

U3ABDa07 Practice Session: Responding to 1NT with a long suit

Contents

Welcome!.....	2
Advanced topics & background information	2
Lesson Summary	2
The Hands	2
Boards 1–4: Responding with a weak 5-6 card Major.....	3
Why play in 2H?	3
Should I bid 2S or 4S?	3
Why bid a weak major? Why not just pass 1NT?	4
Why transfer to 2S? Why not just pass 1NT?.....	4
Boards 5–8: Responding with a strong 5-card Major (Part 1)	5
What's a GOOD 13 points?	5
Which is better, 3NT or 4S?	6
Boards 9–12: Responding with a strong 6-card Major	8
Should I use a Transfer or just bid 4S?	8
Should I bid a suit without any Honours?.....	9
Boards 13–16: Responding with a strong 5-card Major (Part 2).....	10
Which is better, 3NT or 4S?	10
With 3-card support, should I choose 3NT or 4H?	11
Boards 17–20: Responding with a 5-6 card Minor	12
Why bid 3NT rather than 5D?.....	12
Should I show my weak 5-card minor over 1NT?	12
How do I respond with a strong 6-card minor?	13
How do I respond with a strong 5-card minor?	14
Boards 21–32: A Mixture.....	15
Summary of Hands.....	20
Hands 1-16	20
Hands 17-32	21

Welcome!

Here is a list of all the hands that you could play in today's Practice Session. It tells you useful stuff about them, like the cards in each hand, the High Card Points, the "correct" bidding and lead. **Don't feel bad** if you bid the hands a bit differently, or ended up in a different contract. This is only your second week of bidding, it will take you a while to get the hang of it, no doubt.

Bridge is a great game, but it can be overwhelming, so much to think about. Don't worry, it will get easier. We're here to help it all make sense; don't worry about making mistakes, we're always happy to explain or answer questions. Remember, you're playing with other people who are just starting out, too. Let's have fun together!

To help clarify some points in this week's lessons, we've added a Lesson Summary. It describes the same topics from a slightly different angle to the online materials handouts, with additional detail where it seems needed.

-Ed

Advanced topics & background information

Anything in green is background information or more advanced than you need right now. But if you're keen, it's worth knowing.

Lesson Summary

For a summary of this week's lesson, please refer to the U3ABDa07 Lesson Summary, on our website.

The Hands

The practice hands for this lesson have been deliberately grouped to help you:

1. Hands 1-4: Responding to 1NT with a 5-6 card MAJOR and a weak hand
2. Hands 5-8: Responding to 1NT with a 5 card MAJOR and a strong hand (part 1)
3. Hands 9-12: Responding to 1NT with a 6 card MAJOR and a strong hand
4. Hands 13-16: Responding to 1NT with a 5 card MAJOR and a strong hand (part 2)
5. Hands 17-20: Responding to 1NT with a 5-6 card MINOR
6. Hands 21-32: A mixture

NOTE: Some of these hands do not support the **Plan the Play** feature of **My Hands** at this time. Refer to the synopsis tables at the end of this document for clarification.

Boards 1–4: Responding with a weak 5-6 card Major

With a poor hand and a 5+ major, you are usually safer in your suit than NT. You use the Transfer to tell partner you're weak and hide the stronger hand. Partner doesn't get the chance to bid again.

North East South West

1NT	Pass	2♦	Pass
2♥	Pass	Pass	Pass
		♠ AQ2	
		♥ A72	
		♦ QJ7	
		♣ T764	
♠ T875			♠ J93
♥ QJT			♥ K9
♦ K4			♦ 96532
♣ A985			♣ KQJ
		♠ K64	
		♥ 86543	
		♦ AT8	
		♣ 32	

Board: 1 Dealer: North Lead: ♣K #H1239

North has a balanced hand and 13 points, so opens 1NT.

The 1NT opening bid shows 12-14 HCP and a balanced hand.

South has a balanced hand and just 7 HCP, so they could pass (to play in 1NT) but they have five Hearts. With Hearts as trumps they should make an extra trick or two, and their Club shortage is a strength, not a weakness. So they decide it's probably better to play in 2H. They use a Red Suit Transfer to do this i.e. they bid 2D to tell North to bid 2H. Then they pass.

North didn't get another chance to bid! But even if they did get a chance (their opponents overcall) they know their partner is weak. Partner's bid, transferring to 2H and passing, is called a **Weakness Takeout** (of 1NT).

Why play in 2H?

If you look at the hands, you can see that 1NT goes quite badly. Playing in 1NT you MIGHT make 6 tricks (AKQ of Spades, A of Hearts, AQ of Diamonds and no Clubs) but could easily lose 4 Clubs, 3 Diamonds and 2 Hearts - making just 4 tricks. Ouch.

Playing in 2H, you should make 8 tricks (AKQ of Spades, A86 of Hearts, AQ of Diamonds and no Clubs) - those small Hearts earn you two more tricks.

East South West North

1NT	Pass	2♥	Pass
2♠	Pass	Pass	Pass
		♠ T	
		♥ 984	
		♦ A7632	
		♣ KJ96	
♠ KJ7432			♠ 65
♥ 765			♥ AK32
♦ KT8			♦ QJ9
♣ 5			♣ QT72
		♠ AQ98	
		♥ QJT	
		♦ 54	
		♣ A843	

Board: 2 Dealer: East Lead: ♥Q #H1456

East has a balanced hand and 12 points, so opens 1NT.

The 1NT opening bid shows 12-14 HCP and a balanced hand.

West has a balanced hand and just 7 HCP, so they could pass (to play in 1NT) but they have six decent Spades. With Spades as trumps they should make two or three extra trick, and their Club shortage becomes a strength, not a weakness. So they decide it's probably better to play in 2S. They use a Red Suit Transfer to do this i.e. they bid 2H to tell North to bid 2S. Then they pass.

