

Lesson 7

Responses to 1NT on unbalanced hands

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Objectives for Lesson 7

- Review homework
- Recap *opening 1NT balanced hands and balanced hand responses*
- Making a *Weakness Takeout* on 3 suits
- *Bid a major suit game with six cards*
- Offer partner a choice of *game with a 5-card major*
- *Bid 3NT with an unbalanced hand and length in minors*

Homework – *responses to a 1NT opening bid*

Shape: *Balanced*

Strength: 12-14 *HCP*

No *void*

Known as a *limit-bid*, limits your hand to a 3 point range

No *singleton*

12 minimum, 13 average or 14 maximum *HCP*

Not more than one *doubleton*

No 6-card or longer *suit*

Also known as a *weak 1NT*

Possibly no *5-card major suit*

Open the *bidding* with 1NT on all 12-14 *balanced hands*

Homework – *responses to a 1NT opening bid*

Hand A

♠ Q 7 3

♥ K J 6

♦ K 9 8 7

♣ J 10 4

10 HCP - Pass

Hand B

♠ Q 7 3

♥ K J 6

♦ K 9 8 7

♣ K 10 9

12 HCP - 2NT

Hand C

♠ K 7 3

♥ K J 6

♦ K 9 8 7

♣ K 10 9

13 HCP - 3NT

Hand D

♠ 3 2

♥ 7 6 5 4 3 2

♦ 3 2

♣ 4 3 2

Weak 6 hearts - 2♥

Responding to a 1NT opening bid

Formal rules for *responding with a balanced hand...*

<i>HCP</i>	<i>Call</i>	
0-10	Pass	Hope <i>declarer</i> makes 7 <i>tricks</i> with a <i>part-score bonus</i>
11-12	2NT	<i>Inviting</i> partner to <i>game</i> if they have 14 <i>HCP</i>
13-19	3NT	We have enough points for <i>game</i> - 9 <i>tricks</i> in NT
19-20	Slam?	A future lesson...

Responding to 1NT

♠ 8 6 4

♥ 9 3 2

♦ 10 7 3 2

♣ 8 3 2

0 HCP (12+0=12), *balanced*

Weak hand

Over 1NT, *pass*

♠ K 7 6

♥ A J 7

♦ Q 4 3

♣ 9 8 5 3

10 HCP (12+10=22), *balanced*

Weak hand

Over 1NT, *pass*

Responding to 1NT

♠ 9 8 6 3 2

♥ 8 7

♦ J 5 2

♣ 10 6 2

1 HCP (12+1=13), *balanced*

Weak hand, will not make 1NT!

Bid 2♠ - weakness takeout

♠ K Q 6 4 3 2

♥ K 7

♦ J 5

♣ 10 6 2

9 HCP (12+9=21), *unbalanced*

Weak hand, might not make 1NT!

Bid 2♠ - weakness takeout

Responding to 1NT

With a weak hand

- *With a balanced hand (no 5-card suit) and 0-10 HCP, all you can do is pass, but with a 5-3-3-2 balanced hand there might be options...*
- *With a long suit of 5+ cards, usually better to play in your long suit*

A long suit will provide tricks by ruffing the opponents' high cards

- *A bid at the two-level is a weakness takeout, it is a forcing pass*

When your partner forces you to pass, you must pass!

- *Don't respond 2NT to try and make 8 tricks*

Pass 1NT, as you do not enough HCP for game in 3NT

Responding to 1NT - beginner version

♠ A 2

♥ K J 10 9 6 3

♦ K J 7

♣ A 5

16 *HCP* (12+16=28)

8-card major fit

Over 1NT, *bid 4♥ game*

♠ A Q 9 7 6 2

♥ K 8 3

♦ Q J 7

♣ 9

12 *HCP* (12+12=24)

8-card major fit

Over 1NT, *bid 4♠ game*

Responding to 1NT - advanced version

♠ A 2

♥ K J 10 9 6 3

♦ K J 7

♣ A 5

16 HCP (12+16+2=30)

8-card major fit

Over 1NT, bid 4♥ game

♠ A Q 9 7 6 2

♥ K 8 3

♦ Q J 7

♣ 9

12 HCP (12+12+3=27)

8-card major fit

Over 1NT, bid 4♠ game

Responding to 1NT

With a strong hand with 6+ hearts or 6+ spades (majors)

- 1NT promises 12-14 *HCP* and two *cards* in every *suit*
- *Responder* knows a lot about *opener's hand*
- *Responder* is in control of the *bidding*

