

Yale 2/1

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System notes and lesson plan by Jonathan Bittner, DC '07

Opening Bids

BAISC PRINCIPLES:

- **5 Card majors**, and “better minor” (usually, longer minor).
 - Open 1C with 3-3 in minors, or planning to reverse hands with 5+C, 4+D
 - Open 1D with 4-4 in minors (or greater) **OR 4D, 5C** and can't reverse.
 - Add the number of HCP to number of cards in two longest suits. 20 >= make an opening.
 - Only use a weak two bid when you cannot open on the rule of 20!
- **15-17 Balanced 1NT**
 - Highest priority – even with a 5-card major.
 - If balanced, don't be afraid of unguarded doubletons.
 - Don't be afraid of semi-balanced hands, 6-3-2-2, 5-4-2-2, 7-2-2-2 if doubletons are stopped
- With two 5-card or greater suits, open the longer.
- With two equal length suits, open the higher (**except for clubs and spades**)

SEAT VARIATIONS:

- **1st or 2nd Seat: Rule of 20, 5 Card Majors**
 - Add the number of HCP to number of cards in two longest suits. 20 >= make an opening.
 - Only use a weak two bid when you cannot open on the rule of 20!
- **3rd Seat:** Give yourself a queen (The “Rule of 18”)
 - Try to have a somewhat lead-directing opening – this probably isn't your hand!
 - Therefore, have good honor holdings in opening suit
 - We **still play 5 cards majors**
- **4th Seat: Rule of 15**
 - Add your HCP to the number of spades in your hand. >=15, make your usual opening.
 - You do this so that you are more likely to win the partscore battle with opps.

A GOOD EVALUATION METHOD

Asset System, Dorothy Truscott

1 Asset = 1 Point

- Any long (5+) suit = 1 Asset
- Any singleton = 1 Asset
- Any void = 2 Assets

Fit Multiplier

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|--------------|-----------------------------|
| No Fit: | Assets slump to 0 |
| 8-card Fit: | Assets hold. |
| 9-card Fit: | Assets double |
| 10-card Fit: | Assets triple... etc |

Remember...

- A and K are undervalued, Q and J overvalued, 10s, 9s and 8s are also important!
- Concentrated touching honors in longer suits are better than scattered strength in short suits.
- Pay attention to the bidding and keep adjusting continuously! Look out for misfits (and devalue them), marked finesses, unguarded honors that match with partners, etc

Forcing 1NT response to a major

BASIC OVERVIEW:

- **Over a major**, 1NT is a catch-all **invitational bid, 6-12 pts with a variety of hands**.
- It's **forcing** for one round!
- It may conceal support, contain a long minor, be somewhat balanced...
- You should still bid 1S over 1H if it's appropriate.
- Over minors, 1NT retains its non-forcing 6-9 meaning.

REBIDS BY OPENER:

- **Rebidding original suit promises 6+ pieces**. 2X = 12-15, 3X = 15-18... as before.
- **Rebidding 2NT shows a full 18-19**. If you were planning to rebid 1NT after 1H, too bad!
- **You will usually bid a new suit**. The thing is, you often don't have a great second suit to bid. Therefore, you will **often have to bid a 3 card minor** (or rarely, a two card minor!). Partner knows this and will be wary, so don't sweat it! This is a huge difference from standard.
- **Reverses are still on**, that is, 1H-1NT-2S shows 16+ and longer hearts than spades.
- Strong jump shifts by opener are also still on, and is the only game force after 1NT forcing.

REBIDS BY RESPONDER (AFTER YOU 1NT FORCE):

- A **non-jump new suit** shows a long suit (**6+ pieces**) and a **pass-out, 6-9 points**.
- A **jump new suit** shows a long suit (**6+ pieces**) and **invitational values, 10-12 points**.
- Bidding **partners original suit without jumping** is considered a simple preference and shows **as little as 2 card support, 6-9 pts**. You may have 3 or 4 card support that was not good enough for a constructive raise also, but we'll get more into that later. Usually it's just a preference.
- A jump support of first suit shows **10-12 pts** and **3 card support, exactly**.
- **Supporting partners second suit** requires **10-12 points**, and **4-card support for a major** and **5 card support for a minor**.
- With **6-9 points** and **preference for partners second suit**, just **pass**. But if it's a minor, that means you must have at least 5 yourself to be safe!
- A **2NT** rebid shows **10-12**, with all suits other than opened suit stopped (just like 1H-2NT used to mean naturally).
- A **3NT** rebid shows a game going hand that would have liked to just bid 3NT right away but wanted to check for extra length / strength first. (**perhaps 12-15, balanced** or so with no support for their major and no other four card major)

The 2/1 Game Forcing Response

BASIC OVERVIEW:

