



# Responding to a 1 NT opening

31 March 2020

# Content

- ♠ **Red Suit Transfers**
- ♥ **Stayman**
- ♣ **Transfer to a minor**
- ♦ **Inviting to Game**
- ♠ **Bidding Game immediately**
- ♥ **Inviting to Slam**
- ♣ **Pass**

# What response to use when

Content of Responder's hand	Strength of Responder's hand (in HCPs)				
	0 - 7	8 - 10	11 - 12	13 - 18	19+
5+ cards in one or both majors	<b>Red suit transfer</b>				
4 cards in one or both majors	<b>Pass</b> (for now)		<b>Stayman</b>		
7+ cards in a minor	<b>Transfer</b>	<b>Pass</b>	<b>Game invitation</b>	<b>Bid 3 NT Game</b>	<b>Slam invitation</b>
None of the above	<b>Pass</b>				

# Red Suit Transfers

Opening bid:	1 NT							
Responder's hand:	Contains 5+ cards in a Major suit.							
Suit with 5+cards:	♠ s				♥ s			
Responder's bid:	2 ♥				2 ♦			
Opener's rebid:	2 ♠				2 ♥			
Responder's strength:	< 11	11 - 12	13+		< 11	11 - 12	13+	
Responder's shape:	Any	Any	Balanced	Unbalanced	Any	Any	Balanced	Unbalanced
Number of Major cards in longest suit	Responder's rebid							
Exactly 5 cards	Pass	2 NT	3 NT	2 <sup>nd</sup> suit at 3 level <sup>1</sup>	Pass	2 NT	3 NT	2 <sup>nd</sup> suit at 3 level <sup>1</sup>
6 + cards	Pass	3 ♠	4 ♠		Pass	3 ♥	4 ♥	

<sup>1</sup> 2<sup>nd</sup> suit will consist of 4 cards and could be the other Major suit or a Minor suit. This bid is game forcing.

# Red Suit Transfers (cont.)

## Should Opener bid again?

**If Opener is weak, with 12 points or a poor 13\* points**

You will not want to raise 2NT, 3♠ or 3♥ to Game, but if you hold 3+ of the major suit transferred to, you would prefer to play in the major and switch:

2NT to 3 in the major; and  
3NT to 4 in the major

**If Opener is strong, with a good 13 points or 14 points**

You will want to play in game.

If you do not hold 3+ cards in the major transferred to, you raise 2NT to 3NT.

If you hold 3+ cards in the major, raise 2 NT or 3 of the major to 4 of the major or change 3 NT to 4 of the major

\* One way to assess whether a balanced hand with 13 HCP is strong is to look for two or more 10 s. Treat 4,3,3,3 hands as weaker than 5,3,3,2 and 4,4,3,2. If in doubt, treat as weak.

# Stayman

<b>Opening bid:</b>	<b>1 NT</b>		
<b>Responder hand's contents</b>	<b>Responder hand's strength</b>	<b>Responder's bid</b>	
No 5+ cards in either Major suit, but exactly 4 cards in one or both Major suits	Use 11+ HCP strength (for now)	<b>2 ♣ "Stayman"</b>	
<b>Opener's rebid</b>			
With 4+ ♥ s (may also have 4+ ♠ s*)	With 4+ ♠ s (may also have 4+ ♥ s*)	With neither	
<b>2 ♥</b>	<b>2 ♠</b>	<b>2 ♦</b>	
<b>Responder's next bid</b>			
<b>Strength:</b>	11 – 12 HCP	13 – 18 HCP	19+ HCP
<b>With a Major match:</b>	3 ♥ or 3 ♠	4 ♥ or 4 ♠	Explore a slam
<b>Without a Major match:</b>	2 NT	3 NT	Covered in later lesson

# Stayman (cont.)

## Should Opener bid again?

Opening bid:		1 NT			
Responder's bid:		2 ♣ "Stayman"			
		Opener's rebid			
		2 ♥	2 ♠	2 ♦	
Responder's second bid:	Without a Major match		With a Major match		
	2 NT	3 NT	3 ♥ or 3 ♠	4 ♥ or 4 ♠	
Opener's strength		Opener's third bid:			
12 or weak 13 <sup>1</sup>		Pass <sup>2</sup>	Pass <sup>3</sup>	Pass	Pass
Strong 13 <sup>1</sup> or 14		3 NT <sup>3</sup>	Pass <sup>3</sup>	4 ♥ or 4 ♠	Pass

1. One way to assess whether a balanced hand with 13 HCP is strong is to look for two or more 10 s. Treat 4,3,3,3 hands as weaker than 5,3,3,2 and 4,4,3,2. If in doubt, treat as weak.
2. If Opener had exactly 4 ♥ s and 4 ♠ s, she will bid 3 of the other Major to the one she previously bid at the 2 level.
3. If Opener had exactly 4 ♥ s and 4 ♠ s, she will bid 4 of the other Major to the one she previously bid at the 2 level.

# Transferring to a Minor suit

Opening bid:	1 NT	
Responder hand's strength	Responder hand's shape	Responder's bid
Less than 8 HCP - Weak	No 4+ cards in a Major suit 7+ cards in a Minor suit	2 ♠
Opener's rebid		
3 ♣		
Responder's next bid		
Long suit in ♣ s:	Pass	
Long suit in ♦ s:	3 ♦	



# Invitational and 3 NT Game bid responses

Responder does not have 4+ cards in either major and does not have < 8 points and 7+ cards to transfer to a minor

Strength of Responder's hand:	< 11	11 - 12	13 - 18	19+
Responder's bid:	Pass	2 NT (Invitational)	3 NT	4 NT (Invitational)
Opener's rebid				
Opener's strength:				
12 or weak 13 <sup>1</sup>		Pass		Pass
Strong 13 <sup>1</sup> or 14		3 NT		6 NT

\* One way to assess whether a balanced hand with 13 HCP is strong is to look for two or more 10 s. Treat 4,3,3,3 hands as weaker than 5,3,3,2 and 4,4,3,2. If in doubt, treat as weak.



**Thank you**