With major suit of 6+ cards, you have an 8+ card major fit

With HCP for game, say 12+, bid game in that major

You should make extra tricks in trumps with an 8-card fit

Responding to 1NT

West

♠ A 4

♥ K J 10 9

♦ Q 9 6

♣ A 10 9 8

East

♠ K Q 9 7 2

♥ Q 3 2

♦ K J 7

♣ K 4

West opens 1NT

"12-14" - *etiquette*

East responds 3♠

I have 5 spades

West rebids 3NT

I don't have 3 spades

No 8-card major fit

East passes 3NT

Responding to 1NT

West

♠ A 10 4

♥ K 9

♦ Q 9 6 4

♣ A 10 9 8

East

♠ K Q 9 7 2

♥ Q 3 2

♦ K J 7

♣ K 4

West opens 1NT

"12-14" - **etiquette**

East responds 3♠

I have 5 spades

West rebids 4♠

I have 3 spades

8-card major fit

East passes 4♠

Responding to 1NT

With a *strong hand* with 5 hearts or 5 spades (*majors*)

- When your *major suit* is only 5 *cards* long, ask partner if they have 3+ cards

- A *forcing bid* of 3♥ says:

"I have 5 hearts, if you have 3+ hearts *raise* me to 4♥"

"with only 2 hearts, please *bid* 3NT"

- Likewise a *forcing bid* of 3♠ says:

"I have 5 spades, if you have 3+ spades *raise* me to 4♠"

"with only 2 spades, please *bid* 3NT"

Responding to 1NT

West

♠ Q 4 3 2

♥ K 10 6

♦ K 4 3

♣ A J 7

East

♠ J 5

♥ 5 2

♦ A Q 7 6 5 2

♣ K Q 4

West opens 1NT

"12-14" - *etiquette*

East responds 3NT

Game

West passes 3NT

...Contract might fail

Responding to 1NT

West

♠ A K 3

♥ J 8 6 4

♦ 8 6

♣ A 10 8 2

East

♠ 2

♥

♦ K Q J 10 9 7

♣ K Q J 9 4 3

West opens 1NT

"12-14" - **etiquette**

East responds 3♦

Strong ♦ maybe *slam*

West rebids 3NT

No 8-card minor fit

East responds 5♣

Strong ♣ and ♦

Summary - *Responding to 1NT*

With a *strong hand with 5+ diamonds or 5+ clubs (minors)*

- With a *5+ card minor and values for game*

Respond with 3NT

Don't *bid your minor suit*, 11 *tricks* needed for *game* in a *minor*

9 *tricks* in *no trumps* will be easier and score better

- With *12+ HCP and a long minor*

Respond 3NT

You may only have a combined 24 HCP, but this should be enough

Unbalanced hands usually generate more *tricks!*

- *Jumping to 3♦ or 3♣* shows real interest in playing *game* in that *minor*

Maybe *hand* is very *distributional*

Or maybe *hand* is very strong, possibly even a *slam...*

Grab a pack of cards

After you partner *opens* with 1NT

What questions should you ask yourself after your *partner* has opened the *bidding* with 1NT?

- How many *HCPs* do I have?
- Should I *bid* 3NT?
- How many *combined HCPs*?
- What should I *bid*?

Your partner opened 1NT - Create the following *hand*

♠ J 10 6

- How many *HCPs* do I have?

5 *HCPs*

♥ 7

- Should I *bid* 3NT?

No

♦ A 9 8 7 6 5

- How many *combined HCPs*?

17-19 *HCPs*

♣ 10 9 2

- What should I *bid*?

2♦ *weak takeout*

Now change: ♦ 9876 and ♣ 2 to ♥ AKQJ9

Your partner opened 1NT

♠ J 10 6

- How many *HCPs* do I have?

15 *HCPs*

♥ A K Q J 9 7

- Should I *bid* 3NT?

No

♦ A 5

- How many *combined HCPs*?

27-29 *HCPs*

♣ 10 9

- What should I *bid*?

4♥ Just bid game

Now change: ♥Q to ♦6

Your partner opened 1NT

♠ J 10 6

• How many *HCPs* do I have? 13 *HCPs*

♥ A K J 9 7

• Should I *bid game*? Yes, but a *5-card major*









♦ A 6 5

• How many *combined HCPs*? 25-27 *HCPs*

♣ 10 9

• What should I *bid*? 3♥ ask partner to choose

Bidding Quiz...