- Has to be a **non-jump, new suit bid at the 2 level.** (i.e. 1S – 2D)
- Are **unconditionally forcing to game**
- This means you must have an opening bid yourself to do it, **12+ pts.**
- Shows a reasonable quality four card suit or longer.
 - Exception: 1S – 2H shows 5 hearts or more.
- May have **concealed 3 card support** for partners major
 - Rarely conceal 4 card support for partners major, with outside “source of tricks”
- Using 2/1 does NOT deny a four card major.
- **Reverts** to Standard American 10+ after:
 - **Any interference** (including double of opening bid)
 - **Third seat openings**

OPENER'S REBIDS:

- **2NT** shows minimum 12-14 or maximum 18-19 and stoppers in all unbid suits
 - **This is a priority call.** Not bidding it denies this – does not deny a 4-card major!
 - Rare jump to 3NT shows 15-17 but not balanced, just other suits stopped.
 - How do you show maximum 18-19? Bid 4NT over 3NT, or bypass 3NT.
- **New suit** is natural, 4+ cards.
 - It should be a stopper, since partner may be looking for NT.
 - Do not jump shift to show a suit.
 - Reverses are off! You can still do them but they don't guarantee any extra strength or length.
- **Support** of partners suit shows at least 3 card support
 - **Jump shifts** after a game force show are splinters supporting last bid suit, showing 4+ card support and a singleton in the suit jumped into.
- **FAST ARRIVAL – In majors, slower = slam interest, fast = forget slam.** Jumps to game in agreed upon majors show a MINIMUM, while supports below game shows some sort of SLAM INTEREST / EXTRA VALUES.
- Rebid of original suit does **NOT promise extra length** (necessarily)
 - Rare jump rebid shows solid suit of 6 pieces, not necessarily extra strength.

2/1 BIDDER'S REBIDS:

- **FAST ARRIVAL**, again.
 - A 2/1 followed by a **non-game** support shows 3 or 4 card support with a “source of tricks” outside suit (the one you bid first) or a big hand. If you have a choice between the two and three levels, two level shows “source of tricks.”
 - A raise to game shows 3 card support and a minimum.
 - Fourth suit is not artificial – you're already game forced!
- Bid NT if you have any unbid suits stopped by tenaces, to protect them.

Supporting Partners Major

YOUR CHOICES:

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|--------------------------------|-----------|--------------------------------------------------------|
| • Forcing NT then Pref | 1NT...2X | 5-7 points and 3-4 card support, or 6-9 and 2 card. |
| • Constructive Raise: | 1X – 2X | Shows 3 card support, 7-10 pts |
| • Forcing NT then Jump | 1NT...3X | Shows 3 card, support, 10-12 |
| • Preemptive Raise*: | 1X – 3X | Shows 5+ card support, 2-5 pts |
| • Game Raise: | 1X – 4X | To play; usually 5 card support, 9-11 pts. |
| • Jacoby NT (forcing) | 1X – 2NT | 4+ card support, 13+ points, no singleton/void |
| • Splinter Raise | 1X- DJ | 4+ card support, 12+ points, single/void in DJ suit |
| • Bergen Constructive* | 1X-3C | 4 card support, 7-10 points |
| • Bergen Invitational* | 1X-3D | 4 card support, 10-12 points |
| • 2/1, then min support | 2Y...2/3X | 3-4 card support, long outside source of tricks/max |
| • 2/1, then game raise | 2Y...4X | 3 card support, 13-15 points. |
| • Blackwood/RKCB | 1X-4NT | Tell me about aces/keycards. We play 0314 RKC . |
| • Exclusion Blackwood | 1X-5Y | (RKC) Blackwood, but don't the ace of suit Y! |

Bergen raises (*) are OPTIONAL. If it's too much to take on at once, keep it like standard: 1X-3X shows 10-12 w/ 4-card supp, and 1X-2X shows **3 or 4 card** w/ 7-10 pts.

RKC BLACKWOOD SUMMARY:

- There are 5 keycards instead of 4 Aces – 4 Aces and the King of Trump.
- **5C** shows **0 or 3** keycards, **5D** shows 1 or 4, **5H** shows **2 or 5 w/o queen of trump**, **5S** shows **2 or 5 with the queen of trump**. More on this in a later lesson!

GUIDELINES:

- Describe your hand as accurately as possible.
- Figure out whether you need to tell partner something or if you need to know something about partner.
 - **ASKING** bids are, for example, Jacoby 2NT, Blackwood.
 - **TELLING** bids are, for example, invites, splinters, 2/1 with source of tricks, etc.
- For overlapping values, look at all the subtleties of evaluation we discussed before.
- Bid something forcing if you have a hand worth game, so you don't have to rush.

