

Beginners: Lesson 5

Opening Conditions for Bidding No Trumps:

- Opener will use **No Trumps** (1NT) to show **15 – 17 HCP** and a **Balanced Hand**.
- Our Balanced Hand will **not have**:
 - * a 5 Card Major
 - * a Singleton or Void
 - * 2 x Doubletons.
- This bid is giving your partner a very precise set of information.
- To bid **Game you will need 25 HCP**, we do not include Distribution Points
- Some experienced players decide to use 16 – 18 or even 15 - 18 HCP, likewise some players may also include a 5 Card Major in a NT bid. During our lessons we will not!

What do you open with these hands:

- | | | | |
|--|--|--|--|
| a) ♠ A J 8 7 3
♥ K 9 3
♦ K Q 8
♣ A 6 | b) ♠ 8 6 4
♥ A K Q
♦ J 9 7
♣ A Q T 4 | c) ♠ A 9
♥ A Q 6 3
♦ A J 8 6 5
♣ J 3 | d) ♠ 7 5 3
♥ A K
♦ K J 9 7
♣ K 9 8 4 |
|--|--|--|--|

Response to a 1NT Opening:

- As Responder you know if you can bid to **Game** 25 HCP, or maybe **invite your partner** to bid Game (asking if partner is at the higher end of their range) or just **Pass**.
- When **you also have a balanced hand**, your option depends on your HCPs:
 - * 0 – 7: Pass : *(no chance of game) 15+7 = 22; even 17+7 = 24*
 - * 8 – 9: 2NT: *(invite to game) 17+8 = 25 or 17+9 = 26*
 - * 10+ : 3NT: *(bid Game 15+10 = 25 – absolutely)*
- You may include a 5 card Minor in your response, *(you do not want to play in a minor even if partner has a fit, 3NT is easier than 5♦ or 5♣).*
- If **you hold a 6 card Major**, you are certain of a fit with partner's hand. You may count distribution points and bid Game in the major if you can count 25 points.

What do you Respond to Opener's 1NT bid:

- | | | | |
|--|--|--|--|
| a) ♠ 7 3
♥ 9 7 3
♦ A Q T 8 5
♣ 8 7 6 | b) ♠ 8 6 4
♥ A K 4
♦ J 9 7 5
♣ J T 4 | c) ♠ K 9 4
♥ 6 3
♦ K Q J 6 5
♣ Q T 3 | d) ♠ K J 9 7 5 3
♥ 6
♦ K 9 7
♣ 9 8 4 |
|--|--|--|--|

When Opener bids a Suit then Replies with NT at the same level

- **When Opener's bid of 1♦ is followed by partner's 1♠, then rebids 1NT** it tells partner: I have 12 – 14 HCP, no fit in your bid at the 1 level, and a balanced hand (*you need 15+ HCP points to change suit and bid at the 2 level*)
- **When Opener's bid of 1♥ is followed by partner's 2♦, then rebids 2NT** it tells partner: I have 12 – 14 HCP, no fit in your bid, and a balanced hand (*you need 15+ HCP points to change suit and bid at the 2 level*):
- **Both of the above bids give info about opener's hand but allows Responder to continue bidding if possible. Partner may hold 20 HCP, it would be a shame to stop their chance to bid at least to Game.**

1. Consider:

West's Hand	West	East
♠ Q 6	1♥	2♦
♥ A K J 8 5	?	
♦ Q 7 4		
♣ J 6 4		

2. Consider:

West	East	East's Hand
1♣	1♥	♠ K J 3
1NT	?	♥ K 7 6 4
		♦ Q 7 4
		♣ J 6 4

3. Consider:

West	East	East's Hand
1♣	1♥	♠ K J 3
1NT	?	♥ K 7 6 4
		♦ Q 7 4
		♣ J 6 4

Important Play Rule when playing in NT:

ALWAYS PLAY YOUR LOSERS FIRST to set up a long suit,
keep control of your suits as long as possible.

Often you have to lose the lead to establish long suit tricks: Consider

1.

	North	
	♥ J 8 6	
You		Dummy
♥ A 9 5 4 2		♥ K 7 3
	South	
	♥ Q T	

You must intentionally lose one trick so you can make the other 4. One way is to deliberately lose the first round. Play 2 to 6 to 3 then South takes it with the T. Now the Q and J fall to the A and K and you have the 5, 4 to play as winners. Be brave, do this early whilst you still have control of the other suits.

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2.

	North	
	♥ Q J 8 6	
You		Dummy
♥ A T 9 5 2		♥ K 7 3
	South	
	♥ 4	

In this case the distribution is sad, if you have enough winners in the other suits you can win A and K, then play low to lose Q and J and come back to the last ♥ in your hand to make that important last trick!

3. East is Dealer

	North	
	♠ K J 7 6	
	♥ T 8 7 3	
	♦ 6 3	
	♣ J 5 3	
West		East
♠ 8 2		♠ A 9 5 4
♥ Q 5 2		♥ A K 4
♦ K Q J 4 2		♦ 8 7 5
♣ K 8 6		♣ A 9 7
	South	
	♠ Q T 3	
	♥ J 9 6	
	♦ A T 9	
	♣ Q T 4 2	

Bidding:	WEST	NORTH	EAST	SOUTH
			1NT	pass
	3NT	pass	pass	pass

Plan: South leads ♣2. Dummy goes down and I pause to make a plan.
I will win the first ♣ trick. With control in all the other suits I will play ♦K to find the ♦A.
I can now win the next trick and see my 4 ♦ winners, 2 ♣s, 3 ♥s and 1 ♠, making 10 tricks. *(NB 5 ♦s do not make, and the NT score is better anyway!)*

Play: i) win with the A♣. Check that you can move between your hand and Dummy to collect all your tricks.
ii) play low ♦ to K♦. If the A♦ wasn't played continue with the Q♦ etc until the A♦ is played. You can still go back to the other ♦s with the K♣ or the Q♥.
iii) Play out all the winners in West's – Dummy hand then. Return to East hand and play the rest of the winners.

Next Week: No Trumps – Bidding to play in a Major – using Stayman and Transfers .

Homework/Preparation...Extra info for those inclined: read Chapter 9, p79-80 of *The Language of Bidding...* - Other NT Openings.