

Great Mysteries: 4NT bids

4NT is always **Regular Blackwood** (asking for aces only, *not* keycards) if:

- It's the opening bid.
 - It's a direct jump response to partner's opening bid of one of a suit (1S-4NT).

4NT is **Keycard (KC) Blackwood** (asking about four aces and the trump king):

- For the last-bid suit, if it was natural (length-showing).
 - For our agreed trump suit (suit was raised).
 - For a trump fit that's implied because:
 - Partner made a preemptive opening or overcall.
 - You or partner made a cuebid to confirm support.

1S-2H / 3D-4NT = KC for diamonds
1H-2NT (Jacoby) / 3C-4NT = KC for hearts

The 4NT bidder made a minor-suit or Texas transfer.

2S-2NT / 3D-4NT = KC for spades
1S-(2C)-3C-(Pass) / 4NT = KC for spades
1H-1S / 3H-4C / 4NT = KC for hearts
1NT-2S (clubs) / 3C-4NT = KC for clubs
1NT-4D (hearts) / 4H-4NT = KC for hearts
1D-2S / 3D-4NT = KC for spades
1H-(4S)-4NT = KC for hearts

The 4NT bidder started with a strong jump shift.

- For partner's **major** if 4NT is not a jump.

4NT is **quantitative** (invitational to slam) if:

- Our last bid was a natural notrump opening or rebid:
 - 4NT is the first rebid by the Strong 2C opener:
 - Our opening bid was 1NT or 2NT **and**:
 - Responder uses Stayman, then jumps to 4NT.
 - Responder transfers, then jumps to 4NT.

- 1NT-4NT = Invites 6NT
- 1C-1H / 2NT-4NT = Invites 6NT
- 1D-3NT / 4NT = Invites 6NT
- 2C-2D / 4NT = 10-trick notrump hand

- 1NT-2C / 2H-4NT = Invites 6S or 6NT
- 1NT-2D / 2H-4NT = Invites 6H or 6NT

4C is **Gerber** (aces only) if opener's last **natural** bid was notrump.

1C-1S / 1NT-4C = Ace-asking
1NT-2C / 2D-4C = Ace-asking
1NT-2C / 2S-4C = KC Gerber for spades

4C is **Keycard Gerber** if his last bid showed a 4+-card suit.

4NT is **natural** (*not* a slam invite) if:

- We've bid to the 4-level and haven't found a good fit.

2NT-3H (transfer) / 3S-4D (2nd suit) / 4NT
2C-2S / 3H-4C / 4NT

4NT is a two-suited takeout if:

- It's an overcall.
 - Partner made a takeout double and 4NT is not a jump.
 - Partner opened a minor and 4NT is not a jump.

(1H)-4NT = Minors
(3S)-Pass-(4S)-4NT = Any two suits
(4H)-DBL-(Pass)-4NT = Minors
(1S)-DBL-(4S)-4NT = Any two suits
1D-(4S)-4NT = Clubs & hearts (5-5+)

Expert agreements: 4NT is **natural** (*not* Blackwood) if:

- It's an overcall of an opponent's 4C or 4D opening.
 - Partner overcalled 4 of a minor and RHO passes.
 - We've bid all four suits but haven't found a fit.
 - It's a jump response to partner's takeout double.

(4D)-4NT = To play, 24+ HCPs or 10 tricks
 (3S)-4C-(Pass)-4NT = To play
But: (3S)-4C-(4S)-4NT = KC for clubs
 1S-2D / 3C-3H / 4NT = Slam invite in NT
 (3H)-DBL-(Pass)-4NT = Slam invite in NT