

Jacoby

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What is Jacoby?

- 2NT after partners 1 major opening
- Show support right away, usually 4+
- Can be limit+ or game force
 - Agree with partner
 - Here we play game force
- Can also be used over overcalls, agree with partner



Why do we use Jacoby?

- Do not worry that partner passes below game
- Easier to know if we should try slam
- Partner can show shape
- Room to cuebid



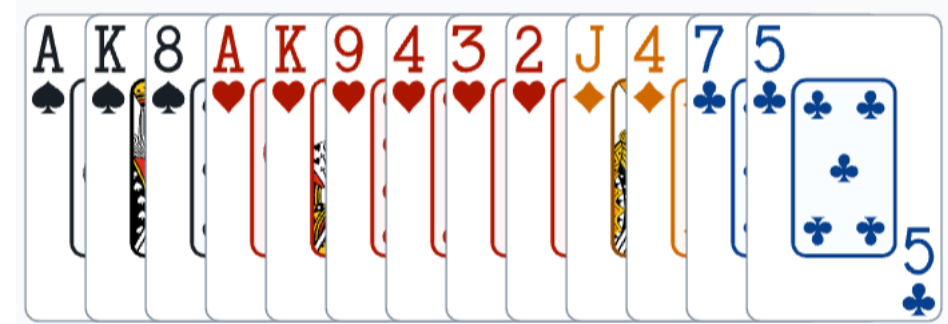
Responding to Jacoby

- Several options – agree with partner
- Showing side suit
 - Source of tricks
- Showing shortness
 - Tricks from ruffing
 - Both hands many trumps
- 4 major minimum hand
- 3 major 14/15+ no shortness
- 3NT 18-19 balanced
- Jumps to 4-level
 - Void
 - Good 5-card suit



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When to look for slam

- If partner shows a singleton – does it fit well?
 - Only ace is a good honor
 - Best with only small cards
- Do we have a shortness?
- Does partner show extras?

S **W** **N** **E**

1♠
3♦

PASS
PASS

2NT
?

PASS

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The image shows a hand of cards and a bidding sequence diagram. The hand consists of the following cards: King of Spades, Queen of Spades, Jack of Spades, 3 of Spades, Ace of Hearts, 10 of Hearts, 7 of Hearts, 4 of Hearts, 5 of Diamonds, 4 of Diamonds, 3 of Diamonds, King of Clubs, 6 of Clubs, and 5 of Clubs. The cards are arranged in a row, with the 5 of Clubs shown as a separate card to the right of the main row.

Below the hand is a bidding sequence diagram with four columns labeled S, W, N, and E. The S column shows a bid of 1♠ and a bid of 3♦. The W column shows two consecutive bids of PASS. The N column shows a bid of 2NT and a question mark below it. The E column shows a bid of PASS.

Other implications in the system

- Jumps to 4 major
 - Weak and preemptive
 - 5+ cards support
 - The law
- 1NT is up to 11(12)
- Jumps to 4 minor (3♠/4♥) is splinter

Hand: 3♠, Q♥, 10♥, 7♥, 4♥, 2♥, 8♦, 5♦, 4♦, 3♦, 6♣, 5♣, 5♣

Buttons: S (1♥), W (PASS), N (?), E

Summary

- Easier to find slam because we have more space
- Many ways to play it
- Opener show shortness on 3-level
- 4 major is minimum, no shortness
- 3 major is extras, no shortness
- 3NT is 18-19 balanced
- 1M-4M is weak preemptive
- 1M-4x (3♠) is splinter