

JACOBY 2NT

Jacoby 2NT is a convention used by responder to show a game forcing raise of partner's 1st or 2nd seat 1♥ or 1♠ opening bid. The only Jacoby 2NT auctions are: (pass) - 1♥ - pass - 2NT! and (pass) - 1♠ - pass - 2NT!

Requirements to bid Jacoby 2NT
§ 4+ card trump support
§ 13+ dummy points (hcp + shortness)
§ a hand unsuitable for a Splinter Raise
<i>* Jacoby 2NT requires an ALERT *</i>

Opener's second bid after a J2NT raise is also part of the convention (and as such must be alerted). With shortness opener either shows a strong second suit (first priority), or bids his singleton/void. Without shortness, opener's bid reflects his strength.

Opener's Rebid after a J2NT Raise
With a singleton or void: 3 of a new suit = singleton or void in bid suit 4 of a new suit = 5+ card suit with at least 2 of top 3 honors
Without shortness: 3 of agreed major = Maximum range opening (18+ points) 3NT = Medium range opening (15-17 points) 4 of agreed major = Minimum range opening (12-14 points)
<i>Opener's second bid requires an ALERT also</i>

Later bidding: Starting at responder's second bid,

- § New suit bids show controls (cuebids for slam)
- § 4NT by either partner is (RKC) Blackwood

Jacoby 2NT is *off* if:

- § Responder is a passed hand
- § Partner's 1♥/1♠ opening bid is overcalled or doubled

JACOBY 2NT - Example Hands

Example 1			
♠ K J 9 8 5 2	♠ A Q 7 6	1♠ : 2N!	2N = game forcing with 4+ ♠
♥ K Q 2	♥ 10 4	3♣! : 3♦	3♣ = ♣ singleton or void
♦ K 10 8	♦ A Q 3	4♠ : pass	3♦ = ♦ control (♦A) slam interest
♣ 3	♣ Q 6 5 2		4♠ = sign off
Example 2			
♠ A Q 7 5 3 2	♠ K J 10 6	1♠ : 2N!	2N = game forcing with 4+ ♠
♥ K 6	♥ J 9	3N! : 4♠	3N = 15-17 points, no singleton/void
♦ 10 5	♦ K Q 9 8	pass	4♠ = sign off
♣ A K J	♣ Q 7 4		
Example 3			
♠ A J 2	♠ 10 4	1♥ : 2N!	2N = game forcing with 4+ ♥
♥ K Q 7 4 2	♥ A 8 6 3	3♦! : 4♥	3♦ = ♦ singleton or void
♦ 9	♦ K J 5 2	pass	4♥ = sign off. discouraged by ♦ holding
♣ A 10 8 3	♣ K Q 7		
Example 4			
♠ 8 5	♠ A 2	1♥ : 2N!	2N = game forcing with 4+ ♥
♥ K Q J 7 3	♥ A 10 8 5	3♥! : 3♠	3♥ = 18+ points, no singleton/void
♦ A K 2	♦ Q 9 6 4	4N : 5♥	3♠ = ♠ control (♠A)
♣ A K 6	♣ Q 7 2	5N : 6♣	4N = Blackwood
		6♥ : pass	5♥ = 2 aces
			5N = asking for kings
			6♣ = no kings
Example 5			
♠ K 10 8 6 2	♠ A J 7 5	1♠ : 2N!	2N = game forcing with 4+ ♠
♥ A Q 3	♥ K 8	4♠! : pass	4♠ = minimum, no singleton/void
♦ J 10 4	♦ 9 7 6 3		
♣ K 8	♣ A Q 2		
Example 6			
♠ 4	♠ A 6 3	1♥ : 2N!	2N = game forcing with 4+ ♠
♥ A K J 8 2	♥ Q 9 5 4	3♠! : 4♦	3♠ = ♠ singleton or void
♦ K J 7 5	♦ A Q 3 2	4♥ : pass	4♦ = ♦ control (♦A)
♣ 8 6 4	♣ Q 9		4♥ = sign off (no ♣ control)

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