

## 8.1 Summary of Quantitative Bids.

In many cases we have been able to be more specific than usual about our quantitative bids. Perhaps we should name these Precise Quantitatives? :-

1NT - 4♠ is quantitative, 17 pts, 4333 or 3433.

1NT - 4NT is quantitative, 17 pts, 3343 or 3334.

1NT - 2♣ - 2♦ - 4♠ is quantitative, contains one or two 4 card majors  
4NT is quantitative ++, contains one or two 4 card majors

1NT - 2♣ - 2♥ - 4♠ is quantitative, contains 4 ♠'s  
4NT is quantitative ++, contains 4 ♠'s

1NT - 2♣ - 2♠ - 4♥ is quantitative, contains 4 ♥'s  
4NT is quantitative ++, contains 4 ♥'s

1NT - 2♦ - 2♥ - 4♠ is quantitative, 5 ♥'s, 3 ♠'s. 3532 or 3523  
4NT is quantitative, 5 ♥'s. usually 2533

1NT - 2♥ - 2♠ - 4♥ is quantitative, 5 ♠'s, 3 ♥'s. 5332 or 5323  
4NT is quantitative, 5 ♠'s. usually 5233

1NT - 2♠ - 2NT - 4NT is quantitative, 5+ ♣'s

1NT - 2♠ - 3♣ - 3NT is mildly quantitative, 5+ ♣'s

1NT - 2♠ - 3♣ - 4NT is strongly quantitative, 5+ ♣'s

1NT - 2NT - 3♣ - 4NT is quantitative, 5+ ♦'s

1NT - 2NT - 3♦ - 3NT is mildly quantitative, 5+ ♦'s

1NT - 2NT - 3♦ - 4NT is strongly quantitative, 5+ ♦'s

And, of course, there are the Fit Showing Quantitatives after SARS. They are fully detailed in sections 2.5.1 and 2.5.2 and are best not listed out of context.

\* Note If you choose to play South African Texas then: -

4♠ is to play

4NT is quantitative, 4333 or 3433 or 3343 or 3334

## 8.2 Summary of direct responses to an Opening of 1NT

2♣	Stayman, or a balanced 8-9 pts (i.e. a natural 2NT), or may simply be a prelude to SARS (so minor suit Stayman).	* Note 1 * Note 1
2♦	transfer to ♥'s	
2♥	transfer to ♠'s	
2♠	transfer to ♣'s	
2NT	transfer to ♦'s	
3♣	ambiguous (♠/♣/♦) splinter	
3♦	Broken Suit Transfer to ♥'s	
3♥	Broken Suit Transfer to ♠'s	
3♠	♥ splinter	
3NT	to play, normally no 4 card major	
4♣	Gerber	
4♦	Texas transfer to ♥'s	
4♥	Texas transfer to ♠'s	
4♠	quantitative, 4333 or 3433	* Note 2
4NT	quantitative, 3343 or 3334	* Note 2

---

If you choose to play South African Texas then the last five bids are: -

4♣	S.A. Texas transfer to ♥'s	
4♦	S.A. Texas transfer to ♠'s	
4♥	to play	
4♠	to play	
4NT	quantitative, 4333 or 3433 or 3343 or 3334	* Note 2

Note 1 Because of these two possibilities, our 2♣ bid does not guarantee a 4 card major.

Note 2 The 4 card suit will be very poor (J9xx or worse) as otherwise responder would have bid Stayman or SARS.

## 8.3

Summary of Stayman Sequences

1NT - 2♣ - 2♦ -

- pass = weak, 4441 or similar
- 2♥ = weak, 45 etc to play
- 2♠ = weak, 54 etc to play
- 2NT = invitational, does not guarantee a 4 card major
- 3♣ = minor suit shape ask (SARS)
- 3♦ = Quest transfer
- 3♥ = Quest transfer
- 3♠ = game force; 4-4 in the majors, weak minors
- 3NT = to play, contains one or two 4 card majors
- 4♣ = Gerber
- 4♦ = transfer to ♥'s (Extended Texas)
- 4♥ = transfer to ♠'s (Extended Texas)
- 4♠ = quantitative, contains one or two 4 card majors
- 4NT = quantitative ++, contains one or two 4 card majors

1NT - 2♣ - 2♥ -

- pass = weak, 44, 54 or 45 etc. to play
- 2♠ = invitational to 3NT or 4♠, contains 4 ♠'s
- 2NT = invitational, does not contain a 4 card major
- 3♣ = minor suit shape ask (SARS)
- 3♦ = shape ask, maybe a slam try (ASID)
- 3♥ = invitational, 4 ♥'s
- 3♠ = ambiguous splinter
- 3NT = contains 4 ♠'s, opener may correct to 4♠
- 4♣ = RKCB for ♥'s
- 4♦ = slam interest
- 4♥ = to play
- 4♠ = quantitative, contains 4 ♠'s
- 4NT = quantitative ++, contains 4 ♠'s

