MODULE 3: STUDENT NOTES



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Introduction to Bidding - Opening 1 No Trump (1NT)

The Bridge Auction

- The **DEALER** is the 1st player to call
- Starting with the Dealer, players in their turn may either PASS or BID
- After the Dealer's call, the auction continues in a **clockwise** direction until there are 3 consecutive passes
- Each bid must be higher than the previous bid, e.g. 1C 1D, not 1H 1D
- The first person to make a bid, i.e. not Pass, is called the OPENER
- The partner of the Opener is called the **RESPONDER**
- The **CONTRACT** is the last bid made before 3 consecutive passes that end the auction
- The player who first bids the contract denomination (NT or a suit), is the **DECLARER**
- The DECLARER is the player who plays the contract. Their partner becomes **DUMMY**.

Opening the Bidding with 1NT – 12-14 HCP Balanced

- You should open the bidding when you have 12 or more High Card Points (HCP)
- Whenever you have 12-14 HCP and a balanced hand you must open 1NT
 A balanced hand for opening 1NT contains:
 - **no** void or singleton
 - one doubleton at most
 - no 5-card Major
 - may have a 5-card minor.
- Open 1NT on <u>all</u> balanced 12-14 HCP hands, no matter where your honours are placed.

Examples of balanced hands are the following shapes:

- **4333**
- **4432**
- 3325 the 5-card suit must be a minor suit.

1NT opening is an example of a **LIMIT BID**. Its general shape & strength are known. A limit bid, such as the 1NT opening is **not** forcing.

This means that Responder is in charge and often Opener is expected not to bid again.

NB: How to bid on hands outside the 12-14 HCP range and/or unbalanced hands will be explained in later lessons. Generally, if you have a 12-19 point hand that doesn't qualify for 1NT, you will open 1 of a suit – your longest suit.

Responses to 1NT Opening



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Final responses to 1NT

When your partner has opened 1NT, often you can immediately decide the final contract. These situations (in black text in the table below) are covered in the 1st set of practice hands.

Other responses to 1NT

Sometimes the Responder to 1NT needs more information before they can place the final contract. These are the *only* times the 1NT Opener bids again, i.e. to answer a question from Responder – some examples of these responses (coloured **brown** in the table below) are in the 2nd half of the practice hands.

Table of Responses to 1NT:

Balanced hands

Pass	0-10	no Game possible	
2NT	11-12	invite to 3NT	Explained further below**
3NT	13+	bid Game	
[6NT	21+	bid Slam	Covered later in the course]

Unbalanced hands

2♣*/2♦/2♥/2♠	0-10	5+ card suit – called a weakness take-out *
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Responder does not have interest in game or any wish to play in notrumps. Opener *must pass*, even with support

^{*}Tip: Note you will learn later that the 2.4 response to 1NT has a special meaning (Stayman), which some teachers may choose to introduce from the outset.

3♥/3♠	12+	Game forcing with 5-card suit. Explained below***
3NT	13+	game values with 5+ minor and no 5-card major
4♥/4♠	12+	game values with 6+ suit
5♣/5♦	16+	game values with 6+ good suit.

Other responses to 1NT (requiring clarification before placing the final contract)

The following responses to 1NT occur when Responder requires more information from the 1NT opener before they can best place the final contract:

2NT	11-12	invite to 3NT**.
3♥/3♠	12+	game forcing with 5-card suit ***.

^{**} The 1NT Opener is asked to explain their HCP range, i.e. with minimum (12-13 HCP), **Pass**, or with a maximum (14 or possibly a "good 13"), bid onto **3NT**.

- Here the question is "do you have at least 3 cards in my major?
- With 3 or 4-card support Opener will bid the Major suit game
- With only **2-card support** Opener will **bid 3NT**.

^{***} Again, Opener has been asked a question and with this bid they must respond:



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PLAY & DEFENCE TIPS (optional add-on to Module 3)

Play of the hand: Establishing a suit for extra tricks

Declarer Play – finding those tricks

We introduced Declarer play in modules 1 and 2. This section is a brief reminder of planning the play strategy. Plus there are other examples how to establish extra tricks you can get to make your contract and/or improve your score.

When you first see dummy – before you play your first card it is wise to plan your play:

- Count how many sure tricks you have and work out how many more you need.
- Try and work out how to establish the extra tricks needed.
- Establishing your longest and/or strongest suit is the most common approach.

Establish your longest suit

Contract 1NT by EAST – lead ◆Q by SOUTH

WEST	EAST
♦ AJ53	♦ 97
♥ Q43	♥ J65
◆ 943	♦ AK8
♣ K76	♣ A9843

Here is a good plan:

- Win ◆A and then play on your longest/strongest suit (♣s)
- You will need to lose a club to establish the suit and generate 4 winners. This requires the opponents' clubs to be distributed 3-2, which is likely most of the time.

Establish a side suit

Contract 4♥ by EAST – lead ♠ K by SOUTH

WEST	EAST
♦ 832	<i>▲ A96</i>
♥ A3	♥ KQJ642
◆ <i>A65</i>	♦ J4
♣ K.I843	▲ Q2

Win ♠ A, draw trumps and then play on your longest/strongest suit (clubs)
Playing the ♣ suit allows you to establish a ♣ trick to discard a diamond loser.

Module 3 Quiz



1NT Opening Bids

1. Do you open 1NT with these hands?

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(a)	(b)	(c)	(d)	(e)
♦ K2	♦ A52	♠ K52	♠ KQ2	♠ AQ52
▼ AK62	♥ AJ62	v 1062	▼ AK83	♥ A962
◆ A10852	◆ A1085	♦ A2	♦ KJ5	◆ 105
. 97	. 97	♣ AQ973	4 973	♣ Q97

2. Partner opens 1NT - what do you respond with these hands?

(a)	(b)	(c)	(d)	(e)
♠ A52	▲ J98652	♠ Q8	♦ 5	♠ A52
♥ K962	♥ 62	♥ KJ53	▼ KJ1097	♥ AQ8762
♦ K865	◆ Q85	♦ AQ85	♦ Q85	◆ KQJ
4 97	. 97	♣ A72	4 9742	. 9

3. Partner opens 1NT - what do you respond with these hands?

(a)	(b)	(c)	(d)	(e)
♠ QJ9	▲ AK985	♦ 8432	▲ K6	♦ K6
v 75	♥ J62	♥ AQJ107	9 865	♥ K8
◆ AQ82	♦ A8	♦ K6	◆ 543	• Q105
♣ Q1084	♣ Q97	♣ A5	♣ Q842	♣ KQ7653

4. You have opened 1NT and partner has responded 3♥ - what is your rebid?

(a)	(b)	(c)	(d)	(e)
♠ K2	AQ52	♠ KQ52	♠ KQ2	♠ A652
♥ K62	♥ 62	v 1062	♥ A983	♥ KQ
◆ A1085	◆ A1085	♦ A2	♦ K75	◆ K1054
♣ Q1097	♣ A97	♣ A1098	4 973	♣ Q97

5. You have opened 1NT and partner has responded 2NT what is your rebid?

(a)	(b)	(c)	(d)	(e)
♠ QJ98	♠ A52	♠ A652	♦ K52	♠ QJ10
♥ K102	♥ Q62	▼ KQ	♥ A763	♥ K10
♦ AQ	◆ A1085	♦ K1054	◆ A75	♦ AQJ98
♣ Q1097	♣ Q97	♣ Q97	♣ Q3	4 1098