

# SNAPSHOTS

## IMPROVE YOUR JUDGMENT OPENING BIDS 1 NoTrump

# Bridge Lab

*with the Monroes*

<b>OPENING BID ADVANTAGE</b>	The choice of opening bid forms the basis for the auction conversation. Guidelines are useful to help with the choice. Sometimes we need to color outside the lines.				
<b>NO TRUMP OPENING BIDS</b>	<p><b>NOTRUMP OPENING BIDS</b> are the <b>#1 priority</b> when opening the bidding. NT opening bids are narrowly defined and create a unique auction framework based on the shape and strength expected for the opening bid. The definition applies to ALL seat positions.</p> <ul style="list-style-type: none"> <li>• <b>Expected Shape:</b>      <b>Balanced 5-3-3-2 4-4-3-2 4-3-3-3</b></li> <li>• <b>Expected Strength:</b>    <b>1NT=15-17 HCP    2NT=20-21 HCP</b> <ul style="list-style-type: none"> <li>○ Invitational – Not Forcing</li> <li>○ Narrowly defined. Opener does not need a rebid.</li> <li>○ Responder is the Captain and takes control of the auction.</li> <li>○ Quantitative bids are used throughout the auction.</li> <li>○ More difficult for opponents to compete.</li> </ul> </li> </ul>				
<p><b>ON RARE OCCASION, THE EXPECTED STRENGTH AND SHAPE MAY BE SLIGHTLY OUTSIDE THE GUIDELINES TO AVOID POOR REBID OPTIONS AND FRAME THE AUCTION.</b></p>					
<b>UPGRADE STRENGTH OR NOT?</b>	<p><b>14 HCP</b> may be upgraded +1 with a good quality 5-card suit. The choice to upgrade is optional.</p> <table border="0" style="width: 100%;"> <tr> <td style="width: 50%; vertical-align: top;"> <p>♠K J 3 ♥A 8 ♣9 6 5 3 2 ♦A Q 4 OPEN 1♣, PLAN TO REBID 1NT (12-14)</p> </td> <td style="width: 50%; vertical-align: top;"> <p>14 HCP DO NOT UPGRADE POOR 5-card ♣ suit</p> </td> </tr> <tr> <td style="width: 50%; vertical-align: top;"> <p>♠K 8 6 ♥A Q J 8 5 ♣K J 10 ♦10 9 OPEN 1NT. NO REBID NEEDED</p> </td> <td style="width: 50%; vertical-align: top;"> <p>14 HCP UPGRADE +1 GOOD 5-card ♥ suit. Features: controls, 10s &amp; 9s</p> </td> </tr> </table>	<p>♠K J 3 ♥A 8 ♣9 6 5 3 2 ♦A Q 4 OPEN 1♣, PLAN TO REBID 1NT (12-14)</p>	<p>14 HCP DO NOT UPGRADE POOR 5-card ♣ suit</p>	<p>♠K 8 6 ♥A Q J 8 5 ♣K J 10 ♦10 9 OPEN 1NT. NO REBID NEEDED</p>	<p>14 HCP UPGRADE +1 GOOD 5-card ♥ suit. Features: controls, 10s &amp; 9s</p>
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<b>SEMI- BALANCED SHAPE</b>	<p><b>UNEXPECTED SHAPE</b> 5-4-2-2 • 5-4-3-1 • 6-3-2-2</p> <ul style="list-style-type: none"> <li>• Long suit is a minor</li> <li>• Hand is too weak to rebid a reverse</li> <li>• Hand is too strong to open at 1-level and rebid 1NT (12-14)</li> </ul> <table border="1" style="margin-left: auto; margin-right: auto;"> <tr> <td>♠K 7 ♥A 10 6 4 ♣A 8 ♦A J 9 8 4</td> </tr> <tr> <td>♠A ♥K 10 6 ♣A 8 7 6 3 ♦A J 4 3</td> </tr> <tr> <td>♠A J ♥K 10 6 ♣Q 8 ♦A J 10 7 4 3</td> </tr> </table>	♠K 7 ♥A 10 6 4 ♣A 8 ♦A J 9 8 4	♠A ♥K 10 6 ♣A 8 7 6 3 ♦A J 4 3	♠A J ♥K 10 6 ♣Q 8 ♦A J 10 7 4 3	
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<b>ACBL DEFINITION</b>	Semi-balanced hands <b>MAY NOT</b> contain a <b>VOID</b> . Semi-balanced hands <b>MAY</b> contain a <b>singleton A, K, or Q</b> <b>IF</b> there is a minimum of 3 cards in each of the other suits (no doubleton).				

