

# Weak NT

the Ultimate Preempt

Opener	Intervenor	Responder	Advancer
1Suit	Pass	1Suit	Pass
1NT			

when you could have **Opened a Strong 1NT** this shows a balanced **weak NT** hand  
 when you could have **Opened a weak 1NT** this shows a balanced **Strong NT** hand

the weak 1NT open is a Preempt

**Preempts work because they take away bidding room**

the weak 1NT Preempt takes away 1 Whole Level of bidding

it is used in 1<sup>st</sup> 2<sup>nd</sup> & 3<sup>rd</sup> seat there is no one to Preempt in 4<sup>th</sup> seat

*3 Point Ranges* conservative

1NT = weak 12 to 14 High Card Points, Balanced No 5 Card Major, No 6 Card Minor

1NT rebid = 15 to 17 High Card Points, Balanced

*4 Point Ranges* aggressive (aka kamakazi)

1NT = weak 10 to 13 High Card Points, Balanced No 5 Card Major, No 6 Card Minor

1NT rebid = 14 to 17 High Card Points, Balanced SA or 2/1

1NT rebid = 14 to 16 High Card Points, Balanced Precision

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# Responses

Opener	Intervenor	Responder	Advancer
1NT	Pass	?	

opener

1NT = weak

responder

♠ = 21 or Fewer combined High Card Points

2♣ = 22 to 25 combined High Card Points *invitational Stayman*

2♦ = 25 or More combined High Card Points, No 6 Card Suit *Game Force Stayman*  
**Game Forcing Stayman**

2♥ = 5 or More ♥ *To Play No Transfers*

2♠ = 5 or More ♠ *To Play No Transfers*

2NT = 6 or More Suit *Relay to 3♣ Ambiguous*  
**Relay to 3 Clubs 6 card suit**

3♣ = 55 or Better minors *invitational*  
**55 in the minors, invitational**

3♦ = 55 or Better minors *Forcing*  
**55 in the minors, Forcing**

3♥ = 55 or Better Majors *invitational*  
**55 in the Majors, invitational**

3♠ = 55 or Better Majors *Forcing*  
**55 in the Majors, Forcing**

3NT = *To Play*

4♣ = ♣ *Gerber*

4♥ = 21 to 24 combined Dummy Points, 6 or More ♥ *To Play*

4♠ = 21 to 24 combined Dummy Points, 6 or More ♠ *To Play*

*Quantitative NT*

## Optional Treatment

4♣ = ♣ *Key Card Gerber*

4♦ = ♦ *Key Card Gerber*

# invitational Stayman

Opener	Intervenor	Responder	Advancer
1NT	Pass	2♣	Pass
?			

if opener has a **minimum** hand  
find the best partscore

if opener has a **MAXimum** hand  
find the best Game

opener

**1NT = weak**

responder

2♣ = 22 to 25 combined High Card Points *invitational Stayman*

opener

2♦ = No 4 Card Major

2♥ = 4♥ could also have 4♠

2♠ = 2 to 3♥, 4♠

Opener	Intervenor	Responder	Advancer
1NT	Pass	2♣	Pass
2♦	Pass	?	

opener

**1NT = weak**

responder

2♣ = 22 to 25 combined High Card Points *invitational Stayman*

opener

2♦ = No 4 Card Major

responder

2♥ = 5♥

2♠ = 5♠

2NT = Might Not have 4 Card Major

might not have a 4 card Major

3♣ = 6♣

3♦ = 6♦

3♥ = 6♥

3♠ = 6♠

Opener	Intervenor	Responder	Advancer
1NT	Pass	2♣	Pass
2♦	Pass	Any	Pass
?			

opener

1NT = weak

responder

2♣ = 22 to 25 combined High Card Points *invitational Stayman*

opener

2♦ = No 4 Card Major

responder

Any

opener

Pass = minimum

Game = MAXimum

Opener	Intervenor	Responder	Advancer
1NT	Pass	2♣	Pass
2♥	Pass	?	

opener

1NT = weak

responder

2♣ = 22 to 25 combined High Card Points *invitational Stayman*

opener

2♥ = 4♥ could also have 4♠

responder

2♠ = 4♠, 3 or fewer ♥

2NT = Might Not have 4 Card Major

**might not have a 4 card Major**

3♣ = 3 or fewer ♥, 6♣

3♦ = 3 or fewer ♥, 6♦

3♥ = 4♥

3♠ = 6♠, 3 or fewer ♥

Opener	Intervenor	Responder	Advancer
1NT	Pass	2♣	Pass
2♠	Pass	?	

opener

**1NT = weak**

responder

2♣ = 22 to 25 combined High Card Points *invitational Stayman*

opener

2♠ = ② to ③♥, ④♠

responder

2NT = Might Not have ④ Card Major

**might not have a 4 card Major**

3♣ = ⑥♣

3♦ = ⑥♦

3♥ = ③ or Fewer ♠, ⑤ or More ♥

3♠ = ④♠



# GameForce+

Opener	Intervenor	Responder	Advancer
1NT	Pass	2♦	Pass
2♥	Pass	?	