North didn't get another chance to bid! But even if they did get a chance (their opponents overcall) they know their partner is weak. Partner's bid, transferring to 2S and passing, is called a **Weakness Takeout** (of 1NT).

Should I bid 2S or 4S?

Steady on! You know partner has - at most - 14 points, from their 1NT bid. You have just 7 points, making 21. Even adding one for your sixth trump, you are very unlikely to make 10 tricks; you need 25 points for 4S.

Playing in 2S, you should make 8 tricks (4 Spades, 2 Hearts, and 2 Diamonds). Playing in 1NT, you would probably only make 4 or 5 tricks.

South West North East

1NT Pass 2♥ Pass
2♠ Pass Pass Pass

♠ 97632

♥ A32

♦ 5

♣ 8652

♠ KJ

♥ JT87

♦ AKJ9

♣ 974

♠ Q54

♥ Q9

♦ 7642

♣ AJT3

♠ AT8

♥ K654

♦ QT83

♣ KQ

Board: 3 Dealer: South Lead: ♦A #H1897

North has 5 little Spades and just 4 HCP, so when South opens 1NT, they start by bidding 2H, asking (OK, telling) partner to transfer to 2S.

South transfers to 2S as requested (pew), what does North bid next?

North has just 4 HCP. There's no chance of game, they just want to play in Spades because 1NT would go very badly (with just 16-18 HCP); at least in 2S, their hand should make a trick or two by ruffing Diamonds with their little Spades.

So North passes 2S and hopes it won't go too badly. How did it go for you? (You CAN make this contract by cross-ruffing Diamonds and Clubs; don't draw trumps!)

You have to accept that sometimes the correct bid, the correct contract, is a bit of a stinker.

Why bid a weak major? Why not just pass 1NT?

North could just pass 1NT. Their decision to play in 2S rather than 1NT isn't an easy one, as South will need to make one more trick in 2S than 1NT, to make the contract. Both contracts are likely to go down, West just expects that they'll go down by less in 2S.

There's also a very subtle advantage to this Transfer: the Defence don't know whether West is strong or weak until they pass, so they have less chance to bid for the contract.

Notice also that the Transfer has hidden the stronger hand (South) from the Defence, making their job a bit harder. If you didn't use Transfers, North has to bid 2S as a Weakness Takeout and the Defence will be see all of South's points in Dummy – making their job a lot easier.

West North East South

1NT Pass 2♥ Pass
2♠ Pass Pass Pass

♠ 83

♥ AKJ7

♦ KJ86

♣ J86

♠ A76

♥ Q32

♦ Q54

♣ AQ43

♠ QJ954

♥ T4

♦ A97

♣ 752

♠ KT2

♥ 9865

♦ T32

♣ KT9

Board: 4 Dealer: West Lead: ♥A #H2949

East has 5 Spades and just 7 HCP, so when West opens 1NT they start by bidding 2H, asking (OK, telling) partner to bid 2S.

West transfers to 2S as requested (pew), what does East bid next?

They have just 7 HCP. There's no chance of game, they just want to play in Spades because 1NT could go quite badly (with just 19-21 HCP); at least in 2S, they can maybe make an extra trick or two by ruffing Hearts.

So East passes 2S and hopes it won't go too badly.

Why transfer to 2S? Why not just pass 1NT?

East could just pass 1NT. Their decision to play in 2S rather than 1NT isn't an easy one, as West will need to make one more trick in 2S than 1NT, to make the contract. Both contracts are uncertain, East just expects that 2S is a safer bet.

There's also a very subtle advantage to the Transfer: the Defence don't know whether East is strong or weak until they pass, so they have less chance to bid for the contract.

Notice also that the Transfer has hidden the stronger hand (West) from the Defence, making their job a bit harder. If you didn't use Transfers, East has to bid 2S as a Weakness Takeout and the Defence will be see all of West's points in Dummy – making their job a lot easier.

Boards 5–8: Responding with a strong 5-card Major (Part 1)

With a good hand and a 5-card major, you don't know whether to play in NT or your suit, and may not have enough points to be sure of game. You use the transfer to help your partner choose the best contract.

North East South West

1NT Pass 2♦ Pass
2♥ Pass 2NT Pass
3NT Pass Pass Pass

♠ AJ3
♥ T6
♦ KJ75
♣ KQ87

♠ T76 ♠ Q942
♥ K84 ♥ AJ9
♦ T842 ♦ 93
♣ AT2 ♣ J965

♠ K85
♥ Q7532
♦ AQ6
♣ 43

Board: 5 Dealer: North Lead: ♠2 #H787

South has 5 Hearts and 11 HCP, so they start by bidding 2D, asking (telling) partner to bid 2H.

North bids 2H as requested, what does South bid next?

South has 11 HCP, and partner has 12-14, so the partnership has 23-25. You need 25 points for 3NT or 4S, but 23 points is only enough for 2NT or 3H. So which is the better contract? You don't know! So North bids 2NT to tell partner:

- I have exactly 5 Hearts (not 6 Hearts, as I've rebid NT, not Hearts)
- I have 11-12 points, maybe enough points for game in NT or Spades (not 13+ points, as I bid 2NT, not 3NT)
- You decide!

Neat! Yes, it's a proper dialogue. South has to make a tricky decision:

- With 12-13 points, choose a part score: pass to play in 2NT with 2 Hearts, or bid 3H with 3+ Hearts.
- With 14 points or a **good** 13 points, bid game: bid 3NT with 2 Hearts, or 4H with 3+ Hearts.

On this occasion, North has 14 points and just two Hearts: Enough points to raise 2NT to 3NT, but not enough Hearts to bid 4H! Very logical.

What's a GOOD 13 points?

