

All good things come to an end and here we are, with everything covered. There are just a few more pages to tidy up the loose ends: -

7.1 We open 1NT with a 5 card major, do we miss a 5-3 fit?

One of the drawbacks of opening 1NT with a 5 card major is that we may miss a 5-3 fit. One tool available for locating 5 card majors in the opener's hand is Puppet Stayman. Unfortunately, this requires responses above 2♠ and is incompatible with Garbage Stayman, our wish to be able to bid Stayman without any point requirements, SARS etc. So how does our system cope? Let's check on all of the possibilities and summarise how we can normally establish the fit after responder has bid Stayman or transferred.

Todo chane]ge splinters!

West A West B Both of these hands open a strong NT, lets see how the bidding goes when partner uses Stayman or transfers to ♥'s.
 ♠ KQ652 ♠ KQJ65 West A is declining game invitations and West B is accepting.
 ♥ K9 ♥ K9
 ♦ KJ6 ♦ AJ6
 ♣ K98 ♣ K98

Case 1 Responder has 3 ♠'s and 2, 3 or 4 ♥'s

West	Responder has invitational values	Responder has game going values
A	1NT - 2♣ - 2♠ - 2NT - pass (1)	1NT - 2♣ - 2♠ - 3♣ etc (4)
B	1NT - 2♣ - 2♠ - 2NT - 3♠ - 4♠ (2)(3)	1NT - 2♣ - 2♠ - 3♣ etc (4)

Case 2 Responder has 3 ♠'s and 5 ♥'s

West	Responder has invitational values	Responder has game going values
A	1NT - 2♦ - 2♥ - 2NT - pass (1)	1NT - 2♦ - 2♥ - 3N (5)
B	1NT - 2♦ - 2♥ - 2NT - 3♠ - 4♠ (2)	1NT - 2♦ - 2♥ - 3N (5)

- (1) here we miss the 5-3 ♠ fit.
- (2) when accepting game, west can show his 5 card ♠ suit if he wishes and the 5-3 fit is located.
- (3) alternatively opener may have chosen a Stayman super-accept in which case the 5-3 ♠ fit would also have been located: - 1NT - 2♣ - 3♠ - 4♠.
- (4) with game going hands, responder will use SARS if he is interested in a possible 5-3 ♠ fit.
- (5) here we miss the 5-3 ♠ fit. There is a solution (see section 7.4) but unfortunately we have allocated the bid required (3♠) for our ambiguous splinter.

The cases when opener has opened 1NT with 5 card ♥ suit and responder has 3 ♥'s are similar:

West C	West D	Again both of these hands open a strong NT, lets see how the bidding goes when partner uses Stayman or transfers to ♠'s. West C is declining game invitations and West D is accepting.
♠ K9	♠ K9	
♥ KQ652	♥ KQJ65	
♦ KJ6	♦ AJ6	
♣ K98	♣ K98	

Case 3 Responder has 3 ♥'s and 2 or 3 ♠'s

West	Responder has invitational values	Responder has game going values
C	1NT - 2♣ - 2♥ - 2NT - pass (1)	1NT - 2♣ - 2♥ - 3♣ etc (4)
D	1NT - 2♣ - 2♥ - 2NT - 3♥ - 4♥ (2)(3)	1NT - 2♣ - 2♥ - 3♣ etc (4)

Case 4 Responder has 3 ♥'s and 4 ♠'s

West	Responder has invitational values	Responder has game going values
C	1NT - 2♣ - 2♥ - 2♠ - 2NT - pass (1)	1NT - 2♣ - 2♥ - 3♣ etc (4)
D	1NT - 2♣ - 2♥ - 2♠ - 3♥ - 4♥ (2)(3)	1NT - 2♣ - 2♥ - 3♣ etc (4)

Case 5 Responder has 3 ♥'s and 5 ♠'s

West	Responder has invitational values	Responder has game going values
C	1NT - 2♥ - 2♠ - 2NT - pass (1)	1NT - 2♥ - 2♠ - 3N (5)
D	1NT - 2♥ - 2♠ - 2NT - 3♥ - 4♥ (2)	1NT - 2♥ - 2♠ - 3N (5)

