

TUDOR BRIDGE CLUB
Year 1 Lesson 5 - Opening 1NT and the Bidding Process

BOARD 1

North Dealer

Vul - /-

North			
♠	AQ53		
♥	Q75		
♦	K3		
♣	KT82		
West		East	
♠	K2	♠	T9864
♥	AJ94	♥	T3
♦	Q987	♦	642
♣	653	♣	A94
South			
♠	J7		
♥	K862		
♦	AJT5		
♣	QJ7		

Suggested Bidding

N	E	S	W
1NT	Pass	2NT	Pass
3NT	Pass	Pass	Pass

Comments

North has a balanced hand (4-4-3-2) and 14 pts, so must open 1NT. South has a balanced hand (4-4-3-2) also & 12 pts so can count a combined 24-26 pts. Game may be possible if partner is maximum (14), South must Invite with 2NT. North is maximum so goes on to game.

Lead ♠10 - Top of a 3-card sequence

Plan the Play

Declarer can count 4 tricks off the top. 3 clubs can be developed by forcing out the Ace and another in hearts (knocking out Ace). The 9th trick can come from diamonds (knocking out ♦Q). The clubs must be tackled first though.

BOARD 2

East Dealer

Vul - NS

North			
♠	83		
♥	QJ8		
♦	KQ642		
♣	T63		
West		East	
♠	A962	♠	KJT7
♥	A762	♥	K4
♦	T7	♦	J985
♣	KQ2	♣	A85
South			
♠	Q54		
♥	T953		
♦	A3		
♣	J974		

Suggested Bidding

E	S	W	N
1NT	Pass	3NT	Pass
Pass	Pass		

Comments

After East opens 1NT (12-14 pts and balanced), West has 13 pts and a balanced hand also (4-4-3-2). So a combined total of 25-27 pts. As the minimum combined point count is 25 & this is enough for game, West must bid 3NT direct (as they do not need to ask Partner whether they are maximum or not).

Lead ♥3 - 4th highest against NT (not having a 3-card sequence)

Plan the Play

The defence will make 3 tricks in diamonds eventually, but dummy's ♦J will win a trick. Declarer can count 3 clubs, 2 spades, 2 hearts along with a diamond, so needs just 1 more. Only missing the ♠Q then spades can be played to set up the 9th trick with the ♠J or ♠10.

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BOARD 3

South Dealer

Vul - EW

North			
♠	A2		
♥	KJ54		
♦	J97		
♣	7542		
West		East	
♠	KQJT3	♠	954
♥	76	♥	T932
♦	Q54	♦	86
♣	KQJ	♣	A863
South			
♠	876		
♥	AQ8		
♦	AKT32		
♣	T9		

Suggested Bidding

S	W	N	E
1NT	Pass	Pass	Pass

Comments

South has a balanced 13 pts (5-3-3-2) & opens 1NT. North with only 9 pts can see a combined total of 21-23 pts, so even if South is maximum, not enough for a game. Therefore North must simply Pass.

Lead ♠K - Top of a 3-card sequence (or 4 in this case) is the perfect lead.

Plan the Play

Declarer can count 1 spade, 4 hearts and 2 diamonds. So has the required number of tricks. Declarer can also see that the defence can take 3 or 4 spades and also 3 or 4 clubs if they get the lead back. No point in messing around, declarer should just take their 7 tricks.

BOARD 4

West Dealer

Vul - AL

North			
♠	KT86		
♥	A32		
♦	QJT8		
♣	62		
West		East	
♠	Q2	♠	J74
♥	KT64	♥	J87
♦	AK4	♦	653
♣	Q854	♣	AKT3
South			
♠	A953		
♥	Q95		
♦	972		
♣	J97		

Suggested Bidding

W	N	E	S
1NT	Pass	Pass	Pass

Comments

After West opens 1NT balanced & 12-14 pts East can count the combined points as 21-23 pts. So even if West is maximum there is no chance of game. East must just Pass as bidding on with a balanced hand and less than 25 combined points will gain nothing.

Lead ♦Q - Top of a 3 card sequence is best (not 4th highest)

Plan the Play

Declarer can count 6 top tricks. 2 diamonds and 4 clubs (as long as they clubs split 3-2). Chances for another trick are available in hearts & spades. But spades are dangerous and if declarer plays on spades they could easily lose 4 tricks. Hearts are much better, holding the ♥KJ & 10 plus having 7 cards between EW then only the ♥AQ are missing from the top 5 and so at least 1 trick can be gained by leading hearts.

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BOARD 5

North Dealer

Vul - /-

North			
♠	AJ9		
♥	932		
♦	AQJT9		
♣	65		
West		East	
♠	T8	♠	Q652
♥	T764	♥	Q5
♦	852	♦	K74
♣	KQJ9	♣	A842
South			
♠	K743		
♥	AKJ8		
♦	63		
♣	T73		

Suggested Bidding

N	E	S	W
1NT	Pass	2NT	Pass
Pass	Pass		

Comments

North opens 1NT with a balanced 12-14 pts and South has 11 pts so a combined possible total of 23-25 pts. Game therefore is just possible if North has a maximum. South must raise to 2NT therefore and ask North the question, are you minimum or maximum? In this case North has only 12 and so should Pass.

Lead ♣2 - 4th highest in NT

Plan the Play

The defence will start off with 4 clubs tricks and will probably switch to hearts or spades. Declarer can count 2 spades, 2 hearts and maybe 1 more when either of these suits is led. The remaining tricks can come from diamonds so forcing out the King, North can come to 8 tricks. However the diamonds must be established first before playing on hearts or spades.

BOARD 6

East Dealer

Vul - NS

North			
♠	K972		
♥	J9		
♦	A64		
♣	9765		
West		East	
♠	T6	♠	AQ4
♥	KQ43	♥	AT75
♦	KQJ2	♦	T975
♣	843	♣	A2
South			
♠	J853		
♥	862		
♦	83		
♣	KQJT		

Suggested Bidding

E	S	W	N
1NT	Pass	2NT	Pass
3NT	Pass	Pass	Pass

Comments

East opens 1NT with 12-14 pts and a balanced hand. West is also balanced and has 11 pts. West can see the combined total is 23-25 pts so game is possible if East has a maximum but not if East is minimum. West must therefore raise to 2NT (showing 11-12 pts) and in this case East is maximum and will bid game.

Lead ♣K - From a 3-card or longer sequence.

Plan the Play

Declarer can count 6 top tricks, 1 spade, 4 hearts (as long as they split 3-2) and 1 club. Declarer can see 3 more in diamonds, once the ♦A has gone and should therefore play on diamonds straight away. If the clubs split 5-3 then declarer will be 1 off, but there is nothing that can be done as 9 tricks are not possible without the 3 diamond tricks. Declarer must not play any spade though before setting the diamonds as this could set up a 5th trick for the defence even if clubs are 4-4..