If you've got some tens and nines, or a sequences like KQJ, or a long suit your 13 point hand is worth a little more than 13 points, so you might raise 2NT to 3NT. Or if you have a good fit with partner's suit, 4 trumps, or 3 good ones (AQx, say) then you might raise 3H to 4H, or 2NT to 4S... Yes, it's a bit vague. Really, you're just looking for a good excuse to bid game. Or even a bad excuse, sometimes.

East South West North

1NT Pass 2♥ Pass
 2♠ Pass 3NT Pass
 4♠ Pass Pass Pass

♠ J
 ♥ J94
 ♦ QT98
 ♣ T9632

♠ K6543 ♠ A92
 ♥ AQ2 ♥ 876
 ♦ J5 ♦ A7632
 ♣ K84 ♣ AQ

♠ QT87
 ♥ KT53
 ♦ K4
 ♣ J75

Board: 6 Dealer: East Lead: ♥3 #H1466

West has 5 Spades and 13 HCP, so they start by bidding 2H, asking (telling) partner to bid 2S.

East bids 2S as requested, what does West bid next?

They have 13 HCP, and partner has 12-14, so the partnership has 25-27. You need 25 points for 3NT or 4S, but which is the better contract? They don't know, so they bid 3NT to tell partner:

- I have exactly 5 Spades
- We have enough points for game in NT or Spades
- You decide!

Yes, it's a proper dialogue. East can choose 3NT or 4S:

- With two Spades, they should pass 3NT, as they've only got a 5-2 fit in Spades, not enough.
- With three Spades, they should bid 4S unless they hate the idea.
- With four or more Spades, they should bid 4S.

With 3 Spades (including the Ace), East is fairly happy to bid 4S, game. (This type of bid is sometimes called a **Correction** or **Preference Bid**.)

Which is better, 3NT or 4S?

If East had three Spades, they might pass 3NT if they had a 4333 hand and no Honours in Spades, but would usually bid 4S. Then again, some people prefer playing in a Trump contract; some people prefer playing in No Trumps.

You will often make one extra trick in a trump contract; 9 tricks in 3NT scores 400 or 600, 10 tricks in 4S scores 420 or 620 - that extra 20 points is really important in Duplicate Bridge!

South West North East

1NT Pass 2♥ Pass
 2♠ Pass 3NT Pass
 4♠ Pass Pass Pass

♠ A9762
 ♥ 87
 ♦ KT6
 ♣ AQT

♠ 8 ♠ QJT
 ♥ 9532 ♥ KQJT
 ♦ A53 ♦ J82
 ♣ J8732 ♣ 954

♠ K543
 ♥ A64
 ♦ Q974
 ♣ K6

Board: 7 Dealer: South Lead: ♥5 #H1471

North has 5 Spades and 13 HCP, so they start by bidding 2H, asking (telling) partner to bid 2S.

South bids 2S as requested, what does North bid next?

They have 13 HCP, and partner has 12-14, so the partnership has 25-27. You need 25 points for 3NT or 4S, but which is the better contract? You don't know! So North bids 3NT to tell partner:

- I have exactly 5 Spades
- We have enough points for game in NT or Spades
- You decide!

Yes, it's a proper dialogue. South can pass to play in 3NT or bid 4S:

- With two Spades, South should pass 3NT, as they've only got a 5-2 fit in Spades, not enough.
- With three Spades, South should bid 4S unless they hate the idea.
- With four or more Spades, South should bid 4S.

With four Spades, South is happy to bid 4S, game. (This type of bid is sometimes called a **Correction** or **Preference Bid**.)

West North East South

1NT Pass 2♥ Pass

2♠ Pass 3NT Pass

Pass Pass

♠ K4

♥ Q9653

♦ 94

♣ QJ82

♠ A6

♥ J74

♦ A872

♣ AT53

♠ QJ532

♥ AK

♦ K53

♣ 974

♠ T987

♥ T82

♦ QJT6

♣ K6

Board: 8 Dealer: West Lead: ♥5 #H1488

East has 5 Spades and 13 HCP, so they start by bidding 2H, asking (telling) partner to bid 2H.

West bids 2S as requested, what does East bid next?

They have 13 HCP, and partner has 12-14, so the partnership has 25-27. You need 25 points for 3NT or 4S, but which is the better contract? You don't know! So East bids 3NT to tell partner:

- I have exactly 5 Spades
- We have enough points for game in NT or Spades
- You decide!

Yes, it's a proper dialogue. West can pass to play in 3NT or bid 4S:

- With two Spades, West should pass 3NT, as they've only got a 5-2 fit in Spades, not enough.
- With three Spades, West should bid 4S unless they hate the idea.
- With four or more Spades, West should bid 4S.

On this occasion, West has just two Spades: enough points for 3NT (of course) but not enough Spades to bid 4S! So they pass. Very logical.

Boards 9–12: Responding with a strong 6-card Major

With a good hand and a 6-card major, you should play in your suit, but may not have enough points to be sure of game. You use the transfer to help your partner choose the best contract.

North East South West

1NT Pass 2♥ Pass
2♠ Pass 4♠ Pass
Pass Pass

♠ J8	
♥ AQJ6	
♦ QT64	
♣ A83	
♠ Q53	♠ AT
♥ 8732	♥ T94
♦ 8732	♦ J95
♣ 92	♣ KQJ64
	♠ K97642
	♥ K5
	♦ AK
	♣ T75

Board: 9 Dealer: North Lead: ♣K #H1082

South has 6 Spades and 13 HCP, so they start by bidding 2H, asking (telling) partner to bid 2S.

North bids 2S as requested, what does South bid next?

They have 13 HCP, and partner has 12-14, so the partnership has 25-27. You need 25 points for 3NT or 4S, but which is the better contract? With a guaranteed 6:2 fit, 4S. So South bids 4S; no need to ask partner for anything extra.

