

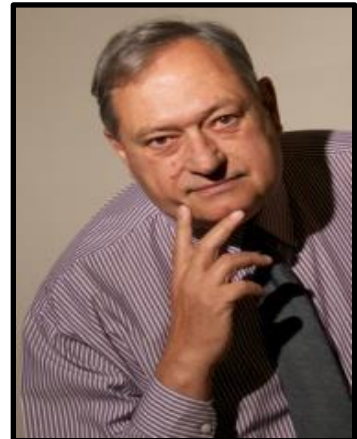
# Jacoby 2NT



Tom Snow

(805) 305-5035

[coinerbop@gmail.com](mailto:coinerbop@gmail.com)



# Time for a Joke

**A guy bursts through the door and rushes up to the bar in a frenzy and yells, “Bartender, 10 whiskeys, please! Line ‘em up!”**

**The bartender tries to calm him down and asks what’s going on, and he replies, “Never mind that. Just line ‘em up!”**

**The guy slams down all 10 whiskeys in sequence and says, “10 more! Line ‘em up!”**

**He slams these down as well. Before he can demand a third round, the bartender says, “Hey buddy, I’m not serving you another drop until you tell me what’s wrong. Maybe I can help.”**

**The guy says “Dude, you’d do the same thing if you had what I have!”**

**The bartender replies, “Oh no! What do you have?”**

**The man answers, “About 32 cents.”**

# New Partner?



When you're discussing what you play with a new partner, the key elements fall into a simple chart:

	Pre-empt	Minimum Response (6-9)	Invitational	Game Forcing
MAJORS	1S-P-4S	1S-P-2S	1S-P-3S	Jacoby 2NT
MINORS	Inverted Minors	Inverted Minors	Inverted Minors	Inverted Minors

Today's topic.

A passed hand needs 2NT to show 11-12 HCPs and no support for partner.

# Jacoby 2NT

Rebidding if you're short.



All this means is that if you're not a passed hand, and your partner opens (not overcalls) one of a major (1♥ or 1♠), and your RHO passes, jumping to 2NT is a game forcing convention that asks opener to describe his hand:

1H

Pass

2NT\*

1S

Pass

2NT\*

If an opponent bids, Responder can cue bid their suit to show 11+ and support.

Using Jacoby 2NT shows your partner 12+ HCPs and (generally) 4+ major suit support.

If opener has a singleton, he bids that suit at the 3 level, no matter his strength:

North	East	South	West
1H	Pass	2NT*	Pass
3C*	???		

North ♠KQ2 ♥QJ653 ♦AJ53 ♣9

No matter the HCPs, opener would bid a void at the 3 level and then again at the 4 level:

North	East	South	West
1H	Pass	2NT*	Pass
3C*	Pass	3D	Pass
4C*	???		

North ♠KQ62 ♥QJ653 ♦AJ53 ♣---

Because you're forced to game. Fast Arrival applies in all game-forcing auctions.

# Jacoby 2NT

Rebidding if you're flat.



If opener has no singletons or voids, Fast Arrival applies (the higher he bids, the less he has):

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>	
<b>4H*</b>	1H ???	Pass	2NT*	Pass	<b>Opener:</b> 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1
North	♠KQ2 ♥QJ653 ♦A73 ♣95				
<b>3NT*</b>	1H ???	Pass	2NT*	Pass	
North	♠KQ2 ♥AQJ53 ♦A73 ♣95				
<b>3H*</b>	1H ???	Pass	2NT*	Pass	
North	♠AK2 ♥AQJ863 ♦A3 ♣95				

Diagram showing hand patterns and point ranges for Opener:

- Hand 1 (4H\*): ♠KQ2 ♥QJ653 ♦A73 ♣95. Point range 18-21 (purple box).
- Hand 2 (3NT\*): ♠KQ2 ♥AQJ53 ♦A73 ♣95. Point range 15-17 (yellow box).
- Hand 3 (3H\*): ♠AK2 ♥AQJ863 ♦A3 ♣95. Point range 12-14 (yellow box).

Red arrows indicate the mapping from the auction to the point ranges: 4H\* maps to 18-21, 3NT\* maps to 15-17, and 3H\* maps to 12-14.