1NT - 2♣ - 2♠ -

- pass = weak, 44, 54 or 45 etc. to play
- 2NT = invitational, may or may not contain 4 ♥'s
- 3♣ = minor suit shape ask (SARS)
- 3♦ = shape ask, maybe a slam try (ASID)
- 3♥ = ambiguous splinter
- 3♠ = invitational, 4 ♠'s
- 3NT = to play, 4 ♥'s
- 4♣ = RKCB for ♠'s
- 4♦ = slam interest
- 4♥ = quantitative, contains 4 ♥'s
- 4♠ = to play
- 4NT = quantitative ++, contains 4 ♥'s

## 8.4

Summary of Major Suit Transfer Sequences

1NT - 2♦ - 2♥ -	pass	= weak; 5+ ♥'s	
	2♠	= forcing; 5 ♠'s, 5 ♥'s	note 1
	2NT	= invitational; 5 ♥'s	
	3♣	= game force; 5 ♥'s, 4+ ♣'s	
	3♦	= game force; 5 ♥'s, 4+ ♦'s	
	3♥	= invitational; 6+ ♥'s	
	3♠	= ambiguous splinter	note 2
	3NT	= to play or correct to 4♥	
	4♣	= RKCB for ♥'s	
	4♦	= serious slam try	
	4♥	= mild slam try; 6+ ♥'s	note 4
	4♠	= Quantitative; 5 ♥'s, 3 ♠'s. 3532 or 3523	
	4NT	= Quantitative; 5 ♥'s. usually 2533	
1NT - 2♥ - 2♠ -	pass	= weak; 5+ ♠'s	
	2NT	= invitational; 5 ♠'s	
	3♣	= game force; 5 ♠'s, 4+ ♣'s	
	3♦	= game force; 5 ♠'s, 4+ ♦'s	
	3♥	= ambiguous splinter	note 3
	3NT	= to play or correct to 4♠	
	4♣	= RKCB for ♠'s	
	4♦	= serious slam try	
	4♥	= Quantitative; 5 ♠'s, 3 ♥'s. 5332 or 5323	
	4♠	= mild slam try, 6+ ♠'s	note 5
	4NT	= Quantitative; 5 ♠'s. usually 5233	

- 1) Both invitational and game forcing 5-5's go via the sequence 1NT - 2♦ - 2♥ - 2♠ (invitational and game forcing 54 and 45 hands use Quest Transfers)
- 2) The sequence is not used to show 5 ♥'s and 4 ♠'s as that is done via Stayman.
- 3) The sequence is not used to show 5 ♠'s and 4 ♥'s as that is done via Stayman
- 4) A mild slam try with 6+ ♥'s (use Texas transfer if only interested in game)
- 5) A mild slam try with 6+ ♠'s (use Texas transfer if only interested in game)

Normal accept of transfer to ♣'s

After 1NT - 2♠ - 3♣ - we have: -

pass = weak, 6+ ♣'s  
 3♦ = game force; 5+ ♣'s, 4+ ♦'s  
 3♥ = game force; 5+ ♣'s, 4 ♥'s  
 3♠ = game force; 5+ ♣'s, 4 ♠'s  
 3NT = natural, slam interest  
 4♣ = a big ♣ hand, RKCB  
 4♦ = splinter  
 4♥ = splinter  
 4♠ = splinter  
 4NT = strongly quantitative, 5+ ♣'s  
 5♣ = to play

Normal accept of transfer to ♦'s

After 1NT - 2NT - 3♦ - we have: -

pass = weak, 6+ ♦'s  
 3♥ = game force; 5+ ♦'s, 4 ♥'s  
 3♠ = game force; 5+ ♦'s, 4 ♠'s  
 3NT = natural, slam interest  
 4♣ = game force; 6+ ♦'s, 4+ ♣'s  
 4♦ = a big ♦ hand, RKCB  
 4♥ = splinter  
 4♠ = splinter  
 4NT = strongly quantitative, 5+ ♦'s  
 5♣ = splinter  
 5♦ = to play

Super-accept of transfer to ♣'s

after 1NT - 2♠ - 2NT - it's the same except: -

3♣ = weak, 6+ ♣'s  
  
 3NT = to play  
  
 4NT = quantitative, 5+ ♣'s

Super-accept of transfer to ♦'s

after 1NT - 2NT - 3♣ - it's the same except: -

3♦ = weak, 6+ ♦'s  
  
 3NT = to play  
  
 4NT = quantitative, 5+ ♦'s

\*\*\* End of Chapter 8 \*\*\*