



## Your Partner's 1NT Opening Bid

You and your partner have agreed that an opening bid of 1NT shows 12, 13 or 14 high card points, and a balanced hand.

If your partner has opened 1NT, and you have a balanced hand, there is a good chance that your best contract is No Trumps.

The high card point count total between two balanced hands is a reliable guide to the number of tricks that the partnership can make in a No Trumps contract. So, getting the answer right is usually a matter of arithmetic.

## Responders Role: Doing the arithmetic

Your partner opens 1NT and you have:

♠ K 10 8

♥ K 10 8

♦ Q 9 8 7

♣ 10 8 6

Your hand is balanced, so you are thinking about no trumps as the best contract.

Your Hand:	8	8	8
Partners Hand:	12 or	13 or	14
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Total	20 or	21 or	22

Your hand has 8 high card points.

There are less than 25 high card points between the two hands. You will not make the 9 tricks required to get the game bonus in no trumps, so you pass.



## B1 L05 Reply to 1NT Balanced Hand NOTES

<u>Your point count</u>	<u>Range of the two hands</u>	<u>Likely outcome</u>	<u>Reply</u>	<u>Opener's Re-bid</u>
<b>0-10</b>	<b>12-24</b>	Part Score	<b>Pass</b>	Opener probably won't get another bid!
11,12	23-26	Maybe game, maybe part score?	2NT	Pass if 12 or "poor" 13 HCP, 3NT if 14 or "good" 13 HCP
13-18	25-32	Game	3NT	Pass



## Slams!

There are extra bonuses for bidding and making contracts for 12 tricks (small slam) and 13 tricks (grand slam). These don't come up very often, but the combined HCP is an excellent guide to bidding them.

<u>Your point count</u>	<u>Range of the two hands</u>	<u>Likely outcome</u>	<u>Reply</u>	<u>Opener's Re-bid</u>
19,20	31-34	Maybe Game, but 6NT is possible?	4NT*	Pass if 12 or poor 13, 6NT if 14 or good 13
21,22	33-36	6NT is on!	6NT*	Pass
23-24	34-38	Small slam, maybe a grand slam?	5NT*	6NT if 12 or poor 13, 7NT if 14 or good 13
<b>25+</b>	<b>37+</b>	<b>Grand Slam!</b>	<b>7NT*</b>	<b>Pass</b>

\* These raises are known as "quantitative". There are other ways of bidding slams that you will come across later.



## The STOP Card

With 13 or more High Card Points you will make a "jump" (or "skip") raise. This means that you could have bid in the same denomination at a lower level but chose not to.

Before making a jump bid a player must place the Stop card in front of him, then place his call as usual, and remove the Stop card after 10 seconds. His left-hand opponent should not call until the Stop card has been removed.

So, the Stop card is not like a bid or pass. These stay on the table until the end of the auction and the lead card is turned over. The Stop card goes back into the bidding box before the next bid or pass.

	With		♠ Q 9 8	Bid
Partner	13-18		♥ A 4 3 2	
opens 1NT	HIGH CARD	Eg	♦ A 5 4 3	
	POINTS		♣ A 7	



## Hand assessment

You will notice in the above table that reference is made to "good" and "poor" hands with 13 HCP. High card points only refer to the A, K, Q and J in isolation; they do not consider combinations of high cards.

E.g., this hand has 6 HCP but none of the honour cards are sure of taking a trick if the opponents' high cards are badly placed.

♠ Q 6 4 2

♥ J 4 3

♦ K 5

♣ 9 7 6 4

However, this hand also has 6 HCP but is sure to take at least 2 tricks once the Ace of spades has been played out.

♠ K Q J 2

♥ 7 4 3

♦ 9 5

♣ 9 7 6 4



Supporting cards such as the 10, the 9 and the 8.

♥ J 4 3 2 is a poor holding - if the Jack is beaten by the Ace, King or Queen then the ♥ 4 3 2 are most unlikely to take a trick.

However, ♥ J 10 9 8 is much stronger and it may be possible to establish the supporting cards for a trick, or sometimes more than one.

So, for example, this would be considered a “poor” 13 HCP.

♠ Q 6 4 2

♥ A 4 3

♦ A 8

♣ K 7 6 4

Whereas this hand would be considered a “good” 13 HCP.

♠ J 10 9 8

♥ 6 5

♦ K Q J 7

♣ A Q 10