

All About 1NT

This segment comprises five lessons as follows:

1. Transfers
2. Checkback Stayman
3. Escaping 1NTX
4. Combating interference over our 1NT opener
5. Competing over opponents 1NT

NB: Stayman is covered as an Improvers lesson (Lesson 1)

These conventions are simplified treatments to introduce players to handling 1NT sequences.

Lesson 1 Content: **Transfers**

- Covers all responses to 1NT from 2♣ through to 3♠
- Introduces the ability to show weak, invitational and GF hands

Main Points to Emphasise

- Transfers are the way of showing a 5+ major suit or a 6+ minor suit after a 1NT opening (Stayman by comparison, asks for a 4-card major).
- Opener **MUST** accept the transfer
- Transfers do not apply when the opponents double or bid a suit
- The transfer bids and rangefinder **MUST** be alerted.
You may need to explain alerting rules

Lesson Progression

- Discuss ALL responses
- Go through some of the examples in the Student Notes
- Play the hands

Lesson 2 Content: **Checkback Stayman**

- This is a challenging lesson for the students. Please take your time to explain the concepts.
- This is a form of Stayman used after NT rebids by Opener

Main Points to Emphasise

- The Checkback bids are 2♣ or 3♣ irrespective of which suit is opened
- The Checkback bid and responses **MUST** be alerted.
You may need to explain alerting rules
- Explain priorities of responses to Checkback
- A benefit of using Checkback, is that we can now show if opener's hand is unbalanced.
- Opener must by-pass a major to show their points and a balanced hand

Lesson Progression

- Discuss the Opener's unbalanced and balanced rebids
- Go through some of the examples in the Student Notes
- Explain the non-forcing options
- Play the hands

Lesson 3 Content: **Escaping 1NTX**

- Having a means to escape from 1NTX when Responder is weak and find a possible better place to play.
- Understanding that you can pass the 1NTX when the Responder holds 8+ HCP.

Main Points to Emphasise

- It is important to understand, when responder shows two 4-card suits, that the partnership is looking for a 4-3 fit or better
- If the opponents subsequently bid a suit, Opener should not be tempted to bid on.
- If Responder has a weak 5 card suit or 5/4 shape treat it as a single suiter hand and XX

Lesson Progression

- Explain the "scrambling" approach to find the best fit available.
- Go through some of the examples in the Student Notes
- Play the hands

Lesson 4 Content: **Combating Interference over our 1NT**

- Non-forcing, Invitational and Game Forcing bids after interference
- How to penalise opponents for taking a step too far !
- Introduction to a simplified version of Lebensohl (2NT by Responder)
- Coping with natural and artificial overcalls

Main Points to Emphasise

- The challenging part of this lesson is explaining the difference between Non-forcing, Invitational and Game Forcing bids, as they vary depending on the level and meaning of the overcall.
- Lebensohl is ALWAYS a transfer to 3♣
- Non-forcing bids, Lebensohl and responses MUST be alerted

Lesson Progression

- Go through the choices of bids after interference
- Go through some of the examples in the Student Notes, especially examples 2, 3 and 4
- Play the hands

Lesson 5 Content: **Competing over Opponent's 1NT Opening**

- This introduces the convention called Landy and other bids to enable the partnership to compete when the opposition have opened 1NT.
- Competing bids and responses are provided

Main Points to Emphasise

- It is often advantageous to compete over a weak NT Opening, depending on the vulnerability.
- Consider suit quality
- **A double of NT is penalties and partner should endeavour to leave it in.**
-

Lesson Progression

- Go through the choices of bids and responses
- Go through some of the examples in the Student Notes
- Play the hands