

Lesson 2: Practise Responses to Partner's Opening Weak 1NT

<p>Hand: 1 Dealer: North</p> <p>West North East South 1NT Pass ?</p>	<p>South</p> <p>♠ J 5 ♥ K Q 4 2 ♦ J 8 7 2 ♣ K 7 6</p>
<p>Hand: 2 Dealer: North</p> <p>West North East South 1NT Pass ?</p>	<p>South</p> <p>♠ 8 ♥ J 7 2 ♦ J 10 8 7 2 ♣ 7 6 4 2</p>
<p>Hand: 3 Dealer: South</p> <p>West North East South 1NT Pass ?</p>	<p>South</p> <p>♠ A K 7 ♥ 8 7 ♦ K 8 7 2 ♣ Q J 7 4</p>
<p>Hand: 4 Dealer: South</p> <p>West North East South 1NT Pass ?</p>	<p>South</p> <p>♠ A K 7 3 2 ♥ 8 7 ♦ K 8 ♣ Q J 7 4</p>
<p>Hand: 5 Dealer: South</p> <p>West North East South 1NT Pass ?</p>	<p>South</p> <p>♠ A K 7 5 3 2 ♥ 8 7 ♦ K 8 ♣ Q J 7</p>
<p>Hand: 6 Dealer: South</p> <p>West North East South 1NT Pass ?</p>	<p>South</p> <p>♠ A Q 7 5 ♥ 8 7 ♦ Q 8 7 ♣ K 10 7 2</p>

Answer: Pass

If partner had opened in a suit you would have had to bid with 6+ HCP – partner might have 19 HCP, so a combined 25 HCP, enough for game. But partner's 1NT is a limit bid showing a maximum of 14 HCP, so you need at least 11 HCP to have a game going hand. With no 5+ card suit, PASS. Do not bid 2♥ – partner may only have a small doubleton in hearts.

Answer: 2♦.

You would have passed if partner had opened in a suit (even if he had opened 1♦). To do otherwise would mislead partner about your strength – with 19 HCP partner would bid game! But partner has bid a WEAK 1NT, so your opponents have more than enough for game. East has passed so West must have a BIG hand, and might well decide to double your partner for penalties. You need to rescue partner. You know she must have at least two diamonds (maybe four) so make a weak takeout, which partner will pass. West will not now double. You can happily leave your opponents to make their contract.

Answer: 3NT

You have 13 HCP so a combined 25+ HCP, enough for game. You do not have a 5+ card major so 3NT is your best option.

Answer: 3♠

You have 13 HCP so a combined 25+ HCP, enough for game. Your best contract might be 3NT (if partner has just two spades) or 4♠. This is one of the only two hand types where you consult your partner. Bid 3♠. It is game forcing – partner must choose between 3NT and 4♠. She must not pass.

Answer: 4♠

You have 13 HCP so a combined 25+ HCP, enough for game. Partner must have at least two spades so you have an 8+ spade fit. No need to consult partner.

Answer: 2NT

You have 11 HCP. If partner has 14 HCP you have a combined 25+ HCP, enough for game. This is one of the only two hand types where you consult partner (the other was shown in Q7.). By bidding 2NT you are telling partner that you have 11-12 HCP and no 5 card major, and are asking her to pass with 12 HCP or bid 3NT with 14 HCP. If she has 13 HCP she must decide whether it is worth an upgrade (grouped honours, 10's and 9's etc.)

Hand: 7 Dealer: South West North East South Pass 2NT Pass 1NT ?	South ♠ K 7 ♥ Q 8 7 ♦ Q J 7 2 ♣ A J 7 4
Hand: 8 Dealer: South West North East South Pass 3♥ Pass 1NT ?	South ♠ K 7 ♥ J 8 4 ♦ K J 7 2 ♣ A J 7 4
Hand: 9 Dealer: South West North East South Pass 2♥ Pass 1NT ?	South ♠ K Q ♥ Q 9 8 7 ♦ Q 8 2 ♣ A J 7 4
Hand: 10 Dealer: North West North East South 1NT Pass ?	South ♠ K 8 ♥ K J 2 ♦ 9 3 ♣ A Q 7 3 2
Hand: 11 Dealer: North West North East South 1NT Pass ?	South ♠ K 8 ♥ Q J 2 ♦ 9 3 ♣ A Q J 7 3 2

Answer: Pass

Partner has 11-12 points and is inviting you to bid 3NT with 14 HCP or pass with 12 HCP. You have 13 HCP, so have to decide if your hand is worth an upgrade. Your hand is nothing special, so you decline the invitation.

Answer: 4♥

You must not pass. Partner has 11+ HCP and exactly five hearts, and is asking asked you to choose between 3NT and 4♥. With your three card support you have an 8+ heart fit.

Answer: Pass

With 14 HCP and four hearts you must resist the temptation to bid 3♥. Partner has made a weak takeout showing 5+ hearts and less than 11 HCP. Partner might have ZERO points.

Answer: 3NT

Swop your clubs and spades and you would bid 3♠, asking partner to choose between 3NT and 4♠. But your long suit is a minor and 5♣ is out of reach so the only sensible game contract is 3NT.

Answer: 3NT

With your 13 HCP you have a combined 25+ HCP, enough for game, but must not bid 5♣. Your opponents have at least 13 HCP and could easily take three tricks. Your clubs will produce 5-6 tricks in NoTrumps.