## CONVENTIONS

### STAYMAN or TRANSFER? Responder's Options

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with the Monroes

When partner opens 1NT, Responder becomes the “Captain” and is responsible to decide How High and Where the contract belongs. With interest in a major suit, how does Responder know whether to use Stayman or a Transfer bid?

Number of cards in the MAJOR SUIT	RESPONDER'S POINT RANGE		
	0-7 Points PARTSCORE SIGNOFF	8 or 9 Points INVITATIONAL	10-15 Points GAME FORCING
6 OR MORE CARDS	<b>TRANSFER</b> , then Pass	<b>TRANSFER</b> , then Raise the major suit	<b>TRANSFER</b> , then bid game in the major suit
5 CARDS	<b>TRANSFER</b> , then Pass	<b>TRANSFER</b> , then Bid 2NT	<b>TRANSFER</b> , then Bid 3NT
4 CARDS	Pass	<b>2♣ STAYMAN</b>	<b>2♣ STAYMAN</b>
5-4 IN THE MAJOR SUITS	<b>TRANSFER</b> to the 5- card, then Pass	<b>2♣ STAYMAN</b> 2♥/2♠ RESPONSE Raise the major suit to 3-Level with a fit. 2♦ RESPONSE Bid the 5-card major (NF Invite)	<b>2♣ STAYMAN</b> 2♥/2♠ RESPONSE Raise opener's major suit to 4-level with a fit. 2♦ RESPONSE Jump Bid the 5-card major to 3-level (GF) <b>OPT</b> Smolen Convention
5 CARDS IN BOTH MAJOR SUITS	<b>TRANSFER</b> to better suit, then pass	<b>TRANSFER</b> to hearts, then bid spades at the 2-level	<b>TRANSFER</b> to spades, then bid hearts at the 3-level

## CONVENTIONS

### STAYMAN or TRANSFER? Responder's Options

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#### FORCING!

A new suit by Responder at the **3-level** is forcing after Stayman and Transfer.

#### SLAM ZONE

With 16+ points, Responder explores for slam. Do the math!

#### GARBAGE STAYMAN

0-7 Points, Short in Clubs

The Stayman convention can be used by Responder with a very poor hand, short in clubs and willingness to pass Opener's response to set a trump suit.

#### SUMMARY

- Use **STAYMAN** when holding:
  - 8+ points and 4-card major suit. 4-4 or 4-5 majors
- Use a **TRANSFER** when holding:
  - 5-card major suit, no 4-card major suit.
  - 0-7 pts 5-card major and 4-card major (transfer and pass).

### 1 NT Opener - Stayman, 5-4 Majors

**Board 1**

South Deals

♠ Q J 7 5 4  
♥ Q 9 6 5  
♦ A Q 6  
♣ J

♠ K 3  
♥ K 3 2  
♦ J 10 7 5  
♣ 10 5 4 3

♠ A 9 8 6  
♥ 7  
♦ 4 3 2  
♣ K 9 8 7 2

♠ 10 2  
♥ A J 10 8 4  
♦ K 9 8  
♣ A Q 6

12  
7 7  
14

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	2 ♣ <sup>1</sup>	Pass	2 ♥
Pass	4 ♥ <sup>2</sup>	All pass	

- Stayman
- 4+ ♥s, 10-15 points

**Contract:** 4 ♥ South, 10 Tricks

**Lead:** ♦ J, Seq. unbid suit.

**Losers:** 2-♠, 1-♥, 2-♣ = 5.

**Play:** South wins the ♦ Q, finesses the ♥ K (loses), wins the ♦ return, draws trump, plays the ♠ 10 to promote a ♠ for a ♣ discard. Dummy ruffs a ♣.

### Balanced 14 HCP With poor 5-card Suit

**Board 2**

South Deals

♠ J 8 6 5 4  
♥ Q 8 7 4  
♦ 7 5  
♣ 9 8

♠ 9 3 2  
♥ J 10 5 3  
♦ A Q  
♣ A 10 3 2

♠ K 10  
♥ A 6 2  
♦ K J 9 4  
♣ J 7 6 5

♠ A Q 7  
♥ K 9  
♦ 10 8 6 3 2  
♣ K Q 4

3  
11 12  
14

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1 N?

Should South open 1 NT? With 14 HCP and a 5-card suits, south might open 1 NT but the ♦ suit is so weak that it will be hard to promote the 5th ♦ and the 1 NT opening bid is rejected.

If South opened 1 NT, North would not bid Stayman (5-4 majors) with only 3 HCP, but would transfer to the 5-card ♠ suit.