Bidding this kind of hand (a 6-card major with 13+ points) is really simple; you're just using the Transfer to hide partner's hand, really.

Should I use a Transfer or just bid 4S?

If partner opens 1NT they must have at least 2 or your suit and 12 points (hopefully more). When you have a 6-card major and 13+ points, you don't have to ask partner anything: you already **know** that you should make game in your suit. So you aren't using the Transfer to check points or a trump fit.

The other reason for using Transfers is to hide the stronger hand by making the 1NT opener the Declarer - but you've got a similar number of points!

Hmm... So should you use a Transfer? You could just bid your game straight off:

- 1NT 4S
- 1NT 4H.

I have no clear-cut answer for you, but here are some things to consider:

- If your hand doesn't have any cards that will work best hidden, such as AQ or KJ, you don't need to hide it. Partner might have cards like that, so use the Transfer
- The lead will come from a different direction, depending on who is Declarer. Again, if you have vulnerable cards like Kx, you'd rather the lead came up to them (from your left), not through them (from your right). Don't use a Transfer if that's the case.
- Using a Transfer can give your opponents the chance to bid and find a fit, denying your chance at game. Bidding straight to game reduces the risk of that happening.

East South West North

1NT Pass 2♥ Pass
 2♠ Pass 4♠ Pass
 Pass Pass

♠ 75
 ♥ QT3
 ♦ Q865
 ♣ AK64

♠ KJT642 ♠ AQ
 ♥ A52 ♥ K96
 ♦ AT4 ♦ K9732
 ♣ J ♣ T73

♠ 983
 ♥ J874
 ♦ J
 ♣ Q9852

South West North East

1NT Pass 2♦ Pass
 2♥ Pass 4♥ Pass
 Pass Pass

♠ 6
 ♥ KJ9874
 ♦ AKQ3
 ♣ 76

♠ K952 ♠ QT43
 ♥ T653 ♥ 2
 ♦ 8 ♦ JT97
 ♣ KT32 ♣ AJ95

♠ AJ87
 ♥ AQ
 ♦ 6542
 ♣ Q84

West North East South

1NT Pass 2♥ Pass
 2♠ Pass 4♠ Pass
 Pass Pass

♠ T
 ♥ 943
 ♦ KQJ5
 ♣ JT865

♠ A6 ♠ 875432
 ♥ K65 ♥ AQJ
 ♦ 874 ♦ A63
 ♣ AQ932 ♣ K

♠ KQJ9
 ♥ T872
 ♦ T92
 ♣ 74

Board: 10 Dealer: East Lead: ♦ J #H1133

West has 6 Spades and 13 HCP, so they start by bidding 2H, asking (telling) partner to bid 2S.

East bids 2S as requested, what does West bid next?

They have 13 HCP, and partner has 12-14, so the partnership has 25-27. You need 25 points for 3NT or 4S, but which is the better contract? With a guaranteed 6:2 fit, 4S. So West bids 4S; no need to ask partner for anything extra.

Bidding this kind of hand (a 6-card major with 13+ points) is really simple; you're just using the Transfer to hide partner's hand, really.

Board: 11 Dealer: South Lead: ♦ 8 #H1452

North has 6 Hearts and 13 HCP, so they start by bidding 2D, asking (telling) partner to bid 2H.

South bids 2H as requested, what does North bid next?

They have 13 HCP, and partner has 12-14, so the partnership has 25-27. You need 25 points for 3NT or 4H, but which is the better contract? With a guaranteed 6:2 fit, 4H. So North bids 4H; no need to ask partner for anything extra.

Bidding this kind of hand (a 6-card major with 13+ points) is really simple; you're just using the Transfer to hide partner's hand, really.

Board: 12 Dealer: West Lead: ♦ K #H1464

East has 6 little Spades and 14 HCP, so they start by bidding 2H, asking (telling) partner to bid 2S. **Yes, they are little** - you have to hope partner has some Spade Honours for you!

East bids 2S as requested, what does West bid next?

They have 14 HCP, and partner has 12-14, so the partnership has 26-28 (although that singleton King of Clubs may be worthless...). You need 25 points for 3NT or 4S, but which is the better contract? With a guaranteed 6:2 fit, 4S. So East bids 4S; no need to ask partner for anything extra.

Bidding this kind of hand (a 6-card major with 13+ points) is really simple; you're just using the Transfer to hide partner's hand, really.

Should I bid a suit without any Honours?

Well, yes. It's a bit risky, but the general axiom for choosing a trump suit is "length not strength". To look at it another way: if Spades aren't trumps, the 875432 of Spades aren't much use. And you have 26-28 points...

Still, I'd play this hand with my fingers crossed.

Boards 13–16: Responding with a strong 5-card Major (Part 2)

With a good hand and a 5-card major, you don't know whether to play in NT or your suit, and may not have enough points to be sure of game. You use the Transfer to help your partner choose the best contract.

North East South West

1NT Pass 2♥ Pass
2♠ Pass 3NT Pass
4♠ Pass Pass Pass

♠ A92
♥ 876
♦ A7632
♣ AQ

♠ J
♥ J94
♦ QT98
♣ T9632

♠ QT87
♥ KT53
♦ K4
♣ J75

♠ K6543
♥ AQ2
♦ J5
♣ K84

Board: 13 Dealer: North Lead: ♥3 #H1466

South has 5 Spades and 13 HCP, so they start by bidding 2H, asking (telling) partner to bid 2S.

North bids 2S as requested, what does South bid next?

They have 13 HCP, and partner has 12-14, so the partnership has 25-27. You need 25 points for 3NT or 4S, but which is the better contract? They don't know, so they bid 3NT to tell partner:

- I have exactly 5 Spades
- We have enough points for game in NT or Spades
- You decide!

