

# BEGINNERS' LESSONS

## Welcome



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# Lesson Five

## Balanced Hands



# Opener's First Bid

	Points	Description
1 ♣	12 - 19	4 + clubs
1 ♦	12 - 19	4 + diamonds
1 ♥	12 - 19	4 + hearts
1 ♠	12 - 19	4 + spades
1 NT	12 - 14	Balanced hand ... SPECIAL CASE



# Basic Rules for Opening 1NT

- **12 - 14** points
- **Balanced Hand**

**This bid is your FIRST choice  
from now on**



# What is a balanced hand?

- No singleton or void
- No more than 1 doubleton
- No 5-card major
- Balanced = 4333, 4432, 2335



**Balanced hands are  
the most common**



# Balanced or Not?



?



# Balanced!



- No singleton or void
- No more than 1 doubleton
- No 5-card major



# Balanced or Not?



?





# NOT Balanced!



- No singleton or void
- No more than 1 doubleton
- No 5-card major



# Balanced or Not?



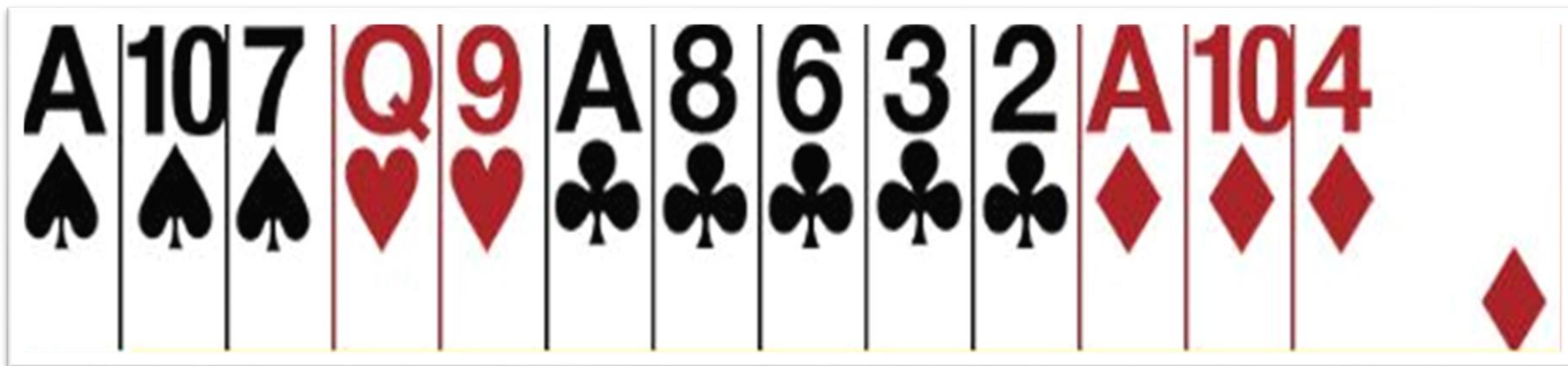
# NOT Balanced!



- No singleton or void
- No more than 1 doubleton
- No 5-card major



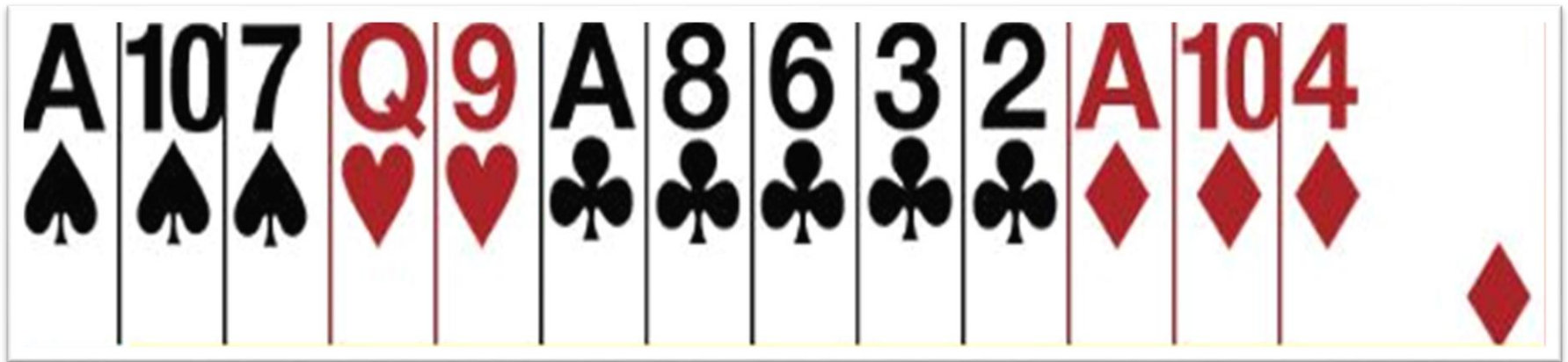
# Balanced or Not?



?



# Balanced!



- No singleton or void
- No more than 1 doubleton
- No 5-card major



# Balanced or Not?



?



# NOT Balanced!



- No singleton or void
- No more than 1 doubleton
- No 5-card major





# Balanced or Not ?

## What should you open?



Open 1♠ 



Open  
INT





# What does responder decide to do?

- Have you got enough **points** to bid or invite to game?
- If so do you want to play in **NoTrumps** or a **suit**?

**Responder is the BOSS**  
**There are ONLY 2 decisions to make**



# Responses to 1NT – Balanced Hand

- 0–10 points ... no GAME possible **PASS**
- 11–12 points ... GAME is possible **Bid 2NT**
- 13+ points ... definitely in GAME **Bid 3NT**

**Add your points to partner's  
KNOWN 12-14 points**



After INT what does responder do?



???



# After 1NT what does responder do?



**PASS** not enough for **GAME**

- NoTrumps or a suit?
- What level?



# After 1NT what does responder do?



???



# After 1NT what does responder do?



**13HCP - Bid 3NT** enough for **GAME**

- NoTrumps or a suit?
- What level?



# After 1NT what does responder do?



???



# After 1NT what does responder do?



**12 HCP - Bid 2NT** enough  
to invite to **GAME**

- NoTrumps or a suit?
- What level?





# Responses to INT with an Unbalanced Hand

**0 – 10 points ... no GAME possible**

Bid your  card suit at the 2-level

**This is called a WEAK TAKEOUT**

**Partner MUST then pass ... YOU ARE THE BOSS**

**Add your points to partner's  
KNOWN 12-14 points**



# Responses to INT with an Unbalanced Hand

## 12+ points ... **GAME** Forcing

- Bid your  card **MAJOR** at the 3-level

**(Opener MUST agree your suit or bid NoTrumps)**

- Bid your  card **MAJOR** at the 4-level -

**OR**

- Bid your  card **MINOR** at the 5-level



# After INT what does responder do?



???



# After INT what does responder do?



2♥

Not enough for **GAME**

Opener **MUST** pass



# After INT what does responder do?



???



# After 1NT what does responder do?



2♦

Not enough for **GAME**

**OPENER must pass**



# After 1NT what does responder do?



???



# After 1NT what does responder do?



4♠

Enough for **GAME**  
and a known fit

Q: Why is this fit guaranteed?





# After 1NT what does responder do?



???



**After 1NT what does responder do?**



**Bid 3♥ ... enough for GAME ...  
must check if there is a heart fit**

**Opener chooses 3NT  
or 4♥ (with a fit)**



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## any questions please ask



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