opener

1NT = weak

responder

2♦ = 25 or More combined High Card Points, No 6 Card Major *GameForce*

## Game Force

opener

2♥ = 4♥ could also have 4♠

2♠ = 2 to 3♥, 4♠

2NT = No 4 Card Major, No 5 Card minor

3minor = No 4 Card Major, 5 Card minor

Opener	Intervenor	Responder	Advancer
1NT	Pass	2♦	Pass
2♥	Pass	?	

opener

1NT = weak

responder

2♦ = 25 or More combined High Card Points, No 6 Card Major *GameForce*

opener

2♥ = 4♥ could also have 4♠

responder

2♠ = 4♠, 3 or Fewer ♥

2NT = *waiting*

3♣ = 6♣

3♦ = 6♦

3♥ = 4 or More ♥ *Slam Try ask for cue bid*

3♠ = 5♠, 3 or Fewer ♥

3NT = *To Play*

4♥ = 4 or More ♥ *To Play*

## Quantitative NT

Opener	Intervenor	Responder	Advancer
1NT	Pass	2♦	Pass
2♥	Pass	2NT	Pass
?			

opener

**1NT = weak**

responder

2♦ = 25 or More combined High Card Points, No 6 Card Major *GameForce*

opener

2♥ = 4♥ could also have 4♠

responder

2NT = *waiting*

opener

3minor = 4♥, 4 or More minor

3NT = 4333 *ToPlay*

Opener	Intervenor	Responder	Advancer
1NT	Pass	2♦	Pass
2♠	Pass	?	

opener

**1NT = weak**

responder

2♦ = 25 or More combined High Card Points, No 6 Card Major *GameForce*

opener

2♠ = 2 to 3♥, 4♠

responder

2NT = *waiting*

3♣ = 6♣

3♦ = 6♦

3♥ = 3 or Fewer ♠, 5♥

3♠ = 4 or More ♠ *SlamTry Ask for cue bid*

3NT = *ToPlay*

4♠ = 4 or More ♠ *ToPlay*

*Quantitative* NT =

Opener	Intervenor	Responder	Advancer
1NT	Pass	2♦	Pass
2♠	Pass	2NT	Pass
?			

opener

**1NT = weak**

responder

2♦ = 25 or More combined High Card Points, No 6 Card Major *GameForce*

opener

2♠ = 2 to 3♥, 4♠

responder

2NT = *waiting*

opener

3minor = 4♥, 4 or More minor

3NT = 4333 *ToPlay*

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Opener	Intervenor	Responder	Advancer
1NT	Pass	2♦	Pass
2Major	Pass	2NT	Pass
3minor	Pass	?	

opener

**1NT = weak**

responder

2♦ = 25 or More combined High Card Points, No 6 Card Major *GameForce*

opener

2Major

responder

2NT = *waiting*

opener

3minor = 4Major, 4 or More minor

responder

Game = *ToPlay*

4♣ = ♣ *Gerber*

opener's minor Key Card/Exclusion

*QuantitativeNT*

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Opener	Intervenor	Responder	Advancer
1NT	Pass	2♦	Pass
2NT	Pass	3♣	Pass
?			

opener

1NT = weak

responder

2♦ = 25 or More combined High Card Points, No 6 Card Major *Game Force*

opener

2NT = No 4 Card Major, No 5 Card minor

responder

3♣ = *Shape Ask Baron Corollary*

**Describe**

opener

3♦ = 3♠, 3♥, 4♦, 3♣ 3=3=4=3

**4 Diamonds**

3♥ = 2♠, 3♥, 4♦, 4♣ 2=3=4=4

**3 Hearts**

3♠ = 3♠, 2♥, 4♦, 4♣ 3=2=4=4

**3 Spades**

3NT = 3♠, 3♥, 3♦, 4♣ 3=3=3=4

**4 Clubs**

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Opener	Intervenor	Responder	Advancer
1NT	Pass	2♦	Pass
3♣	Pass	?	Pass

opener

1NT = weak

responder

2♦ = 25 or More combined High Card Points, No 6 Card Major *Game Force*

opener

3minor = No 4 Card Major, 5 Card minor

responder

3♥ = 5♥

3♠ = 5♠

3NT = *To Play*

4♣ = ♣ *Gerber*

opener's minor Key Card/Exclusion

*Quantitative NT*

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Opener	Intervenor	Responder	Advancer
1NT	Pass	2NT	Pass
3♣	Pass	?	Pass

opener

1NT = weak

responder

2NT = 6 or More Suit Relay to 3♣

6 card suit

opener

3♣ = Forced Bid

Forced Bid

responder

Pass = weak, 6 or More ♣ To Play

3♦ = weak, 6 or More ♦ To Play

3♥ = 25 or More combined High Card Points, 6 or More ♥ Set Trump Game Force + ask for cue bid  
Game Force