- (1) here we miss the 5-3 ♥ fit.
- (2) when accepting game, west can show his 5 card ♥ suit if he wishes and the 5-3 fit is located.
- (3) alternatively opener may have chosen a Stayman super-accept in which case the 5-3 ♥ fit would also have been located: - 1NT - 2♣ - 3♥ - 4♥.
- (4) with game going hands, responder will use SARS if he is interested in a possible 5-3 ♥ fit.
- (5) here we miss the 5-3 ♥ fit. There is a solution (see section 7.4) but it involves re-arranging the responses to our 3♥ ambiguous splinter bid.

So, it is usually possible to locate the 5-3 fit if you wish. Missing the 5-3 fit is by no means a disaster, missing 4-4 fits is the thing to be avoided.

7.2 We locate a 5-4 fit, but do we miss a 4-4 fit for slam?

Take a look at this example, it comes from the section super-accepts but that is irrelevant.

Example 1

West	East	West	East	
♠ AQ4	♠ 75	1NT	2♦	(1) super-accept, no weak doubleton
♥ K984	♥ AQJ32	2NT (1)	3♥ (2)	(2) ♦ 2 nd suit, looking for slam
♦ K984	♦ AQJ3	4♦ (3)	5♣ (4)	(3) DRKCB
♣ A9	♣ 75	6♦	pass	(4) 2 key cards + ♦Q

So what is the point here?

That a 5-4 fit was located but there is a superior 4-4 fit for slam purposes. Now you can shuffle the suits around - but change both hands equally, so that we still have the same 5-4 and 4-4 fits but in different suits. What is my point? That slam should be bid in the 4-4 fit.

We are concerned with the situations where opener is 4-4 in two suits and responder has 5 card support for one suit and 4 card support for the other. Both suits are robust enough for slam purposes (as the example above) and responder investigates slam.

So let's shuffle the hand a bit and we get: -

Example 2

West	East	West	East	
♠ AQ4	♠ 75	1NT	2♠ (1)	(1) transfer to ♣'s
♥ K984	♥ AQJ3	2NT (2)	3♥ (3)	(2) super-accept
♦ A9	♦ 75	4♦ (4)	etc to 6♥	(3) 2 nd suit
♣ K984	♣ AQJ32			(4) cue bid agreeing ♥'s

Example 3

West	East	West	East	
♠ AQ4	♠ 75	1NT	2♣ (1)	(1) maybe no 4 card major
♥ A9	♥ 75	2♦	3♣ (2)	(2) shape ask
♦ K984	♦ AQJ3	3NT (3)	4♦ (4)	(3) both minors
♣ K984	♣ AQJ32	4♥ (5)	etc to 6♦	(4) RKCB for ♦'s (5) 3 key cards

Example 4

West	East	West	East	
♠ K984	♠ AQJ3	1NT	2♣	(1) shape ask
♥ K984	♥ AQJ32	2♥	3♣ (1)	(2) 4 ♠'s as well as 4 ♥'s
♦ AQ4	♦ 75	3♠ (2)	etc to 6♠	
♣ A9	♣ 75			

See what I mean? Now there are 12 permutations of this 'shuffling' process (the two non-fit suits are irrelevant) and we have to check that we will always locate the 4-4 fit for slam purposes: -

I state opener's shape first and then responder's. The x's are the 3 and 2 card suits and are irrelevant.

1 44xx - 45xx 1NT - 2♣ - 2♥ - 3♣ - 3♠ ... The 4-4 ♠ fit is located by SARS. *(a)