Hand 1 Dealer West		
 A 7 5  Q 9 8  K 6 3  A J 6 2	N W E s	 9 6 4  J 5 4  Q J 10 9  K Q 3









West	East
1NT	Pass

East has nothing to *bid* with nine *points* and a *balanced hand*

Hand 2 Dealer East		
♠ A 7 5 ♥ Q 9 8 ♦ K 6 3 ♣ A J 6 2	N W E S	♠ K 9 6 ♥ J 5 4 ♦ Q J 10 9 ♣ K Q 3

West	East
	1NT
3NT	Pass

West can *raise* straight to 3NT with fourteen *points*, knowing that the partnership has at least 26 *points* between the two *hands*.

Hand 3 Dealer West		
 K Q J 7  9 8 6  A 7 6  Q 9 4	N W S	 A 5 2  J 10 5 3  K 3 2  A 10 7 E

West	East
1NT	2NT
Pass	

East has twelve *points*, *game* is possible.

2NT asks *partner* to *bid* 3NT with a *maximum*.

West has only 12 *points*, so passes 2NT.









Even eight *tricks* are not entirely certain on this *deal*.

Hand 5 Dealer West		
♠ A 5 2 ♥ J 10 5 3 ♦ K Q 2 ♣ A 10 7	N W E S	♠ K Q J 7 ♥ 9 8 6 ♦ A 7 6 ♣ Q 9 4

West	East
1NT	2NT
3NT	Pass

This time it is East who asks *partner* the question, but with 14 *points* West is able to *bid* 3NT.

Nine *tricks* should *make*, either by the *defence* helping you in **establishing** a second club *trick*, or if the *defence* do not *lead* clubs, *declarer* can *play* hearts every time he *gains* the *lead* and eventually a *winner* gets set up.

Hand 6 Dealer East		
 K Q J 7 5 3  A 6 2  8 7  K 5	N W E S	 10 2  K 5 3  A 9 6 2  A Q 9 7

West	East
	1NT
4 	Pass

West has six spades and thirteen *points*. Quite enough to *jump* straight to *game*.

Hand 7 Dealer West		
♠ K Q J 7 ♥ A 6 2 ♦ 8 7 ♣ K 9 5 3	N W E S	♠ A 5 2 ♥ K 10 9 5 3 ♦ K 2 ♣ A 10 7

West	East
1NT	3♥
4♥	Pass

East is not sure whether to *play* in hearts or no trumps. With fourteen *points* the *partnership* must choose one *game* or the other.

3♥ asks *partner* which *game* to *play* in.









With three hearts West chooses to *play* in 4♥.

Hand 8 Dealer East		
♠ 7 5 ♥ J 9 8 6 5 ♦ 4 3 2 ♣ 10 9 2	N W E S	♠ J 6 ♥ Q 4 2 ♦ A K 7 5 ♣ K J 8 7


West	East
	1NT
2♥	Pass

West has an awful *hand* but it might take a few *tricks* if hearts are *trumps*.

Limit the possible damage on the *hand* and *bid* 2♥. A *weak-takeout* into hearts.

Hand 9 Dealer West		
 8 6  A Q J 3  A J 5 4  Q 10 7	N W E S	 K 10 4 3 2  8 6  K Q 3  A K 2

West	East
1NT	3 
3NT	Pass

West is not sure whether to *play* in spades or no trumps 3 asks *partner* to choose.

With only two spades West chooses 3NT.

Let's play...

Hand 1 Dealer North	<p>♠ Q 10 9 8</p> <p>♥ 9 8 5</p> <p>♦ J 10 7</p> <p>♣ K 5 3</p>	
<p>♠ <u>A K 7 4 3</u></p> <p>♥ K 7</p> <p>♦ A 5</p> <p>♣ 10 7 6 4</p>	<p>N (6)</p> <p>W (14) E (12)</p> <p>S (8)</p>	<p>♠ <u>J 5</u></p> <p>♥ A J 2</p> <p>♦ K 9 6 2</p> <p>♣ Q J 9 8</p>
	<p>♠ 6 2</p> <p>♥ Q 10 6 4 3</p> <p>♦ Q 8 4 3</p> <p>♣ A 2</p>	

West	North	East	South
	Pass	1NT	Pass
3♠	Pass	3NT	All Pass

West has *HCP* for game (12+14)

Not sure whether in spades or NT

West *bids* 3♠ to ask partner

With only 2 spades East *bids* 3NT

Hand 2 Dealer East	<p>♠ Q 7 6 5</p> <p>♥ K 3</p> <p>♦ A 9 7</p> <p>♣ Q 9 7 4</p>	
<p>♠ K 9 4</p> <p>♥ <u>J 10 9 8 7 4</u></p> <p>♦ J 4 2</p> <p>♣ 2</p>	<p>N (11)</p> <p>W (5) E (14)</p> <p>S (10)</p>	<p>♠ A 3 2</p> <p>♥ <u>Q 5</u></p> <p>♦ K Q 10 6</p> <p>♣ K 6 5 3</p>
	<p>♠ J 10 8</p> <p>♥ A 6 2</p> <p>♦ 8 5 3</p> <p>♣ A J 10 8</p>	

