

BIDDING BY A PASSED HAND

Passed hand sequences are tolerably different. The Non-forcing Stayman sequences are nearly the same. Since 2♦ is no longer needed for a game force, and the notrump opener will almost always be the stronger hand, Jacoby Transfers are now useful. If Responder invites by transferring to a major and removing to 2NT, Opener should remember that all good 11 point hands with a 5 card major have already been opened. Opener needs a good trump holding as well as maximum strength to consider game. Opener can pass the buck with Handwood responses. See 1NT 35. The raise from 1NT to 2NT is now natural. Again, Opener should bear in mind that most choice 11 point hand will have already been opened.

Passed Hand Sequences

1NT PH 3

Pass - 1NT Non-Forcing Stayman. Guarantees at least one 4 card major.

2♣ Responder will have either an Escape, Competitive or Invitational hand. Rarely, where SARS restrictions have prevented a 1NT opening, Responder may have a game going hand.

1NT PH 5

Pass - 1NT Non-invitational. No change. Responder either has 5 hearts
2♣ - 2♦ and 4 spades or is looking for a better spot with 4 hearts and 4
2♥ spades. With a weak 5 heart hand, Responder would have transferred to hearts. **With a doubleton heart, Opener must convert to 2♠ to avoid playing in a 4-2 heart fit.**

1NT PH 7

Pass - 1NT Signoff. Responder has 5 spades and 4 hearts. With values
2♣ - 2♦ concentrated in the majors, Opener may raise to 3♠. Opener
2♠ should be reluctant to correct to 2NT even with a doubleton
spade.

1NT PH 9

Pass - 1NT **Barely invitational with a 4 card spade suit.** Checking to
2♣ - 2♥ see if Opener is 4-4 in the majors. Gives opener a chance to
2♠ play in 2♠ with 4 spades and a weak hand. See **1NT PH 11**

1NT PH 11

Pass - 1NT Invitational with a 4 card spade suit. Stronger than the 2♠ bid
2♣ - 2♥ because it requires Opener to bid 3♠ to play in the 4-4 fit. See
2NT **1NT PH 9.** Typical distribution is 4-1-3-5. With hearts stopped,
Responder's 5 card minor might be of value at notrump.

1NT PH 13

Pass - 1NT Sign off. Responder has 5-6 m and 4 OM. Too weak to invite.
2♣ - 2M
3m

1NT PH 15

Pass - 1NT Mildly invitational with a 4 card heart suit.
2♣ - 2♠
2NT

1NT PH 17

Pass - 1NT Transfer to hearts. Opener should be reluctant to Super

2♦ - Accept or bid anything other than 2♥.

1NT PH 19

Pass - 1NT Standard transfer sequence. Slightly invitational. Opener's

2♦ - 2♥ responses are:

- 2NT
- 3♣ - Average plus hand with good trumps. Passes buck to Responder.
 - 3♦ - Average plus without good trumps. Passes buck to Responder
 - 3♥ - Preemptive. Must be alerted. Rarely used.
 - 3♠ - 3 hearts, including two of the top three honors. Maximum hand. Suggests 3NT. Forcing to 3NT or 4♥.
 - 3NT - Doubleton heart and maximum hand. Probably a good 5 card minor.
 - 4♥ - Sign off

1NT PH 21

Pass - 1NT Standard transfer sequence. Slightly invitational. Opener's

2♥ - 2♠ responses are:

- 2NT
- 3♣ - Average plus hand with good trumps. Passes buck to Responder.
 - 3♦ - Average plus without good trumps. Passes buck to Responder
 - 3♥ - 3 spades, including two of the top three honors. Maximum hand. Suggests 3NT. Forcing to 3NT or 4♠.
 - 3♠ - Preemptive. Must be alerted. Rarely used.
 - 3NT - Doubleton heart and maximum hand. Probably a good 5 card minor.
 - 4♠ - Sign off

1NT PH 23

Pass - 1NT Invitation in notrump. Usually a hand that could not be opened

2NT 1NT because it had only 2 controls or one with good minor suit playing strength. Eg. ♠984 ♥765 ♦Q9 ♣AKJT9

1NT PH 26

Pass - 1NT Preemptive sign off with 5+ in *m*. Mandatory with 5+ minor and

3m less than 6 hcp. Also used 3m with singleton om or M, 5+ minor and up to 9 hcp, Denies a 4 card major.

1NT PH 28

Pass - 1NT Signoff. Usually a hand that could not be opened 1NT because

3NT it did not meet the SARS requirement of 3 controls in first and second seats, or one with good minor suit playing strength.

Eg. ♠KQ8 ♥765 ♦QJ9 ♣KJ65 or ♠98 ♥765 ♦J9 ♣AKQT65