2	44xx - 54xx *(a)	1NT - 2♣ - 2♥ ...	The 4-4 ♥ fit is located immediately.
3	4x4x - 4x5x	1NT - 2NT - 3♣/♦ - 3♠ ...	The 4-4 ♠ fit is located after transferring to ♦'s.
4	4x4x - 5x4x note).	1NT - 2♥ - 2♠ - 3♦ ...	The 4-4 ♦ fit is located after transferring to ♠'s (but see *(b)
5	4xx4 - 4xx5	1NT - 2♠ - 2NT/3♣ - 3♠ ...	The 4-4 ♠ fit is located after transferring to ♣'s.
6	4xx4 - 5xx4	1NT - 2♥ - 2♠ - 3♣ ...	The 4-4 ♣ fit is located after transferring to ♠'s (but see *(b) note).
7	x44x - x45x	1NT - 2NT - 3♣/♦ - 3♥ ...	The 4-4 ♥ fit is located after transferring to ♦'s.
8	x44x - x54x	1NT - 2♦ - 2♥ - 3♦ ...	The 4-4 ♦ fit is located after transferring to ♥'s (but see *(b) note).
9	x4x4 - x4x5	1NT - 2♠ - 2NT/3♣ - 3♥ ...	The 4-4 ♥ fit is located after transferring to ♣'s.
10	x4x4 - x5x4	1NT - 2♦ - 2♥ - 3♣ ...	The 4-4 ♣ fit is located after transferring to ♥'s (but see *(b) note).
11	xx44 - xx45	1NT - 2♣ - 2♦/♥/♥ - 3♣ ...	The 4-4 ♦ fit is located by SARS
12	xx44 - xx54	1NT - 2♣ - 2♦/♥/♥ - 3♣ ...	The 4-4 ♣ fit is located by SARS

*(a) If opener is max and you play Stayman super-accepts then he bids 3♦ to show both majors in response to Stayman and the 4-4 fit is uncovered immediately.

*(b) If opener is max and you play super-accepts then opener would presumably super-accept but responder still shows his 2nd suit (see section 3.2)

7.3.1 Responding to 1NT with Major-Major 2-suited hands

Strength	♠ - ♥		Section
Weak	5 - 4	Stayman, and 2♠ over responder's 2♦	2 & 2.2
	4 - 5	Stayman, and 2♥ over responder's 2♦	
	5 - 5	Stayman, and either 2♥ or 2♠ over 2♦	2.2
	6 - 4	Transfer to ♠'s and pass	3.1
	4 - 6	Transfer to ♥'s and pass	
Invitational	5 - 4	Stayman, and Quest 3♥ over responder's 2♦	2.6.2.1
	4 - 5	Stayman, and Quest 3♦ over responder's 2♦	
	5 - 5	1NT - 2♦ - 2♥ - 2♠ - 2NT - 3♦/♥	3.1.4
	6 - 4	Stayman, and Quest 3♥ over responder's 2♦	2.6.2.2
	4 - 6	Stayman, and Quest 3♦ over responder's 2♦	
Game going	5 - 4	Stayman, Quest 3♥ and bid game	2.6.2.3
	4 - 5	Stayman, Quest 3♦ and bid game	
	5 - 5	1NT - 2♦ - 2♥ - 2♠ - 2NT - other than 3♦/♥	3.1.4
	6 - 4	Stayman, and Extended Texas 4♥ over 2♦	2.6.2.4
	4 - 6	Stayman, and Extended Texas 4♦ over 2♦	
Slam interest (and definitely slamming)	5 - 4	Stayman, Quest 3♥ and bid past game	2.6.2.5 & (2.6.2.7)
	4 - 5	Stayman, Quest 3♦ and bid past game	
	5 - 5	1NT - 2♦ - 2♥ - 2♠ - 2NT - other than 3♦/♥	3.1.4
	6 - 4	Stayman, Quest 3♥, re-transfer and bid on	2.6.2.6 & (2.6.2.8)
	4 - 6	Stayman, Quest 3♦, re-transfer and bid on	

