



Lesson 12 Teacher's Notes

Aims

- To teach the **basic responses** to 1NT
- **Balanced hands** – play in no-trump by passing or raising to 2NT (inviting game) or 3NT
- **Unbalanced hands** – must pass if weak, bid game in a major or consider 3NT with a minor
- Bids in a suit at the 3-level are **forcing**

Content

- 1 The opening bid of **1NT** makes it easy to decide whether you have the 25 points needed for game
With 0-10 points we cannot have enough for game - stop in a partscore
With 11-12 points game is possible but not guaranteed - “invite” game
With 13 points or more we will bid on to game
- 2 What to do with a weak hand (0-10 points)
“Pass” with 0-10 points in a balanced hand. (*there is no extra bonus for getting to 2NT!*)
With 0-10 points and an unbalanced hand we have no bid until we cover Stayman and Transfers
(*We cannot bid 2♣ 2♦ ♥ 2♠ as these bids are used later as conventional bids*)
- 3 2NT is a **limit raise** (11-12 HCP in a balanced hand)
It says: “if you have a minimum 12 points we do not have enough for game and you should pass”
But if you have a maximum 14 points we do have enough for game. Please bid 3NT”
- 4 Game bids are to play
A raise to 3NT says responder has 13+points in a balanced hand.
Bids of 4♥ and 4♠ say you have enough for game and 6+ hearts/spades in an unbalanced hand
Opener **MUST** pass any game bid
- 5 **Further action** by the opening bidder.
By making a **limit bid** you have passed captaincy of the auction to partner.
If he bids game you must pass
If he makes a limit raise to 2NT you Pass with a minimum opener (12 points) and bid on to game
with extra values (14 points)