PARTNER OPENED IN NO TRUMPS - BASIC METHODS

The methods on this page are appropriate to an early learner stage.
It is recommended that you should adopt an improvers' method featuring Stayman and transfers sooner rather than later.

In this basic method any new suit at the two-level is a weak take-out, and any new suit at the three-level is game-forcing on at least a five-card suit.

Partner opened 1NT

Partner has 12 to 14 - your target is 25 for a game contract.				
Balanced hand - no five-card major	0 - 10	Pass	total less than 25.	
	11 - 12	Bid 2NT (invitational)	total could reach 25	Partner will pass or raise to 3NT.
	13+	Bid 3NT	total at least 25.	
Five-card major	0 - 10	Bid your suit at the two-level		Partner will pass.
	11 - 12	Bid 2NT	Invitational	Cannot show invitational values and 5-card suit in basic methods.
	13+	Bid your suit at the three-level - forcing		Partner will raise or bid 3NT.
Five-card minor	0 - 10	Pass	or bid your suit at the two-level - weak take-out.	
	11 - 12	Bid 2NT (invitational)	total could reach 25	Ignore the minor suit.
	13+	Bid 3NT	total at least 25	Ignore the minor suit.
Six-card major	0 - 9	Bid your suit at the two-level - weak take-out		
	10 - 11	Bid your suit at the four-level		Cannot show invitational values and 6-card major in basic method.
	12+	Bid your suit at the four-level.		

Partner opened 2NT

Partner has 20 to 22 - your targets are:- 25 points for a game; 33 points for a small slam; 37 points for a grand slam.				
Any shape	0 - 3	Pass	total usually less than 25.	
Balanced hand (no 5-card major)	4 - 10	Bid 3NT	total usually 25 to 32.	
	11 - 12	Bid 4NT	total could be 33	Partner will pass or bid 6NT.
	13+	Bid 6NT	total at least 33.	
Five-card suit (any suit)	4+	Bid your suit at the three-level - forcing		Partner will raise or bid 3NT.
Six-card major	4+	Bid game in your suit.		