7.3.2

Responding to 1NT with Major-Minor and Minor-Major 2-suited hands

Strength	♠ - ♣ ♥ - ♦		Section
Weak	5 - 4	Transfer to the major and pass	3.1
	4 - 5	Pass	1.5
	5 - 5	Transfer to the major and pass	3.1
	6 - 4	Transfer to the major and pass	
	4 - 6	Transfer to the minor and pass	4.1
Invitational	5 - 4	Transfer to the major and 2NT	3.1.1
	4 - 5	Stayman and 2NT if no fit	2
	5 - 5	Transfer to the major and 2NT	3.1.1
	6 - 4	Transfer to the major and then 3 of the major	3.1.1
	4 - 6	Transfer to the minor and pass if no super-accept. If opener super-accepts then bid 3 of the major.	4.2
Game going	5 - 4	Transfer to the major and bid the minor	3.1.3
	4 - 5	Transfer to the minor and bid the major	4.2
	5 - 5	Transfer to the major and bid the minor	3.1.3
	6 - 4	Transfer to the major and bid the minor	
	4 - 6	Transfer to the minor and bid the major	4.2
Slam interest (and definitely slammings)	5 - 4		
	4 - 5		
	5 - 5	as game going	
	6 - 4		
	4 - 6		

7.3.3

Responding to 1NT with Minor-Minor 2-suited hands

Strength	♦ - ♣		Section
Weak	5 - 4	1NT - pass	1.5
	4 - 5	1NT - pass	
	5 - 5	1NT - pass	
	6 - 4	Transfer to ♦'s and pass/bid 3♦	4.1
	4 - 6	Transfer to ♣'s and pass/bid 3♣	4.1
Invitational	5 - 4	1NT - 2NT (via 2♣)	1.6
	4 - 5	1NT - 2NT (via 2♣)	
	5 - 5	1NT - 2NT (via 2♣)	
	6 - 4	Transfer to ♦'s and bid 3NT if super-accept	4.1
	4 - 6	Transfer to ♣'s and bid 3NT if super-accept	4.1
Game going	5 - 4	1NT - 3NT	5.1
	4 - 5	1NT - 3NT	
	5 - 5	1NT - 2♠ - 2NT/3♣ - 3♦	4.3.1
	6 - 4	1NT - 3NT	5.1
	4 - 6	1NT - 2♠ - 2NT/3♣ - 3♦	4.3.1
Slam interest (and definitely slamming)	5 - 4	1NT - 2♣ - 2♦/♥/♠ - 3♣ (SARS)	2.5
	4 - 5	1NT - 2♣ - 2♦/♥/♠ - 3♣ (SARS)	
	5 - 5	1NT - 2♠ - 2NT/3♣ - 3♦	4.3.1
	6 - 4	1NT - 2NT - 3♣/♦ - 4♣	4.3.2
	4 - 6	1NT - 2♠ - 2NT/3♣ - 3♦	4.3.1

7.4 Alternative Options

With most areas in this book I have been pretty adamant about the best scheme to play. There are, however, just a few areas where an alternative approach may be just as good: -

7.4.1 The Direct Jump to 3♣/♦/♥/♠

We have chosen BST, our Broken Suit Transfers, in conjunction with Direct Ambiguous Splinters. The other real option for these jumps is: -

- 6) 3♣/♦ are 6 card suits, game (3NT) invitational.
- 7) 3♥/♠ show a broken suit (6 or 7 cards) with slam interest.

These were described in section 5.2. These 3♣/♦ bids are clearly very useful but if you wish to use this alternative approach then you would have to try to handle the splinter type hands via transfers or Stayman/SARS – not very satisfactory. And you would also return to the problem of having the wrong hand as declarer for the broken suit jumps.

7.4.2 Transfer to a minor followed by 5 of the minor?

1NT - 2♠ - 2NT/3♣ - 5♣ and 1NT - 2NT - 3♣/♦ - 5♦.

I did not come up with a realistic meaning for these jumps, a weakish hand with a very long minor should probably bid 5♣/♦ directly. So I guess that you could dream up another use; possibly some very specific sort of strong hand?

7.4.3 Super-Accepts of a Jacoby major suit transfer

As I said earlier, there are numerous possibilities here. Showing a 2nd suit may be just as good a scheme as showing a weak suit or weak doubleton. And you have to decide if you are going to allow super-accepts with just 3 card support.

7.4.4 Texas Transfer or South African Texas?

Here we are concerned with the Direct Jump to 4♣/♦/♥/♠. As I indicated in section 6.2.1, having two methods to directly get to 4♥/♠ is probably a superior method (who really needs the direct Gerber bid?). In that case we define the direct 4 level bids as: -

- 4♣ S.A. Texas transfer to ♥'s
- 4♦ S.A. Texas transfer to ♠'s
- 4♥ to play
- 4♠ to play
- 4NT quantitative, 4333 or 3433 or 3343 or 3334

Apart from Gerber, we also lose the 4♠ quantitative bids and have to include it in 4NT. No bid deal and South African Texas does have the edge in my opinion.