**FAST ARRIVAL** is used when you are declaring the final STRAIN, or when the final STRAIN is already known.

# The Concept of Fast Arrival



In a GF auction, no jump shows extra values.

A jump shows no extra values.

1)

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	1H	Pass	2D*	Pass
3H	2NT	Pass	???	
South	♠84 ♥AQJ ♦AQ8753 ♣A3			

2)

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	1H	Pass	2D*	Pass
4H	2NT	Pass	???	
South	♠84 ♥AQ2 ♦KQJ1032 ♣73			

3)

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	1S	Pass	2H*	Pass
4H	???			
North	♠A7542 ♥KQ3 ♦83 ♣K42			

4)

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	1S	Pass	2D*	Pass
2S	2H	Pass	???	
South	♠AK4 ♥J75 ♦AQJ1062 ♣J			

**FAST ARRIVAL** means in a game forcing auction, the higher you bid, the less you have.

5)

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	1S	Pass	2H*	Pass
4H	2NT	Pass	???	
South	♠4 ♥AQJ10842 ♦Q5 ♣K64			

6)

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	1H	Pass	2D*	Pass
	2S	Pass	3H	Pass
4H	3S	Pass	???	
South	♠64 ♥KQ3 ♦KQJ832 ♣KJ3			

3H = I have extra values. Followed by 4H = but I only have a little extra values.

3S = a control showing bid (A♠ or K♠) and some interest in slam.

# Jacoby 2NT



**Fast Arrival** also applies to the responder:

"I'm a minimum or didn't like your shortness suit. Carry on at your own risk."

4H\*

South

North	East	South	West
1H	Pass	2NT*	Pass
3C*	Pass	???	

♠K62 ♥QJ53 ♦A5 ♣KJ43

"I have extras. I'm still interested in slam. Tell me more."

3D

South

North	East	South	West
1H	Pass	2NT*	Pass
3C*	Pass	???	

♠A2 ♥QJ53 ♦AKQ75 ♣73

"I have no secondary suit, but I'm still interested in slam. Are you?"

3H\*

South

North	East	South	West
1H	Pass	2NT*	Pass
3C*	Pass	???	

♠AKJ ♥KJ53 ♦A5 ♣743

Then opener can show a minimum by arriving fast to 4H.

Responder:

23	
22	
21	18+
20	
19	
18	
17	15-17
16	
15	
14	12-14
13	
12	
11	
10	
9	
8	
7	
6	
5	
4	
3	
2	
1	

# Time for Another Joke

**Jet Blue Airlines goes to land for the first time at Des Moines, Iowa, International Airport.**

**Upon approach, the pilot says, “Wow! This runway is very short. We’ll need full flaps and air brakes.”**

**The co-pilot replies, “Aye, aye, sir!”**

**The pilot says, “When we touch down, I’ll need full reverse throttle.”**

**The co-pilot nods.**

**The plane touches down on the numbers! With all the smoking wheels and reverse engines, it makes a horrendous noise, skidding and swerving until it comes to a halt **JUST SHORT OF THE GRASS.****

**The pilot says, “Wow! That’s the shortest runway I’ve ever seen!”**

**The co-pilot looks out both windows and says, “Yeah, but did you ever see one so wide?”**



# Practicing Jacoby 2NT



"You didn't practice last night, did you?"

1)

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	1H	Pass	2NT*	Pass
	???			
3NT*				
North	♠K4 ♥KQ1042 ♦AJ3 ♣K53			

2)

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	1S	Pass	2NT*	Pass
	???			
3H*				
North	♠QJ752 ♥-- ♦AQ83 ♣AQ75			

And then bid 4H at your next opportunity.

3)

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	1H	Pass	2NT*	Pass
	???			
4H*				
North	♠AJ4 ♥AQ742 ♦984 ♣Q2			

4)

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	1S	Pass	2NT*	Pass
	???			
3C*				
North	♠AQ854 ♥KJ7 ♦7642 ♣K			

And then bid 4S at your next opportunity.

5)

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	1H	Pass	2NT*	Pass
	???			
3H*				
North	♠AK3 ♥Q5432 ♦K92 ♣AQ			

6)

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	1H	Pass	2NT*	Pass
	???			
4NT*				
North	♠3 ♥AK6432 ♦2 ♣AKQJ2			

Go right to Blackwood and ask for aces.

# Playtime

