

6. Opening 1NT

♠ 1 NT...the bid with a difference!

This is a very special opening bid for 2 reasons:

1. Your hand is limited to a maximum of 14 instead of 19,
2. Your hand must be balanced.

A balanced hand contains

- no 5-card major
- not more than one doubleton.
- no singleton or void.
- It may contain a 5-card minor

Opening 1NT
12-14 hcp, balanced

A balanced hand may contain a 5 card minor but, if it does, it will have no other 4-card suit. Since the opening bid of 1NT is so specific, both in point count and shape, the opener rarely bids again. The responder is expected to take charge and choose the best contract.

Open 1NT with all of these hands

♠ K763	♠ 876	♠ K76
♥ JT87	♥ KQ5	♥ Q87
♦ KQ7	♦ Q98	♦ A8654
♣ A7	♣ AQ84	♣ K8

Don't open 1NT with any of these hands because...

♠ K763	♠ 6	♠ K76
♥ QJ87	♥ KQ54	♥ QJ732
♦ KQ7	♦ Q98	♦ A86
♣ A7	♣ AQ843	♣ K8

too strong singleton 5-card major



Open 1NT and put your hands in your pockets! You usually won't have to bid again.

♣ Responding to 1NT

• Balanced hands.

1. pass with less than 11 hcp
2. invite with 11-12
3. bid 3NT with 13

♠ KQ6	♠ 87	♠ A93
♥ T87	♥ QJ5	♥ AQT
♦ AQ732	♦ Q983	♦ 98654
♣ A7	♣ AQ84	♣ 64

Bid 3NT 2NT Pass

• Unbalanced hands.

1. bid at the 2-level with not enough for game
2. bid 4♥, 4♠ with a 6-card suit + enough for game

♠ Q7	♠ A76	♠ 93
♥ JT8754	♥ JT8754	♥ T2
♦ Q72	♦ Q9	♦ J76543
♣ A7	♣ AQ	♣ T92

Bid 2♥ Bid 4♥ Bid 2♦

Remember that the choice of the best contract lies with the responder. Bidding a suit at the 2-level after partner opens 1NT, is called a "weakness takeout".

The opener must pass any bid at the 2-level.

4♥ is the right game in the second example. You have at least 8 hearts between you (partner must have 2 at least) and enough high card points for game.

Responding to 1NT

• Balanced hands.

Less than game	--- Pass.
Possibly game	--- 2NT
Enough for game	--- 3NT

• Unbalanced hands.

Less than game	--- 2 of longest suit.
Game	--- 4♥ or 4♠ with 6-card major