

# BEGINNERS' LESSONS

## Welcome



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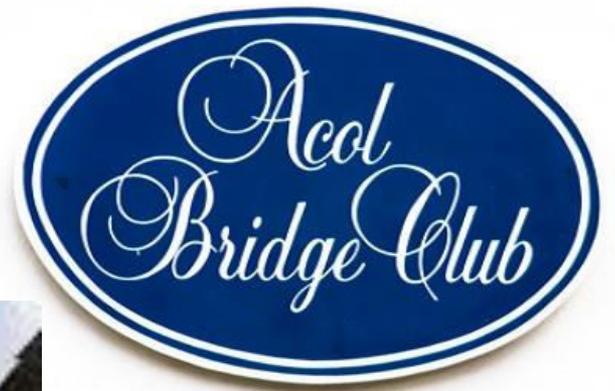
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# Module 3

## One No Trump (1NT) Opening





# Opener's First Bid

	Points	Description
INT	12 – 14	Balanced hand
1♣	12 - 19	4 + clubs - <b><i>not suitable for INT</i></b>
1♦	12 – 19	4 + diamonds- <b><i>not suitable for INT</i></b>
1♥	12 – 19	4 + hearts- <b><i>not suitable for INT</i></b>
1♠	12 – 19	4 + spades- <b><i>not suitable for INT!</i></b>



# Basic Rules for Opening 1NT

- **12 - 14** points
- **Balanced Hand:**

- **No singleton or void**
- **No more than 1 doubleton**
- **No 5-card major**

**This bid is your FIRST choice**



# What is a balanced hand?

- No singleton or void
- No more than 1 doubleton
- No 5-card major
- Balanced = 4333, 4432, or 2335 with a 5-card minor



**Balanced hands are  
the most common**



# Balanced or Not? Open INT?



- No singleton or void
- No more than 1 doubleton
- No 5-card major



# Balanced or Not? Open INT?



- No singleton or void
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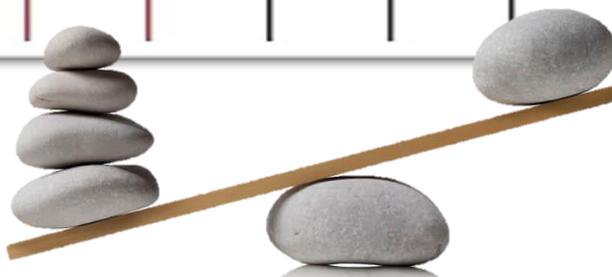
# Balanced or Not? Open INT?



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# Balanced or Not? Open INT?



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# What does responder decide to do?

- Do you want to play in **NoTrumps** or a **suit**?
- Have you got enough **points** to bid or invite to game?



**Responder is the BOSS**

**There are ONLY 2 decisions to make**



# Responses to 1NT – Balanced Hand

- 0 – 10 points ... no GAME possible **PASS**
- 11 – 12 points ... GAME is possible **Bid 2NT**
- 13+ points ... definitely in GAME **Bid 3NT**

Add your points  
to partner's  
**KNOWN 12-14 points**



# Opposite INT what does responder do?



**PASS**

not enough for **GAME**

- NoTrumps or a suit?
- What level?



**I'M THE BOSS**



# After 1NT what does responder do?



**3NT**

enough for **GAME**

- NoTrumps or a suit?
- What level?



**I'M THE BOSS**



# After 1NT what does responder do?



**2NT**

enough to invite to **GAME**

- NoTrumps or a suit?
- What level?



I'M **THE** BOSS



# Responses to INT – Unbalanced Hand

0 – 10 points ... no **GAME** possible

Bid your + card Major suit at the 2-level

This is called a **WEAK TAKEOUT**

Partner **MUST** then pass ... **YOU ARE THE BOSS**

Add your points  
to partner's  
**KNOWN 12-14 points**



**I'M THE BOSS**



# Responses to INT – Unbalanced Hand

## 12+ points ... **GAME** Forcing

- Bid your  card **MAJOR** at the 3-level

**(Opener **MUST** agree your suit or bid NoTrumps)**

- Bid your  card **MAJOR** at the 4-level -

**OR**

- Bid your  card **MINOR** at the 5-level



# After INT what does responder do?



2♥

Not enough for **GAME**

Opener **MUST** pass



I'M **THE** BOSS



# After 1NT what does responder do?



4♠

Enough for **GAME**  
and a known fit

Why is this fit  
guaranteed ?



I'M **THE** BOSS



# After 1NT what does responder do?



**Bid 3♥ ... enough for GAME ...**  
need to check if there is a  
**heart fit**

**Opener chooses 3NT  
or 4♥ (with a fit)**



To practice the hands in your own time.

Click on the following link to see some examples from the practice hands on Graeme Tuffnell's website:

<https://graemetuffnell.com/play/nzbridge/NewModule3/I-R>

*(This example is practice hand 1 – balanced game raise)*



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