Yes, it's a proper dialogue. North can choose 3NT or 4S:

- With two Spades, they should pass 3NT, as they've only got a 5-2 fit in Spades, not enough.
- With three Spades, they should bid 4S unless they hate the idea.
- With four or more Spades, they should bid 4S.

With 3 Spades (including the Ace), North is fairly happy to bid 4S, game. (This type of bid is sometimes called a **Correction** or **Preference Bid**.)

Which is better, 3NT or 4S?

If North had three Spades, they might pass 3NT if they had a 4333 hand and no Honours in Spades, but would usually bid 4S. Then again, some people prefer playing in a Trump contract; some people prefer playing in No Trumps.

You will often make one extra trick in a trump contract; 9 tricks in 3NT scores 400 or 600, 10 tricks in 4S scores 420 or 620 - that extra 20 points is really important in Duplicate Bridge!

East South West North

1NT Pass 2♥ Pass
2♠ Pass 3NT Pass
4♠ Pass Pass Pass

♠ 9
♥ KQ3
♦ KT72
♣ J8742

♠ KQ864
♥ A75
♦ A43
♣ 63

♠ AJ753
♥ J64
♦ Q8
♣ AT9

♠ T2
♥ T982
♦ J965
♣ KQ5

Board: 14 Dealer: East Lead: ♥T #H1550

West has 5 Spades and 13 HCP, so they start by bidding 2H, asking (telling) partner to bid 2S.

East bids 2S as requested, what does West bid next?

They have 13 HCP, and partner has 12-14, so the partnership has 25-27. You have the 25 points for 3NT or 4S, but which is the better contract? You don't know! So West bids 3NT to tell partner:

- I have exactly 5 Spades
- We have enough points for game in NT or Spades
- You decide!

East can choose to play in 3NT or 4S:

- With two Spades, they should pass 3NT, as they've only got a 5-2 fit in Spades, not enough.
- With three Spades, they should bid 4S unless they hate the idea.
- With four or more Spades, they should bid 4S.

With five good Spades, East is very happy to bid 4S, game.

South West North East

1NT Pass 2♦ Pass
 2♥ Pass 3NT Pass
 4♥ Pass Pass Pass

♠ JT3
 ♥ A9876
 ♦ 2
 ♣ AKJ8

♠ K952 ♠ A6
 ♥ 5 ♥ JT32
 ♦ KQT65 ♦ J987
 ♣ T95 ♣ 763

♠ Q874
 ♥ KQ4
 ♦ A43
 ♣ Q42

Board: 15 Dealer: South Lead: ♦K #H1641

North has 5 Hearts and 13 HCP, so they start by bidding 2D, asking (telling) partner to bid 2H.

South bids 2H as requested, what does North bid next?

They have 13 HCP, and partner has 12-14, so the partnership has 25-27. That's enough for 3NT or 4H, but which is the better contract? You don't know! So North bids 3NT to tell partner:

- I have exactly 5 Hearts (not 6 Hearts, as I've rebid NT, not Hearts)
- We have enough points for game in NT or Hearts
- You decide!

South can choose to play in 3NT or 4H:

- With two Hearts, they should pass 3NT, as they've only got a 5-2 fit in Hearts, not enough.
- With three Hearts, they should bid 4H unless they hate the idea.
- With four or more Hearts, they should bid 4H.

With three good Hearts, South is happy to bid 4H.

With 3-card support, should I choose 3NT or 4H?

South only has three Hearts, so could pass 3NT, especially as they have a 4333 hand, but they have two good Honours in Hearts, so they decided on 4H. I wonder which you chose - some people prefer playing in a suit, some people prefer No Trumps.

West North East South

1NT Pass 2♥ Pass
 2♠ Pass 3NT Pass
 Pass Pass

♠ K76
 ♥ J7
 ♦ T986
 ♣ J974

♠ Q3 ♠ T9852
 ♥ A9643 ♥ KQT
 ♦ A54 ♦ KJ
 ♣ Q82 ♣ A63

♠ AJ4
 ♥ 852
 ♦ Q732
 ♣ KT5

Board: 16 Dealer: West Lead: ♦T #H2340

East has 5 poor Spades and 13 HCP, so they start by bidding 2H, asking (telling) partner to bid 2S.

West bids 2S as requested, what does East bid next?

They have 13 HCP, and partner has 12-14, so the partnership has 25-27. That's enough for 3NT or 4S, but which is the better contract? You don't know! So East bids 3NT to tell partner:

- I have exactly 5 Spades (not 6 Spades, as I've rebid NT, not Spades)
- We have enough points for game in NT or Spades
- You decide!

South can choose to play in 3NT or 4H:

- With two Spades, they should pass 3NT, as they've only got a 5-2 fit in Spades, not enough.
- With three Spades, they should bid 4S unless they hate the idea.
- With four or more Spades, they should bid 4S.

With just two Spades, West passes, choosing to play in 3NT.

Boards 17–20: Responding with a 5-6 card Minor

With a long (5+) minor, you DO NOT bid your minor, you ignore it and respond according to your point count. If your minor suit is good, it may be worth extra tricks - in No Trumps!

There isn't any way to transfer to a minor suit.

With a strong and highly distributional hand, you might prefer game in your minor, but it's rare.

North East South West

1NT Pass 3NT Pass
Pass Pass

♠ A642	
♥ A83	
♦ T96	
♣ AT7	
♠ QJT8	♠ 973
♥ 964	♥ KQJT7
♦ A5	♦ 82
♣ J843	♣ Q62
	♠ K5
	♥ 52
	♦ KQJ743
	♣ K95

Board: 17 Dealer: North Lead: ♥K #H106

South has 12 HCP and a balanced hand. If partner has the minimum 12 HCP for their 1NT opening bid, that only adds up to 24 HCP, so should they bid 2NT? Or their 6-card Diamond suit?

