The main aim in the bidding is to locate an 8-card major fit if present.
If, between your two hands, you have 8 cards in a major suit you should play the contract in that major.
We refer to it as an "8-card major fit".
Partner's opening bid of 1NT has fully described her hand in terms of shape and strength.
You are in charge.
Partner has shown 12-14 HCP and a balanced hand.
As responder ask yourself two questions:
Are the points for game present.
Do we have a major fit
If your major suit contains 5 or 6 cards you can pass this information to partner. There are also ways of locating a 4-4 major fit to be covered in a later lesson.

## With a weak hand (10 HCP or less)

There are insufficient points for game.
If you have a suit of $5+$ cards, other than clubs, you can make a "weakness takeout".
You respond in your suit at the 2-level and the dialogue is as below.

|  | W | N | E | S |
| :---: | :---: | :---: | :---: | :---: |
| I have 12-14 balanced | 1NT | pass | $2 \bullet / \sim / \uparrow$ | pass |
| Message received | pass | pass |  |  |

## I have up to 10 points <br> Game is not possible

This is a safer place to play than 1NT Please pass

A response of $2 *$ is reserved for a special purpose discussed in a later lesson.

## With an invitational hand (11-12 HCP)

Game is possible if partner is maximum.
Hands of this strength containing a 5-card major are difficult to bid in standard Acol.
There is a method which will be described in a later lesson.
For the moment your best approach is to ignore the possibility of a major fit and bid 2NT.

|  | W | N | E | S |
| :---: | :---: | :---: | :---: | :---: |
| I have 12-14 balanced | 1NT | pass | 2NT | pass |
| Appropriate action | > |  |  |  |

I have 11-12 points
Please bid 3NT if maximum

With a strong hand (13+ HCP)
You should be in game.

## With a major suit ( $\varphi / \uparrow$ ) of exactly 5 -cards

You make a "game-forcing bid" showing your suit. Opener cannot pass.
You make a jump response in your major at the 3-level and the dialogue is as below.

|  | W | N | E | S |
| :---: | :---: | :---: | :---: | :---: |
| I have 12-14 balanced | 1NT | pass | $3 \vee / \uparrow$ | pass |
| Sorry only 2 cards | 3NT |  |  |  |

In your major

In your major

|  | W | N | E | S |
| :---: | :---: | :---: | :---: | :---: |
| I have 12-14 balanced | 1NT | pass | $3 \vee / \uparrow$ | pass |
| I have 3 cards | 4『/ヵ |  |  |  |

I have 13+ points
We should be in game
I have exactly 5 cards in the major shown
Look at your holding in my major
With 3 cards in my major bid 4M
With 2 cards in my major bid 3NT

I have 13+ points We should be in game
I have exactly 5 cards in the major shown Look at your holding in my major With 3 cards in my major bid 4M
With 2 cards in my major bid 3NT
We do not take the same type of action if our 5-card suit is a minor.
We do not emphasise the minor suits.
Game in a minor requires 11 tricks.
If we make just one overtrick in 3 NT we score better (430) than the minor game ( $5 \&$ or $5 \diamond$ ) - (400)

## With a major suit (v/ه) of 6+ cards

We bid the major game directly.
This action is justified because partner, having opened 1NT, cannot have fewer than two cards in any suit.
An 8-card fit must be present.

|  | W | N | E | S |
| :---: | :---: | :---: | :---: | :---: |
| I have 12-14 balanced | 1NT | pass | 4*/a | pass |
| Message received | pass | pass |  |  |

I have 12+ points
We should be in game
I have 6+ cards in the major shown This is the best place to play

Please pass
Your 6-card suit gives your hand extra power.
You can take this action with 12+ points.

## Note:

For the curious amongst you:
A later lesson will describe how to locate a major fit when, as responder, you hold a 4-card major and you want to enquire whether opener has the same.