West	North	East	South
		1NT	Pass
2♥	All Pass		

East/West is weak (12+5 to 14+5)

Fewer HCP than North/South (21)

West bids 2♥ to rescue partner from a bad 1NT contract

Hand 3 Dealer South	<p>♠ A J 9</p> <p>♥ <u>A K 8 6 4</u></p> <p>♦ 10 9</p> <p>♣ Q 8 2</p>	
<p>♠ 7 5 4</p> <p>♥ 3</p> <p>♦ A K Q 5 4</p> <p>♣ 7 6 4 3</p>	<p>N (14)</p> <p>W (5) E (3)</p> <p>S (14)</p>	<p>♠ 10 8 2</p> <p>♥ J 10 9 7</p> <p>♦ J 3 2</p> <p>♣ J 10 9</p>
	<p>♠ K Q 6 3</p> <p>♥ <u>Q 5 2</u></p> <p>♦ 8 7 6</p> <p>♣ A K 5</p>	

West	North	East	South
			1NT
Pass	3♥	Pass	4♥
All Pass			
<p>North has <i>HCP</i> for <i>game</i> (12+14)</p> <p>Not sure whether in hearts or NT</p> <p>North <i>bids</i> 3♥ to ask partner</p> <p>With only 3 hearts South <i>bids</i> 4♥</p>			

Hand 4 Dealer West	<p>♠ <u>Q 8</u></p> <p>♥ Q 5 2</p> <p>♦ A J 9 4 2</p> <p>♣ A 10 8</p>	
<p>♠ A 5 2</p> <p>♥ 9 8 4 3</p> <p>♦ 8 5</p> <p>♣ Q 5 3 2</p>	<p>N (13)</p> <p>W (6) E (9)</p> <p>S (12)</p>	<p>♠ 9 4</p> <p>♥ A K J 10 6</p> <p>♦ 10 7 3</p> <p>♣ J 7 4</p>
	<p>♠ <u>KJ 10 7 6 3</u></p> <p>♥ 7</p> <p>♦ K Q 6</p> <p>♣ K 9 6</p>	

West	North	East	South
Pass	1NT	Pass	4♠
All Pass			

South has strong *6-card spade suit*

South has good *HCP (12+12)*

South *bids* 4♠

Hand 8 Dealer West	<p>♠ 10 9 8 7</p> <p>♥ J 10 5</p> <p>♦ 10 8</p> <p>♣ K 9 8 2</p>	
<p>♠ Q 3</p> <p>♥ A 9 8 4</p> <p>♦ Q J 6 5</p> <p>♣ A J 10</p>	<p>N (4)</p> <p>W (14) E (22)</p> <p>S (0)</p>	<p>♠ A K J 2</p> <p>♥ K Q 3</p> <p>♦ A K 3 2</p> <p>♣ Q 7</p>
	<p>♠ 6 5 4</p> <p>♥ 7 6 2</p> <p>♦ 9 7 4</p> <p>♣ 6 5 4 3</p>	

West	North	East	South
1NT	PASS	6NT	All Pass

East has amazing *HCP* (12+22=34)

East *bids* 6NT - a *small slam*, 12 *tricks*, with only a maximum of 7 *HCP* between North/South, and a maximum of one Ace missing

West can afford to lose 1 *trick*

Summary – responses to a 1NT opening bid

Pass

Balanced less than 11 HCP

Weakness Takeout - 2♦ 2♥ 2♠

Unbalanced less than 11 HCP

*Opener **must** pass*

2NT

Balanced 11-12 HCP

"Do you have 14 HCP?"

*Opener **must** pass with 12-13 HCP, else 3NT*

3NT

Balanced 13+ HCP, game, 9 tricks

*Opener **must** pass*

Three-level major

Strong 5-card major suit

"Do you have 3-card support?"

A forcing bid - opener cannot pass

Four-level major

Strong 6-card major suit

Playing in game, 10 tricks

*Opener **must** pass*

Three-level minor

Strong 5+ card minor suit

Very distributional hand

Possible interest in slam

"What do you think partner?"

Opener chooses: 3NT or raising to game or slam

Next time & Homework

Next time

- Playing in a *suit* to get a less worse score

Homework

- Complete the bidding quiz
- Section 2.4 page 26 – the summary sheet

Which could usefully be learned by heart!