It may only be 12 points, but they're all good points, and that 6-card Diamond suit should provide 5-6 tricks, depending on who has the Ace, so 3NT is a reasonable gamble.

You don't show your minor suit over 1NT because it's a lot harder to make game in Diamonds. For game, you need 9 tricks in 3NT but 11 tricks in 5D.

Why bid 3NT rather than 5D?

South could bid their Diamonds (3D or 5D but NOT 2D, because 2D is a transfer to Hearts!), hoping to make game in Diamonds. But they'd need to make 11 tricks and you need around 27 points to do that. After the 1NT opening, you know you have 24-26 points. A trump contract MIGHT be safer with two doubletons... but in general, you should choose 3NT; 9 tricks are usually a lot easier than 11.

If you look at the hands, in 5D you must lose a Heart, a Diamond and a Club for one down. Oops! 3NT is relatively easy, you just need to duck the first two Heart tricks, playing your Ace on the third (to reduce the risk of East getting the lead again and making 4 Heart tricks).

Minor suits are so unpopular that, over a 1NT opening bid, 2C and 2D don't mean that you want to play in Clubs or Diamonds, they are used for **conventions**. 2D is a Transfer to 2H (you knew that!); 2C is Stayman, but we won't get to that for a while.

East South West North

1NT Pass Pass Pass

	♠ 98654
	♥ K732
	♦ 32
	♣ K9
♠ K2	♠ QJ3
♥ QT8	♥ A96
♦ Q84	♦ AK7
♣ J8642	♣ T753
	♠ AT7
	♥ J54
	♦ JT965
	♣ AQ

Board: 18 Dealer: East Lead: ♦J #H567

West has just 8 HCP and a weak 5-card minor suit. With a total point count of 20-22, they know there's no chance of game, but should they pass (to play in 1NT) or try to play in Clubs?

West should pass, as 1NT only requires 7 tricks. A 2C bid will force a response from partner (very confusing), then West has to bid 3C; 9 tricks! 1NT is much more likely to make than 3C.

Should I show my weak 5-card minor over 1NT?

NO! It's tempting to show a 5-card suit, but if it's a minor you don't. The 2C and 2D responses are both conventional bids requiring a response from partner, so you will have to bid again - 3C or 3D - to override that bid and play in your minor. It's very unlikely that you'll make two extra tricks by playing in your minor.

There's another more subtle reason for not showing your minor suit: if you play in NT, your opponents are less likely to lead a suit you have bid. An opening lead of a Club MIGHT help set up your suit.

South West North East

1NT Pass 3NT Pass

Pass Pass

♠ K4

♥ T9

♦ A87

♣ AKT963

♠ QT985

♥ Q643

♦ 92

♣ 82

♠ A76

♥ J72

♦ QJ63

♣ J54

♠ J32

♥ AK85

♦ KT54

♣ Q7

Board: 19 Dealer: South Lead: ♠T #H1426

North has 14 HCP and a good 6-card minor suit.

Even if partner has the minimum 12 HCP for their 1NT opening bid, that adds up to 26 HCP, enough points for 3NT or 5C (you can add a Length Point for your sixth trump, making 27).

So should they bid 3NT or try to play in 5C?

North should bid 3NT. It's close on this hand, but 9 tricks are a lot easier than 11.

If you look at the hands, once you get the lead, you can make 6 Clubs, 2 Diamonds, 2 Hearts and 1 Spade. The Spade suit is tricky, but survivable! (Hint: Do not play the King on the Ten of Spades, or you are doomed.)

How do I respond with a strong 6-card minor?

North has a 6-card Club suit and South must have at least 2 (can't open 1NT with any singletons or voids, remember?). So you must have a nice 6:2 fit.

Tempting, but for game you need to bid 5C and make 11 tricks - and that usually needs around 27 points. After South's 1NT opening, you know you have 26-28 points. Close enough?

NO! Yes, you're probably strong enough to make 11 tricks in 5C and earn 400, but you should make the same number of Club tricks in a NT contract. And for 9 tricks in NT you only need 3-4 more winners. NT looks a little riskier, but it isn't really. You need 5-6 more winners in Clubs!

So with a good long minor suit, you will often prefer to play in NT. It doesn't always work, maybe 90% of the time.

There's another more subtle reason for not showing your minor suit: if you end up playing in NT, your opponents are less likely to lead a suit you have bid. An opening lead of a Club would really help set up your suit.

A trump contract MIGHT be safer with two doubletons... but in general, you should choose 3NT; 9 tricks are easier than 11.

If you look at the hands, both contracts have the same challenge:

- In 3NT you have to duck the Spade lead in dummy and win the first or second Spade trick with your Jack or King (depending on when East plays their Ace). You can then cash 6 Clubs, 2 Diamonds and 2 Hearts for 10-11 tricks. (If you play the King on the first Spade, you lose 5 tricks straight off.) You score 430 or 460.
- In 5C, with the same play, you lose one Spade and one Diamond, making 11 tricks and your contract, scoring 400 points.

So 3NT scores a bit better, but you have to play the Spades correctly. This small difference in scores is important if you're playing Duplicate Bridge.

Minor suits are so unpopular that, over a 1NT opening bid, 2C and 2D don't mean that you want to play in Clubs or Diamonds, they are used for the Stayman and Red Suit Transfer conventions. We'll get to Stayman in a while.

West North East South

1NT Pass 3NT Pass

Pass

♠ QT986

♥ J854

♦ T72

♣ K

♠ AKJ

♥ K97

♦ Q43

♣ 6432

♠ 53

♥ AT6

♦ AKJ

♣ JT985

♠ 742

♥ Q32

♦ 9865

♣ AQ7

Board: 20 Dealer: West Lead: ♠T #H2694

East has 13 HCP and a poor 6-card minor suit.

