round control or king second round control of previously bid suit. Responder replies 4S indicating first round control of Spades and denying first round control in Hearts.

Control in 2 of the 4 suits has been identified. Opener can now bid the lowest level control

## 12+ Point Continuations to Two Diamond Opening:

Table 3

Response after 2 Diamonds with 12 + DSP – Slam Values									
Responder - Captain			Opener		Re-bid - Captain			Opener	
Shape	Bid	Purpose	Re-bid	Purpose	Re-bid Game	Re-Bid Slam	Purpose	2nd-Bid	Purpose
Minors - 5/6/7 Clubs or Diamonds	2NT	Transfer to Minors	3♣	Transfer	4/5♣		NOT NT Have ♣	P	
					3/4/5♦		NOT NT Have ♦		
					3NT		Suit runs		
Balanced – No Majors	2♠	Transfer to NT	2NT	Transfer	3NT		To Play	P	
4♥ and/or 4♠	3♣*	Stayman 4 Hearts and/or 4 Spades	3NT	No Major	Pass				
			3♠	Have 4S	4♠		Have 4S		
					3NT		Have 4H		
			3♥	Have 4H <u>MAY</u> Have 4S	4♥		Have 4H		
					3♠		Have 4S	4♠	Have 4S
3NT		Have 4H	3NT	Have 4H					
5♥ or more	3♦	Transfer- 5+ Hearts	3♥	Only 2	3NT		No Fit	P	
				Have 3+	4♥		Have 6		
			4♥	Have 3+	Pass				
5♠ or more	2♥	Transfer- 5+ Spades	2♠	Only 2	3NT		No Fit	P	
				Have 3+	4♠		Have 6		
			4♠	Have 3+	Pass				

**\*The 3 Club bid after 2 Diamonds is a modified Stayman, request for Majors. This is forcing to game.** Responder is Captain. A slam contract with distributional values can be reached with less than 12 HCP. No Trump slam contracts with Responder's hand also flat require no less than 15 HCP.

The favored hand pattern will contain a 6+ card suit, a singleton, at least 2 controls and 15 DSP if a suit contract. The preferred contract will be No Trump therefore the long suit must be solid between the two hands.

---

## Summary

Consider every 2 Diamond opening bid by partner to be No Trump that can be responded with only 3 bids, Transfer, Stayman or Pass --

## Alert

Check point count -- and:

- Bid Transfer for 5-Card Major location or No Trump
- Bid Stayman to get best 4-card Major location or No Trump
- Bid Pass if no points and holding 5+ Diamonds