

**Quiz #2 – Answers – “Easy Way”
1NT Opening Bids and Responses
Using No Conventions or Transfer Bids
(Just Bidding Your Suit)**

Note: In all games, Opener has a 1NT opening hand (balanced, 15-17 HCP range). Responder places his/her hand in Category 1 (0-7 pts) Partscore, Category 2 (8-9) invitational, or Category 3 (10+) Game level.

GAME	Opener	Responder	Bidding: Opener > Resp & Final Contract
#1	1NT (15 HCP)	Category 1 (0-7): 5 HCP with 5-card major	1NT > 2♠ > Pass Final Contract: 2♠ by Responder
#2	1NT (17 HCP)	Category 1 (0-7): 6 HCP, no 5-card major	1NT > Pass Final Contract: 1NT by Opener
#3	1NT (15 HCP)	Category 3 (10+): 12 HCP, no 5-card major	1NT > 3NT (Game) Final Contract: 3NT by Opener
#4	1NT (16 HCP)	Category 3 (10+): 11 HCP, no 5-card major	1NT > 3NT (Game) Final Contract: 3NT by Opener
#5	1NT (17 HCP)	Category 3 (10+): 8 HCP plus 2 for length, 5-card major	1NT > 3♥ > 4♥ (Game) Opener raises to game in hearts with 4 hearts as trump, together 9 trump. Final Contract: 4♥ by Responder
#6	1NT (16 HCP)	Category 2 (8-9): 8 HCP plus 1 for length, 5-card major	1NT > 2♠ > Pass Might take 10 tricks, so not perfect, but this is the best bid to make using the simplest, safest method for bidding at the beginner level. Final Contract: 2♠ by Responder
#7	1NT (17 HCP)	Category 3 (10+): 10 HCP, no 5-card major	1NT > 3NT (Game) Final Contract: 3NT by Opener

#8	1NT (15 HCP)	Category 2 (8-9): 8 HCP, no 5-card major	1NT > 2NT > Pass Opener has minimum pts, so pass. Final Contract: 2NT by Opener
#9	1NT (15 HCP)	Category 3 (10+): 12 HCP, 5-card major	1NT > 3♠ > 4♠ (Game) Final Contract: 4♠ by Responder
#10	1NT (17 HCP)	Category 1 (0-7): 5 HCP with 5-card major	1NT > 2♥ > 3♥* > Pass *Super-Accept! With a maximum NT hand (17 pts) and 4 cards in Responder's major suit (9 trump), super-accept by raising a level. Responder has minimum pts, so will pass. Final Contract: 3♥ by Responder
#11	1NT (17 HCP)	Category 2 (8-9): 8 HCP with 5-card major	1NT > 2♥ > 3♥* > 4♥ *Super-Accept! Responder has medium pts, so bid to Game. Final Contract: 4♥ by Responder
#12	1NT (16 HCP)	Category 3 (10+): 10 HCP, 6-card major	1NT > 4♥ With 6 in a major and 10+ pts, take it to game in the major. Opener must have at least 2 hearts (can have only 1 doubleton), so an 8-card fit in a major is guaranteed. "The one who knows, goes!" Final Contract: 4♥ by Responder
#13	1NT (16 HCP)	Category 3 (10+): 10 HCP with 6-card minor	1NT > 3♦ > Pass Opener has no stoppers in hearts. Final Contract: 3♦ by Responder
#14	1NT (16 HCP)	Category 3 (10+): 10 HCP with 6-card minor	1NT > 3♦ > 3NT Opener has stoppers in 3 other suits and transportation in diamond suit to dummy hand. Final Contract: 3NT by Opener