IMPORTANT REBIDS:

- After **Jacoby 2NT...**
 - New suit at four level shows outside 5 card suit.
 - New suit at three level shows a singleton or void.
 - 4X shows minimum
 - 3NT show intermediate
 - 3X shows a monster (fast arrival)
- After a **Splinter...**
 - Bid RKC or cuebid if you have no honors in that suit and better than minimum.
 - If you have wasted values, sign off in game.
- After a **Bergen Constructive Raise**
 - 3X is minimum
 - Anything above 3X is maximum
 - 3D is a generic game try

Supporting Partners Minor

YOUR CHOICES:

- | | | |
|--------------------------------|----------|-------------------------------------------------------------|
| • Inverted Minor Raise: | 1X – 2X | Forcing: Invite or better (10+ pts), 5+ card support |
| • Jump Constructive: | 1X – 3X | Constructive raise, 6-9 points and 5+ card support |
| • Distr. Game Invite: | 1X – 4X | Highly distributional game invite, no NT tolerance |
| • Game Raise: | 1X – 5X | Very rare – Game may make, but mostly preemptive |
| • Splinter Raise | 1X – DJS | 13+ points, singleton in bid suit, 5+ card support. |
| • Blackwood/RKCB | 1X-4NT | Tell me about aces/keycards. We play 0314 RKC . |
| • Exclusion Blackwood | 1X-5Y | (RKC) Blackwood, but don't the ace of suit Y! |

SUPPORTING A MINOR SUMMARY

- Always have 5 card support unless you're totally stuck.
- Try and find something else to do.
- 2X and 3X are **inverted** from standard!

IMPORTANT REBIDS:

- After Forcing 2X raise...
 - 2NT/3X by opener are minimums showing 3/4 card suits, respectively.
 - New suits are stopper-showing cuebids looking for 3NT.
 - If you ever have all non-cuebid suits stopped, bid NT at appropriate level.
 - Bidding 3X is always a sign off
 - 4X is an invite to 5X.

IMPORTANT REBIDS:

- After **Jacoby 2NT...**
 - New suit at four level shows outside 5 card suit.
 - New suit at three level shows a singleton or void.
 - 4X shows minimum
 - 3NT show intermediate
 - 3X shows a monster (fast arrival)
- After a **Splinter...**
 - Bid RKC or cuebid if you have no honors in that suit and better than minimum.
 - If you have wasted values, sign off in game.

Doubles	Situations	Description	Responses
Penalty	<p>Game level bids (not slams)</p> <p>Natural NT bids except 1NT opener and 3NT</p> <p>Most X after any player bids NT</p>	You're going down, bitch.	Don't remove a penalty double , unless you're damn sure you can make something better.
Takeout	<p>After opening bids</p> <p>Of preempts up to 4D</p> <p>After opps open & respond (1C – Pass – 1H – X)</p>	<p>I have support for all the other suits, shortness in theirs, and an opener or better. Usually forcing.</p> <p>Also, if I bid a new suit after doubling, it shows 5+ cards in that suit and at 17+ points, which is forcing for one round.</p>	<p>0-8: Bid your longest suit at the lowest possible level.</p> <p>9-12: Jump into your longest suit, or bid 1NT with a stopper, balanced.</p> <p>13+: Bid game or cuebid doubled suit.</p> <p>Pass to convert to penalty: need 5+ cards and pts!</p>
Negative	<p>Double of overcall, in response to partners opening. Play through 4D.</p> <p>i.e. 1C – 1S – X, 1D – 2H – X</p>	<p>Four cards in any unbid major or minors if both majors bid.</p> <p>1 level: 7+ pts 2 level: 10+pts 3/4 level: full opener</p>	<p>If you have a shown major, bid it at the appropriate level. Otherwise, bid a suit of your own or NT.</p> <p>You can convert to penalty by passing.</p>
Balancing	<p>When a pass would end the auction in a 2-level or lower suit partscore and opps have given up on game.</p> <p>e.g. 1S – Pass – Pass – X 1H – P – 2H – P – P – X</p>	<p>Like a takeout double, but could be a bit worse.</p> <p>Could be as light as 9+ points at the one level.</p>	Respond at the one level as you would to a takeout double. At the two level, pretty much always bid your longest suit at the minimum level.
Lead-directing	<p>Doubles of artificial bids</p> <p>Doubles of 3NT</p> <p>Doubles of voluntarily bid slams (Lightner Slam Double)</p>	<p>For artificial bids, lead this suit, partner!</p> <p>For doubles of 3NT and slams, lead something unusual, which generally means dummy's first suit.</p>	<p>Don't bid! Lead what they want.</p> <p>If you can't figure out what to do after a slam double, try and figure out what would give them a ruff.</p>
Responsive (optional)	<p>As a response to a takeout double, doubling raise of original suit.</p> <p>E.g. 1H – X – 2H – X</p>	Shows no strong preference between the other suits and enough values to invite.	Takeout doubler should bid his/her own longest suit, since responsive doubler can't decide.
Support (optional)	<p>Double of overcall after partner has responded.</p> <p>Double of response after partner has overcalled.</p>	Support double is a priority call showing any hand worth bidding with exactly 3 card support .	This will tell you how high to go according to the Law of Total Tricks level, and partner can show strength at next turn.

Doubles are confusing: Discuss them with your partner!