Note that if you do elect to play South African Texas then the Extended Texas bids (1NT - 2♣ - 2♦ - 4♦/♥) remain unchanged as the 4♣ bid here is definitely required as Gerber.

7.4.5 Continuations after a Texas Transfer?

So 1NT - 4♦ - 4♥ - ? and 1NT - 2♣ - 4♠ - ?

I have said that these are hands not interested in slam. Some players, however, do play that 4NT (or 4♠ in the ♥ sequence when playing Kickback) as a 2nd bid by responder is RKCB (this applies whether you play standard Texas or South African Texas). This then leaves the 4♣ bid in the sequences 1NT - 2♦ - 2♥ - 4♣ and 1NT - 2♥ - 2♠ - 4♣ free for another use (maybe ♣ splinters).

7.4.6 Direct splinters after a transfer?

Some players will splinter directly after transferring with a 6 card suit and game going values.

So 1NT - 2♦ - 2♥ - 3♠/4♣/4♦ and 1NT - 2♥ - 2♠ - 4♣/4♦/4♥

are all splinters. This is a quite playable scheme but I prefer our uses for the 4♣/♦ bids and ambiguous splinters are to be preferred.

7.4.7 Missing a 5-3 fit in the other major?

Hand A Hand B Now here we do have a problem that I have not yet addressed.

♠ A5	♠ J104	Consider these two hands. Obviously strong 1NT openers, right?
♥ AQ976	♥ AQ976	And if one is, then the other most certainly is, right again?
♦ J104	♦ A5	But not according to some experts, let's investigate the problem:
♣ KJ8	♣ KJ8	

Example 1

West (A)	East	West	East
♠ A5	♠ KQ976	1NT	2♥
♥ AQ976	♥ K85	2♠	3NT
♦ J104	♦ 92	pass	
♣ KJ8	♣ Q106		

It's the wrong contract, but nobody's to blame. So what can be done? Most people have never even considered the problem, but I did read a 'solution' in a recent bidding book. Their answer was that you only open 1NT with a hand containing a 5 card major if you have 3 cards in the other major.

Thus you open Hand B with 1NT but Hand A with?

Clearly this does not solve the problem, but only moves it elsewhere. 1NT is, to me, the obvious opening with Hand A. Even if you prefer not to open 1NT with a 5 card major I'm sure that most people would agree that Hands A & B should be opened with the same bid?

So what's the real solution? we could perhaps use the bid of 3 of the other major here to show a reasonable three card suit with a weakness in a minor: -

Thus (a) 1NT - 2♥ - 2♠ - 3♥ = 5 ♠'s and 3 ♥'s
 and (b) 1NT - 2♦ - 2♥ - 3♠ = 5 ♥'s and 3 ♠'s

So our revised bidding would then be: -

Example 1 cont.

West	East	West	East	
♠ A5	♠ KQ976	1NT	2♥	
♥ AQ976	♥ K85	2♠	3♥ (1)	(1) 5 ♠'s, 3 ♥'s + a weak minor.
♦ J104	♦ 92	4♥	pass	
♣ KJ8	♣ Q106			

Example 2 Of course opener does not have to choose the 5-3 fit if there is one: -

West	East	West	East	
♠ A5	♠ KQ976	1NT	2♥	(1) 5 ♠'s, 3 ♥'s + a weak minor.
♥ Q7632	♥ K85	2♠	3♥ (1)	(2) let them lead a minor,
♦ AQ10	♦ 92	3NT (2)	pass	see if I care.
♣ KJ9	♣ Q106			

This works fine, but then we would unfortunately lose our ambiguous splinters.

Missing a 5-3 ♥ fit after a transfer to ♠'s?

