

The 1NT Response

1NT is one of the most common responses to an opening bid of one of a suit.

It is a **limit bid**, showing 6-9 HCP.

It denies the ability to raise partner's major or to bid a major suit at the 1-level: it has no 4+card majors But it is not always balanced.

- Over 1 A it is the only weak response you can make (unless you have 4 spades) so it will often be unbalanced with a long suit, lacking the values for a 20ver1 response.
- Over 1♥ it denies 4 spades, but it may have a long minor.

Over 1 • it denies a 4-card major, but it may have a 6-card club suit

Over 14 it will be balanced: there must be 4 cards in at least one minor, but you have chosen to bid 1NT because it is more descriptive than responding $1 \blacklozenge$ or raising to $2\clubsuit$.

Coping with imperfect hands

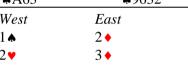
Try to avoid responding 1NT with a singleton in an unbid suit, or with two suits completely unstopped (No need to be concerned about a singleton in partner's suit.

 ▲AQ854 ♥J64 ♥Q ♣KJ3 	N ▲K92 W E ◆8 ◆K109654 ◆965	 ▲KQT ♥A642 ♦K87 ♣A107 	N ▲52 W E ♥KQ3 ◆QJ932 ♣963	 ▲AJ943 ♥KQ83 ◆2 ♣A63 	N ▲105 W E • S • \$9632
West	East	West	East	West	East
1	2	1 🗸	2♥	1 🛦	2 ♦
Pass		2NT	3NT	2♥	3♦

The lesser lie may be to raise partner with just 3-card support

Against NT opponents will cash at least 5 hearts and two aces.

With a balanced hand West makes his game try in NT. East would bid game in hearts with 4 card support



East's sequence shows a long minor and not much else.

Further Bidding after a 1NT response.

With a balanced hand opener should pass with 15-16 points.

Raise to 2NT with a balanced hand of 17-19 points, though you may bid 3NT with a good 19.

With an unbalanced hand opener removes 2NT to his second suit provided it is lower-ranking.

(After 1 • - 1NT partner has denied 4 spades, so there is no point in looking for an 8-card fit in spades)

This shows at least 5-4. Responder can give false preference to the first suit with a doubleton.

He may pass with a singleton in partner's major and 3+cards in the second suit.

He may raise the second suit with 4+cards to show a maximum 8-9 points and invite game

With a 6+ card major opener can remove 1NT by rebidding his suit.

NB: do not remove 1NT to a 5-card major – partner may have a singleton.

A jump rebid of 3 of opener's major invites game, but it can be passed.



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Playing in Responder's Long Suit

After responding 1NT it may be possible to bid a new suit. This usually shows a 6+ card suit in a hand not strong enough for a 20ver1 response.

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 ▲KQ854 ♥A64 ♥Q ♣KQ83 	N ▲3 W E ♥Q872 ★K109654 ♣J5	 ▲AQ7 ◆A642 ◆KJ76 ▲A7 	N W E S → Q32 ★QJ9863	\mathbf{W}	N E ↓J1076
West	East	West	East	West	East
1 🔺	1NT	1 🗸	1NT	1 🛦	1NT
2*	2 ♦	2NT	3*	2	3♦
Pass		Pass		Pass	

East suggests a place to play, West does not argue since the hand is an obvious misfit.

Another hand where East thinks the best spot would be his long suit West might bid 3NT with AKx Unusual to bid after West shows a 6-card major – you must be sure your suit will play better.