

WEAK NT

John Taylor



Overcalling after a weak NT

Sitting North:

♠65

♥A

♦KQT63

♣AJ987

W N E S

1NT ???

How can you bid the
game (or potential slam)
in a minor?

South Hand

♠

♥QT542

♦954

♣KQT42

W N E S

1NT 2♠! P ???

What is South's best option?

The club slam is cold.

♠65
♥A
♦KQT63
♣AJ987

♠KQT84
♥K63
♦A72
♣65

♠AJ9732
♥J987
♦J8
♣3

♠
♥QT542
♦954
♣KQT42

Laws

DISALLOWED

7. **CONVENTIONAL RESPONSES, REBIDS AND A CONVENTIONAL DEFENSE TO AN OPPONENT'S CONVENTIONAL DEFENSE** after natural no trump opening bids or overcalls with a lower limit of fewer than 10 HCP or with a range of greater than 5 HCP (including those that have two non-consecutive ranges) and weak two-bids which by partnership agreement are not within a range of 7 HCP and do not show at least five cards in the suit.

Common Ranges:

- ◆ 12/13-15 (mainly precision)
- ◆ 11/12-14
- ◆ 10-14
- ◆ 10-12 (mainly precision)
- ◆ 8-12!!
- ◆ Plan on opening all 4333, 4432, 5332, and 5422 hands 1NT.
- ◆ That way, 1-level openings are either unbalanced or strong.

Showing the Strong hand

- ◆ To show the strong hand, opener must open normally at the one level, and then bid notrump at the lowest level during the 2nd round of the auction.
- ◆ Montreal Relay is great with weak notrump, because you can already find a potential nine card fit at the one-level, whereas everyone else is starting at the two-level!

Supporting Partner's suit

- ◆ With four card support of responder's suit, do not rebid notrump-jump in partner's suit.
- ◆ With only three card support, show your 15-17 balanced hand. Partner can now use checkback stayman.

Checkback Stayman

- ◆ Checkback stayman is a modified form of New Minor Forcing. It asks partner to show 3 card support in responder's major (first priority) or to show 4 cards in the other major.

The Run-out

- ◆ Partner has opened a 10-14 NT. RHO doubles. Now, the run-out has begun-REGARDLESS of the purpose of the double.
- ◆ You should not play weak NT without discussing the run-out.
- ◆ The run-out is used to save your side from playing in 1NTx or to punish RHO for coming in, when your side holds 20+ points-by playing in 1NTxx.

The Run-out: option 1

- After 1NT-X-:

Pass: forces a XX-hand with 8+ HCP looking to play in 1NT
XX or a weak hand with no 5 card suit

XX: club transfer

2C: diamond transfer

2D: heart transfer

2H: spade transfer

Run-out: Option 2

- After 1NT-X-:

Pass: weak. Asks partner to start looking for a 4-3 fit.

XX: business redouble-8+ HCP, looking to play in 1NTxx

2C: asks for a 4 card major, OR 5 diamonds

2D: transfer

2H: transfer

2S: transfer

2NT: minor stayman

3C: transfer

Defense to Weak NT

1NT:

X: penalty-this should be a single suited club hand over strong notrump because partner can double in 4th seat.

2C: diamonds or major/minor

2D: hearts

2H: majors

2S: spades

2NT: clubs

3C: minors

3D: stronger majors

Extra Gadgets-2 way stayman

- Playing weak notrump, there is no strong hand to conceal.
 - 2C: weak or invitational stayman
 - 2D: all game forcing hands! Asks partner for a 4-card major.
 - 2H: natural, to play
 - 2S: natural, to play
 - 2NT: long minor, relay to 3C-pass or correct
 - 3C/D/H/S: GF with 5+

Kamikaze NT

♦ 8-12 HCP

Responses:

2 level-weak: not GF

3 level-invitational

3NT-GF with or without a 5 card suit

4-level-GF with at least 6