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Bridge Bidding Made Simple · Standard American edition



CHAPTER 3

Responding to 1NT

Pass, invite or bid game;
Stayman and Jacoby transfers

Mike Smith

bridgescorer.com

1. Adding up the points

Partner's 1NT shows a balanced hand with **15–17 points**. Add your points to theirs:

Combined points	Usually enough for
25 or more	game in notrump (3NT) or a major (4♥, 4♠)
33 or more	a small slam (a later chapter)

The responder's question: can we have 25 between us? Partner has at most 17, so you need **8** to think about game and **10** to be sure of it.

2. Balanced hands: pass, 2NT or 3NT

Your points	Bid	Meaning
0–7	**Pass**	at most 24 between you
8–9	**2NT**	"Bid 3NT with 17, pass with 15"
10–15	**3NT**	enough for game

♠ Q 7 3
♥ K 8 2
♦ J 9 6 4
♣ 8 7 5

6 points: pass.

♠ K 10 5
♥ A 7 3
♦ 8 6 4 2
♣ J 9 2

8 points: invite with **2NT**.

♠ A J 4
♥ K 9 6
♦ Q 8 5 3
♣ 10 7 4

10 points: bid **3NT**.

3. Stayman: looking for a 4-4 major fit

Stayman. With a four-card major and **8 or more points**, respond **2♣**. Opener replies:
2♦ no four-card major · **2♥** four hearts (may also have four spades) · **2♠** four spades, not four hearts

Opener's reply	With 8–9 points	With 10 or more
Your major (a fit)	Raise to 3 of the major (invite)	Raise to 4 of the major
Anything else	2NT (invite)	3NT

♠ K J 7 5
♥ Q 8 6 2
♦ Q 4
♣ 9 8 3

8 points and both majors. Bid **2♣**, then raise 2♥ or 2♠ to three, or bid 2NT over 2♦.

♠ A Q 8 4 ♥ K 5 ♦ Q 10 6 2 ♣ 9 7 4	**11 points** and four spades. Bid **2♣**; over 2♠ bid **4♠**, otherwise **3NT**.

4. Jacoby transfers

With five or more cards in a major, bid the suit **just below** it. Partner bids your suit, so the strong hand becomes declarer.

Transfers. 2♦ shows five or more **hearts**; **2♥** shows five or more **spades**. Opener completes the transfer (2♥ or 2♠).

Your hand	After opener completes the transfer
Weak (0–7)	**Pass**
Five cards, 8–9	**2NT** (invite); opener chooses
Six cards, 8–9	Raise to **3** of your major
Five cards, 10+	**3NT**: opener chooses 4 of the major or 3NT
Six cards, 10+	Bid **4** of your major

♠ J 9 7 6 4 3
♥ 8
♦ Q 10 5
♣ 8 4 2

3 points and six spades: bid **2♥**, then **pass** 2♠.

♠ K Q 10 6 3
♥ J 4
♦ 9 8 2
♣ Q 7 3

8 points and five spades: **2♥**, then **2NT**.

♠ K 4 ♥ A J 8 5 2 ♦ 9 7 3 ♣ Q 6 2	**10 points** and five hearts: **2♦**, then **3NT**. Partner bids 4♥ with three hearts.

5. Summary

After partner's 1NT (15–17)	Bid
Balanced, 0–7	Pass
Balanced, 8–9	2NT
Balanced, 10–15	3NT
A four-card major, 8+	2♣ (Stayman)
Five or more hearts	2♦ (transfer)
Five or more spades	2♥ (transfer)

6. Test yourself

Partner opens **1NT** (15–17). What do you bid?

1. ♠ A 8 2
♥ Q 9 5
♦ 8 7 4 3
♣ J 6 2

2. ♠ Q 10 7 4 2
♥ 9 5 3
♦ J 6
♣ 10 8 4

3. ♠ K 8 6 3
♥ A J 7 4
♦ Q 2
♣ 9 5 4

4. ♠ A J 5
♥ 10 7 4
♦ Q 8 7 2
♣ Q 6 3

5. ♠ 9 4
♥ K Q 10 9 8 6
♦ A 7 3
♣ 8 2

6. ♠ K Q 5
♥ A 6 3
♦ J 10 4 3
♣ Q 8 2

Answers

1. Pass. 7 points: at most 24 between you.

2. 2♥, then pass. A transfer to spades, to play there.

3. 2♣ (Stayman). 10 points and both majors: four of a major if you find a fit, otherwise 3NT.

4. 2NT. 9 points and balanced: invite game.

5. 2♦, then 3♥. Transfer, then invite with six hearts.

6. 3NT. 12 points, balanced, no four-card major.

Next: Chapter 4, Responding to One of a Suit. Free lessons and challenge hands to play: **bridgescorer.com/learn**

About this guide. There are many versions of Standard American, and clubs, teachers and books do not all agree on every detail. This chapter describes one common, straightforward version for learners. We do not claim it is the only or the best way: if your teacher or club plays something different, follow them. What matters most is that you and your partner agree.

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