Even if partner has the minimum 12 HCP for their 1NT opening bid, that adds up to 25 HCP, enough points for 3NT or maybe 5C (you can add a Length Point for your sixth trump, making 26).

So should they bid 3NT or try to play in 5C?

North should bid 3NT. 9 tricks are a lot easier than 11, and those Clubs aren't great.

In 3NT, after that unfortunate Spade lead, you have 8 top tricks (3 Spades, 2 Hearts and 3 Diamonds); you just need to establish a Club trick. Lead Clubs immediately and you will make 2-3 Club tricks, making 10-11 tricks. (In 5C, you will probably lose 3 Club tricks and 1 Heart trick, going two down - as you don't get the free finesse in Spades.)

How do I respond with a strong 5-card minor?

East has a strong hand (13 HCP) and a weak 5-card Club suit. West must have at least 2 (can't open 1NT with any singletons or voids, remember?). So you must have a nice 5:2 fit. Not great.

Tempting, but for game you need to bid 5C and make 11 tricks - and that usually needs around 27 points. After South's 1NT opening, you know you have 25-27 points, and 7+ Clubs. Close enough?

NO! You MAY make 11 tricks in 5C and earn 400, but you should make the same number of Club tricks in a NT contract. And most of your strength is outside Clubs. NT looks a little riskier, but it isn't really. You need 2 more winners to make the same score in 5C!

So with a long minor suit, you will often prefer to play in NT. It doesn't always work, maybe 90% of the time.

There's another more subtle reason for not showing your minor suit: if you end up playing in NT, your opponents are less likely to lead a suit you have bid. An opening lead of a Club would really help set up your suit.

A trump contract MIGHT be safer with a doubleton... but in general, you should choose 3NT; 9 tricks are easier than 11.

Minor suits are so unpopular that, over a 1NT opening bid, 2C doesn't mean that you want to play in Clubs, it's used instead for the Stayman convention. We'll get to Stayman in a later lesson.

Boards 21–32: A Mixture

This is a random mix of all types of hand for you to respond to partner's 1NT opening bid. We haven't provided any bidding commentary for these hands, and you only have Plan The Play support for the first three. Cutbacks?

North East South West

1NT Pass 2♥ Pass
2♠ Pass 4♠ Pass
Pass Pass

♠ A8
♥ T64
♦ AK64
♣ K752

♠ J3 ♠ K6
♥ Q32 ♥ KJ9
♦ 752 ♦ QJT83
♣ QT984 ♣ J63

♠ QT97542
♥ A875
♦ 9
♣ A

Board: 21 Dealer: North Lead: ♦Q #H1477

No bidding commentary.

East South West North

1NT Pass 2♥ Pass
2♠ Pass 4♠ Pass
Pass Pass

♠ 6
♥ K974
♦ T75
♣ JT832

♠ AKQ973 ♠ JT82
♥ Q82 ♥ AJ3
♦ 6 ♦ AQ92
♣ Q74 ♣ 96

♠ 54
♥ T65
♦ KJ843
♣ AK5

Board: 22 Dealer: East Lead: ♣A #H1844

No bidding commentary.

South West North East

1NT Pass 2♦ Pass
2♥ Pass Pass Pass

♠ A6
♥ Q98752
♦ 75
♣ 973

♠ T987 ♠ Q54
♥ A43 ♥ K6
♦ Q84 ♦ JT92
♣ A54 ♣ KJT8

♠ KJ32
♥ JT
♦ AK63
♣ Q62

Board: 23 Dealer: South Lead: ♠T #H3572

No bidding commentary.

West North East South

1NT Pass 2♥ Pass
2♠ Pass 2NT Pass
4♠ Pass Pass Pass

♠ Q2
♥ JT8
♦ T832
♣ AJ97

♠ T64 ♠ AJ753
♥ A5 ♥ Q97
♦ KQ75 ♦ A64
♣ KQT3 ♣ 86

♠ K98
♥ K6432
♦ J9
♣ 542

Board: 24 Dealer: West Lead: ♥J #H1118

No bidding commentary. No Plan The Play support.

North East South West

1NT Pass 2♦ Pass
2♥ Pass 4♥ Pass
Pass Pass

♠ KQ65
♥ QJ4
♦ KQ6
♣ J54

♠ A9873 ♠ 2
♥ 2 ♥ 983
♦ T953 ♦ AJ842
♣ K87 ♣ QT92

♠ JT4
♥ AKT765
♦ 7
♣ A63

Board: 25 Dealer: North Lead: ♠2 #H1342

No bidding commentary. No Plan The Play support.

East South West North

1NT Pass 2♥ Pass
 2♠ Pass 3NT Pass
 4♠ Pass Pass Pass

♠ 53
 ♥ J987
 ♦ JT7
 ♣ A854

♠ AQJ84 ♠ KT96
 ♥ K4 ♥ Q653
 ♦ 864 ♦ AK3
 ♣ K97 ♣ 32

♠ 72
 ♥ AT2
 ♦ Q952
 ♣ QJT6

Board: 26 Dealer: East Lead: ♣Q #H1664

No bidding commentary. No Plan The Play support.

South West North East

1NT Pass 2♦ Pass
 2♥ Pass 3NT Pass
 4♥ Pass Pass Pass

♠ K7
 ♥ AJ976
 ♦ KT95
 ♣ A2

♠ J832 ♠ 9654
 ♥ 4 ♥ K85
 ♦ Q742 ♦ J86
 ♣ KQJ9 ♣ 763

♠ AQT
 ♥ QT32
 ♦ A3
 ♣ T854

Board: 27 Dealer: South Lead: ♣K #H1676

No bidding commentary. No Plan The Play support.

