

## “Spiral 2-NT” (The “3-3-4-4 Convention”)

“Spiral 2-NT” is an alertable, forcing, Game-try, convention used by a Responder, following an opening by Partner of one-of-either-Minor, a response by Responder of one-of-either-Major, and a simple raise by Opener in Responder’s Major suit. This convention becomes particularly useful when, and if, Opener supports Responder’s Major suit when holding only 3-pieces, which, at times, although infrequent, becomes necessary.

|               |                  |
|---------------|------------------|
| <u>Opener</u> | <u>Responder</u> |
| 1C/1D         | 1H/1S            |
| 2H/2S         |                  |

After hearing support for his/her Major at the 2-level, Responder needs to know whether the Major support is three or four cards, and whether Opener’s opening count is either a minimum (11-13 HCP’s) or a maximum (14-15 HCP’s). A re-bid, by Responder, of “2-NT” initiates this convention.

|               |                  |
|---------------|------------------|
| <u>Opener</u> | <u>Responder</u> |
| 1C/1D         | 1H/1S            |
| 2H/2S         | “2-NT”           |

Opener, in response to Responder’s initiation of this convention has a series of artificial responses which define Opener’s holdings with respect to his/her HCP’s *and* the number of support pieces held in Responder’s Major. The Responder, once informed of Opener’s point count and number of support pieces, takes control and either bids Game, else stops at the 3-level in their agreed-upon, Major suit.

**Opener’s artificial, alertable responses are as follows:**

- “3C” = Minimum values (11-13 HCP’s) with 3-card support
- “3D” = Maximum values (14-15 HCP’s) with 3-card support
- “3H” = Minimum values (11-13 HCP’s) with 4-card support
- “3S” = Maximum values (14-15 HCP’s) with 4-card support
- “3-NT” = Maximum values (14-15 HCP’s), 4-card support and a (4-3-3-3) distribution
- “4X” = Minimum values (11-13 HCP’s) – 4-card support and a singleton or void in the (X)

suit bid

**Example:**

|      |               |                  |        |
|------|---------------|------------------|--------|
|      | <u>Opener</u> | <u>Responder</u> |        |
| 1C   | xx            | xx               | 1H     |
| 2H   | QJxx          | AKxx             | “2-NT” |
| “3S” | KQx           | AJx              | 4H     |
|      | AKxx          | xxxx             |        |

In a competitive auction, where there is an overcall by Opener’s RHO, this convention becomes unnecessary as it is usurped by the use of a “Support Double,” used to show Opener’s 3-card support of Responder’s Major suit, if present.