



Responding to an Opening Bid of 1NT

Because the opening bid of 1NT is a Limit Bid, well-defined as to strength and distribution, partner can easily tell whether game is possible or not. Bearing in mind the desired total of 25 points for game this is a logical scheme of responses

Opener	Responder		
1NT	0-10 points	(combined total maximum 24)	stop in a partscore
	11-12 points	(combined total 23-26)	invite game
	13+ points	(combined total minimum 25)	bid game

The partner who knows there are enough points for game between the hands is responsible for bidding game.

Responding with a balanced hand

1NT	Pass	0-10 points.	<i>Stop in the cheapest partscore when there is no game</i>
1NT	2NT	11-12 points	2NT is an <i>invitational</i> bid. Opener passes with 12 points and bids 3NT with 13 or 14 <i>Consult partner when you are not sure</i>
1NT	3NT	13-18 points	3NT is a <i>sign off</i> bid. You have decided the final contract, and opener passes <i>Bid game when you have game values</i>

Responding with an unbalanced hand

When you do not have a balanced hand you may look for somewhere else to play.

1NT	2♣	This is a special enquiry bid, asking partner if he has a 4-card major We will deal with the Stayman convention in a later lesson	
1NT	2♦/2♥/2♠	0-10 points with at least 5 cards in the suit bid Because these bids have conventional meanings to be covered in a later lesson we have to pass until we cover Stayman and Transfers.	
1NT	3any	Bids at the 3-level are forcing – we will deal with their precise meaning later.	
1NT	4♥/4♠	Unbalanced hands with 12-19 points and a 6+card suit. <i>We bid game with game values. These are signoff bids. Opener must pass.</i>	

Note that so far we do not have an *invitational* bid in a suit.

At the moment, with 11-12 points and a 6-card major we must guess whether to sign off in 2 of our major, or whether to force to game. (When in doubt usually bid game because of the bonus)

Later we will introduce Transfers, a way of filling this gap.