### Responder Has 5-4 in Majors

**Board 3**

North Deals

♠ Q J 3  
♥ K 10 5  
♦ K J 10 9 4  
♣ A 9

♠ 10 8 2  
♥ A J 9 8  
♦ Q 8  
♣ J 10 8 5

♠ A 9 4  
♥ 4  
♦ A 3 2  
♣ Q 7 6 4 3 2

♠ K 7 6 5  
♥ Q 7 6 3 2  
♦ 7 6 5  
♣ K

14  
8 10  
8

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1 N	Pass	2 ♣ <sup>1</sup>
Pass	2 ♦ <sup>2</sup>	Pass	2 ♥ <sup>3</sup>
All pass			

- Stayman, a 4-card major, 8+ points
- No 4-card major
- 8-9 points, 4-♠s, 5-♥s

**Contract:** 2 ♥ South, 8 Tricks

**Lead:** ♣ J, seq.

**Losers:** 2-♠, 3-♥, 2-♦ = 7.

**Play:** South wins the ♣ K, finesses the ♥ J, leads the ♠ 3, and leads toward the ♥ K.

### Semi-Balanced 1 NT Opener

**Board 4**

South Deals

♠ Q J 6 4 2  
♥ Q J 7 4 3  
♦ 10 6  
♣ Q

♠ 8 3  
♥ 9 2  
♦ K J 7 4 2  
♣ K 7 5 2

♠ A 10 9 5  
♥ K 8  
♦ Q 9 5 3  
♣ 10 6 3

♠ K 7  
♥ A 10 6 5  
♦ A 8  
♣ A J 9 8 4

8  
7 9  
16

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1 N <sup>1</sup>
Pass	2 ♦ <sup>2</sup>	Pass	2 ♥
Pass	2 ♠ <sup>3</sup>	Pass	4 ♥
All pass			

- 5-4-2-2, no 5-card major, 15-17 points
- Transfer, ♥s
- 5-♠s, 5-♥s, 8-9 points

**Contract:** 4 ♥ South, 10 Tricks

**Lead:** ♦ 4, 4th highest, East plays ♦ Q

**NorthLosers:** 3-♠, 1-♥, 1-♦ = 5.

**Play:** South wins the ♦ A and ♣ A, ruffs a ♣, finesses the ♥ K, and promotes ♠s.

### Unbalanced 1 NT?, Responder 5-5 Majors

#### Board 5

South Deals

♠ J 8 6 5 4  
♥ K 7 6 4 3  
♦ 8  
♣ 4 3

♠ A		♠ 10 2
♥ 10 9 2		♥ J 8 5
♦ K Q 10 6 2		♦ A 9 4
♣ Q 7 6 2		♣ A J 9 8 5

♠ K Q 9 7 3  
♥ A Q  
♦ J 7 5 3  
♣ K 10

4  
11 10  
15

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1 N?

Should South open 1 NT? No. With a 5-card major and a 4-card ♦ suit (good rebid), it is better to open the 5-card major.

If South opens 1 NT, North transfers to a major (North chooses) and passes. 5-5 in majors, less than 8 points.

### Responder - Game Going 5-5 Majors

#### Board 6

North Deals

♠ K J  
♥ K J 5  
♦ J 9 8 7 5 2  
♣ A Q

♠ A 9  
♥ Q 10 9  
♦ Q 6 4 3  
♣ 10 4 3 2

♠ N  
♥ E  
♦ S  
♣ W

♠ 7 6 5 3  
♥ 3 2  
♦ K 10  
♣ K J 9 8 7

♠ Q 10 8 4 2  
♥ A 8 7 6 4  
♦ A  
♣ 6 5

15  
8 7  
10

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1 N	Pass	2 ♥ <sup>1</sup>
Pass	2 ♠	Pass	3 ♥ <sup>2</sup>
Pass	4 ♥	All pass	

1. 5+♠
2. 5+♥, 10-15 points

**Contract:** 4 ♥ South, 10 Tricks

**Lead:** ♣ 2, 4th highest

**Losers:** 2-♠, 2-♥, 1-♣ = 5.

**Play:** The ♣ finesse loses. South wins the ♥ Q finesse, and promotes ♠s.

#### Board 7

South Deals

Both Vul

♠ Q J 10 2  
♥ —  
♦ 10 8 7 3 2  
♣ Q 10 5 2

♠ 3		♠ A 9 8 6 4
♥ A Q 9 5 3 2		♥ K J 10 6 4
♦ K 6 5 4		♦ —
♣ A J		♣ K 7 6

♠ K 7 5  
♥ 8 7  
♦ A Q J 9  
♣ 9 8 4 3

5  
14 11  
10

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			Pass
1 ♥	Pass	4 ♦	Pass
4 N	Pass	5 ♦	Pass
6 ♥	All pass		

Splinters next week.