West North East South

1NT Pass 2♦ Pass
 2♥ Pass 2NT Pass
 4♥ Pass Pass Pass

♠ JT
 ♥ AT7
 ♦ Q965
 ♣ K832

♠ KQ74 ♠ A
 ♥ 932 ♥ QJ654
 ♦ K4 ♦ A872
 ♣ AQT4 ♣ J96

♠ 986532
 ♥ K8
 ♦ JT3
 ♣ 75

Board: 28 Dealer: West Lead: ♠J #H1872

No bidding commentary. No Plan The Play support.

North East South West

1NT Pass 2♥ Pass
 2♠ Pass 3NT Pass
 4♠ Pass Pass Pass

♠ K765

♥ AQJ

♦ 742

♣ QJ8

♠ J

♥ T97

♦ AQJ83

♣ 9742

♠ Q98

♥ K642

♦ T95

♣ 653

♠ AT432

♥ 853

♦ K6

♣ AKT

Board: 29 Dealer: North Lead: ♦T #H2070

No bidding commentary. No Plan The Play support.

East South West North

1NT Pass 2♥ Pass
 2♠ Pass 2NT Pass
 4♠ Pass Pass Pass

♠ J973

♥ QT86

♦ Q32

♣ J7

♠ AK865

♥ J94

♦ K5

♣ 953

♠ QT4

♥ 75

♦ AJT8

♣ AQ82

♠ 2

♥ AK32

♦ 9764

♣ KT64

Board: 30 Dealer: East Lead: ♥A #H2569

No bidding commentary. No Plan The Play support.

South West North East

1NT Pass 2♥ Pass
 2♠ Pass 3♠ Pass
 4♠ Pass Pass Pass

♠ 876432

♥ A65

♦ A8

♣ QJ

♠ 95

♥ KQJ

♦ J953

♣ A842

♠ AT

♥ T872

♦ T64

♣ 9763

♠ KQJ

♥ 943

♦ KQ72

♣ KT5

Board: 31 Dealer: South Lead: ♥K #H3301

No bidding commentary. No Plan The Play support.

West North East South

1NT Pass 2♥ Pass

2♠ Pass 3NT Pass

4♠ Pass Pass Pass

♠ K9

♥ K742

♦ T85

♣ 9872

♠ T54

♥ AT3

♦ AQ

♣ QT543

♠ A8732

♥ Q6

♦ K963

♣ KJ

♠ QJ6

♥ J985

♦ J742

♣ A6

Board: 32 Dealer: West Lead: ♣8 #H3316

No bidding commentary. No Plan The Play support.

Summary of Hands

Hands 1-16

NOTE: Some of these hands do not support the **Plan the Play** feature of **My Hands** at this time, as indicated in the table below.

SYNOPSIS					
Responding to 1NT with a long suit					
Board	Dealer	Bidding Sequence	Hand #	Declarer or Defender?	Plan The Play?
1	N	1NT, 2D, 2H	1239	Declarer	Y
2	E	1NT, 2H, 2S	1456	Declarer	Y
3	S	1NT, 2H, 2S	1897	Declarer	N
4	W	1NT, 2H, 2S	2949	Declarer	N
5	N	1NT, 2D, 1H, 2NT, 3NT	787	Declarer	Y
6	E	1NT, 2H, 2S, 3NT, 4S	1466	Declarer	Y
7	S	1NT, 2H, 2S, 3NT, 4S	1471	Declarer	Y
8	W	1NT, 2H, 2S, 3NT	1488	Declarer	Y
9	N	1NT, 2H, 2S, 4H	1082	Declarer	Y
10	E	1NT, 2H, 2S, 4H	1133	Declarer	Y
11	S	1NT, 2D, 2H, 4H	1452	Declarer	Y
12	W	1NT, 2H, 2S, 4H	1464	Declarer	Y
13	N	1NT, 2H, 2S, 3NT, 4S	1466	Declarer	Y
14	E	1NT, 2H, 2S, 3NT, 4S	1550	Declarer	Y
15	S	1NT, 2D, 2H, 3NT, 4H	1641	Declarer	Y
16	W	1NT, 2H, 2S, 3NT	2340	Declarer	Y

Hands 17-32

NOTE: Some of these hands do not support the **Plan the Play** feature of **My Hands** at this time, as indicated in the table below.

SYNOPSIS					
Responding to 1NT with a long suit					
Board	Dealer	Bidding Sequence	Hand #	Declarer or Defender?	Plan The Play?
17	N	1NT, 3NT	106	Declarer	Y
18	E	1NT	567	Declarer	Y
19	S	1NT, 3NT	1426	Declarer	Y
20	W	1NT, 3NT	2694	Declarer	Y
21	N	1NT, 2H, 2S, 4S	1477	Declarer	Y
22	E	1NT, 2H, 2S, 4S	1844	Declarer	Y
23	S	1NT, 2D, 2H	3572	Declarer	N
24	W	1NT, 2S, 2NT, 4S	1118	Declarer	N
25	N	1NT, 2D, 2H, 4H	1342	Declarer	N
26	E	1NT, 2H, 2S, 3NT, 4S	1664	Declarer	N
27	S	1NT, 2D, 2H, 3NT, 4H	1676	Declarer	N
28	W	1NT, 2D, 2H, 2NT, 4H	1872	Declarer	N
29	N	1NT, 2H, 2S, 3NT, 4S	2070	Declarer	N
30	E	1NT, 2H, 2S, 2NT, 4S	2569	Declarer	N
31	S	1NT, 2H, 2S, 3S, 4S	3301	Declarer	N
32	W	1NT, 2H, 2S, 3NT, 4S	3316	Declarer	N