So we cannot satisfactorily solve the problem, but we can solve half of it! Consider: 1NT - 2♥ - 2♠ - 3♥, we currently use this as an ambiguous splinter and can show either singletons or voids. But in the similar ♥ sequence there is only room enough to show a shortage (either singleton or void). This is usually quite adequate and so we can modify the ♠ sequence as follows: -

After 1NT - 2♥ - 2♠ - 3♥,

3♠ asks 3NT = 3 card ♥ suit
 4♣ = ♣ shortage
 4♦ = ♦ shortage
 4♥ = ♥ shortage

This is clearly fine, but there is no satisfactory solution to missing the 5-3 ♠ fit after a transfer to ♥'s. Perhaps don't open 1NT with 5 ♥'s and 3 ♠'s? Only joking?

7.5 What's New?

Well, that's it folks, it may be a good idea to summarize the areas which are **new** or not common practice: -

1NT - 2♣ - 2♦ - 3♣	SARS. Not new but common only in Holland (I think).
1NT - 2♣ - 2♥/♠ - 3♣	SARS.
1NT - 2♣ - 2♥/♠ - 3♦	ASID.
1NT - 2♣ - 2♦ - 3♦/♥	Quest Transfers.
1NT - 2♣ - 2♦ - 3♠	4-4 in the majors , game force.
1NT - 2♣ - 2♥ - 2NT - 3♥	Max with 5 ♥ 's.
1NT - 2♣ - 2♠ - 2NT - 3♠	Max with 5 ♠ 's.
1NT - 2♣ - 2NT/3♣	Stayman Super-accept. Max, 5 ♦/♣ 's + a 4 card major.
1NT - 2♣ - 3♦	Stayman Super-accept. Max, both majors.
1NT - 2♣ - 3♥/♠	Stayman Super-accept. Max, 5 ♥/♠ 's.
1NT - 2♣ - 2♥ - 3♠	Ambiguous splinter. Not new, but not standard.
1NT - 2♣ - 2♠ - 3♥	Ambiguous splinter. Not new, but not standard.
1NT - 2♦ - 2♥ - 2♠	5-5 in the majors , either invitational or game force...
1NT - 2♦ - 2♥ - 2♠ - 2NT	... strength enquiry etc.
1NT - 2♦ - 2♥ - 2NT - 3♣/♦	Game tries. Not new, but not standard.
1NT - 2♥ - 2♠ - 2NT - 3♣/♦	Game tries. Not new, but not standard.
1NT - 2♦ - 2♥ - 2NT - 3♠	Max with 5 ♠ 's.
1NT - 2♥ - 2♠ - 2NT - 3♥	Max with 5 ♥ 's.
1NT - 2♦ - 2♥ - 3♣ - 3♦	Shortage ask.
1NT - 2♦ - 2♥ - 3♦ - 3♠	Shortage ask.
1NT - 2♥ - 2♠ - 3♣ - 3♦	Shortage ask.
1NT - 2♥ - 2♠ - 3♦ - 3♥	Shortage ask.
1NT - 2♦ - 2♥ - 3♠	Ambiguous splinter.
1NT - 2♥ - 2♠ - 3♥	Ambiguous splinter.
1NT - 2♦ - 2♥ - 4♦	Slam try. Not new, but not standard.
1NT - 2♥ - 2♠ - 4♦	Slam try. Not new, but not standard.
1NT - 2♠ - 2NT/3♣ - 3♦ - 3♥	Shortage ask.
1NT - 2♠ - 2NT/3♣ - 3♦ - 3♠	Waiting.
1NT - 3♣	Direct Ambiguous Splinters (♠/♣/♦)
1NT - 3♦/♥	Broken Suit Transfer , slam seeking.
1NT - 3♠	♥ splinter
1NT - 4♠/NT	Precise Quantities.

* Note

Plus a few others others: -

- More precise quantitative bids (listed in section 8.1),
- Fit Showing Quantities after SARS,
- DRKCB with two-suited hands, EDRKCB,
- the use of 4 of the minor for the minor, or Kickback for the major, as RKCB with minor-major 2 suiters, etc. etc.

* Note . Be wary of this one, many will take it as 5-4 in the majors (we use Quest transfers).

*** End of Chapter 7 ***