3♠ = 25 or More combined High Card Points, 6 or More ♠ Set Trump Game Force + ask for cue bid  
Game Force

3NT = 28 or More combined High Card Points, 6 or More ♣, unbalanced, Relay to 4♣ Slam Try  
Game Force, 6+ Clubs this treatment allows for subsequent Kickback/Exclusion

4♣ = 28 or More combined High Card Points, 6 or More ♦, unbalanced Relay to 4♦ Slam Try  
Game Force 6+ Diamonds this treatment allows for subsequent Kickback/Exclusion

### Optional Treatment

opener

1NT = weak

responder

2NT = 6 or More Suit Relay to 3♣

opener

3♣ = Forced Bid

responder

Pass = weak, 6 or More ♣ To Play

3♦ = weak, 6 or More ♦ To Play

3♥ = 6 or More ♥ Key Card Ask Game Force + Casper Keycard  
Key Cards in Hearts

3♠ = 6 or More ♠ Key Card Ask Game Force + Casper Keycard  
Key Cards in Spades

4♣ = 6 or More ♣ Key Card Ask Game Force + Minor Wood  
Key Cards in Clubs

4♦ = 6 or More ♦ Key Card Ask Game Force + Minor Wood  
Key Cards in Diamonds

Opener	Intervenor	Responder	Advancer
1NT	Pass	2NT	Pass
3♣	Pass	3NT	Pass
4♣	Pass	?	

opener  
**1NT = weak**

responder  
**2NT** = 6 or More Suit *Relay to 3♣*

opener  
**3♣** = *Forced Bid*

responder  
**3NT** = 6 or More ♣ *Relay to 4♣ Set Trump Game Force+*

opener  
**4♣** = *Forced Bid*

**Forced Bid**

responder  
 ♣ **Key Card/Exclusion**

Opener	Intervenor	Responder	Advancer
1NT	Pass	2NT	Pass
3♣	Pass	4♣	Pass
4♦	Pass	?	

opener  
**1NT = weak**

responder  
**2NT** = 6 or More Suit *Relay to 3♣*

opener  
**3♣** = *Forced Bid*

responder  
**4♣** = 6 or More ♦ *Relay to 4♦ Set Trump Game Force+*

opener  
**4♦** = *Forced Bid*

**Forced Bid**

responder  
 ♦ **Key Card/Exclusion**

# Interference

opener

**1NT = weak**

intervenor

**S**suit

responder

 = **18** or Fewer combined **H**igh **C**ard **P**oints

 = **19** to **21** combined **H**igh **C**ard **P**oints *Desire to Defend*

**Balance of Power NOT Negative, NOT Penalty**

**2**Ssuit = **weak**, **5** or More **S**suit *To Play*

**3**Cue = **4** Other Major *Game Force Stayman*

**0**ther = *Natural or Lebensohl*

# RunOut

Opener	Intervenor	Responder	Advancer
1NT	X	?	

opener

1NT = weak

intervenor



responder



= 19 to 21 combined High Card Points

**Balance of Power**



= No 6 Card Suit *Forcing Opener must bid*

**Forcing**

Suit = 6 or More Suit *To Play*

Opener	Intervenor	Responder	Advancer
1NT	X	Pass	Pass
?			

opener

1NT = weak

intervenor



responder



= No 6 Card Suit *Forcing Opener must bid*

advancer

Pass

opener



= No 5 Card Suit *Forcing Responder bids up the Line to 7 card fit*

**No 5 card Suit**

Suit = 5 Suit *To Play*

Opener	Intervenor	Responder	Advancer
1NT	X	Pass	Pass
XX	Pass	?	

opener

1NT = weak

intervenor



responder



= No 6 Card Suit **Forcing** Opener must bid

advancer

Pass

opener



= No 5 Card Suit **Forcing** Responder bids up the line to 7 card fit

intervenor

Pass

responder

Suit = 4 to 5 Card Suit up the line to 7 card fit



Opener	Intervenor	Responder	Advancer
<b>1NT</b>	<b>P</b> ass	<b>P</b> ass	<b>X</b>
<b>P</b> ass	<b>?</b>		

opener

**1NT = weak**

intervenor



responder



advancer



opener



= *Forcing* if intervenor does not bid

intervenor

**P**ass

**S**uit

Opener	Intervenor	Responder	Advancer
<b>1NT</b>	<b>P</b> ass	<b>P</b> ass	<b>X</b>
<b>P</b> ass	<b>P</b> ass	<b>?</b>	

opener

**1NT = weak**

intervenor



responder



advancer



opener



= *Forcing* if intervenor does not bid

intervenor

**P**ass

responder

**S**uit = 5 or More **S**uit *ToPlay*



= **No** 5 Card **S**uit *Opener bids up the Line to 7 card fit*