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## 2NT fit after 1M

This Topic provides you with hands where you open with one in a major. Responder has fit with a limit or better hand.

While everybody starts out with the simple jump to three of partners major being invitational, one of the first things people change when they start to play more often is playing that bid as preemptive.

This important shift is necessary when you realize bridge is not a two-player game, but a four-player game, so you want to take away as much bidding space from the opponents when you are weak, without risking too much.

The consequence is that you bid 2NT with hands that are invitational and have a fit in opener's suit. A similar thing happens with game forcing hands with fit. You can't just bid game directly, because you need to be able to jump to game if you are weak/weakish with a very good fit. So, the simplest approach is to also bid 2NT with those hands and distinguish later. Apart from 2NT, there is the option of bidding 2/1 and later on supporting partners major. We reserve those auctions for hands with good and long (5+) side suits. Without such a side suit we bid 2NT directly.

In response to 2NT opener signs off in 3M with a minimum hand. With a medium hand opener will make a trial bid on the three-level. With a maximum hand, opener can bid game directly or start by making a cuebid above 3M.

This simple structure is shown below.

You	Partner	You	Partner	You
1♠	2NT	♠-fit, limit or better		
		3♣	naturalish game trial	
		3♦	naturalish game trial	
		3♥	naturalish game trial	
		3♠	signoff	
		3NT	suggestion to play	
		4♣	cue-bid, slam interest	
		4♦	cue-bid, slam interest	
		4♥	cue-bid, slam interest	
		4♠	to play. Maximum without slam interest	
		3♦	naturalish game trial	
		3♥	naturalish game trial	
		3♠	minimum	
		3NT	suggestion to play	
		4♣	cue-bid, slam interest	
		4♦	cue-bid, slam interest	
		4♥	cue-bid, slam interest	
		4♠	to play. Maximum without slam interest	

Alternatively, you can use only one bid as a game-trial, for instance 3♣, and use the other bids as game-forcing. You lose the distinction between multiple natural trials and your bidding system becomes more complicated, but you gain something in return. You can start by bidding an artificial 3♦ with regular game forcing hands and use the bids above 3M to show shortness. This creates more bidding space for slam investigations.

1♠	2NT	3♣	artificial game trial
		3♦	artificial game forcing
		4♠	minimum
		3♠	minimum
		3NT	suggestion to play
		4♣	splinter
		4♦	splinter
		4♥	splinter
		4♠	to play. No slam interest

Finally, we need to mention a popular alternative approach. In that approach 2NT shows a limit hand exactly, making life very easy for opener. With game-forcing hands with you have to start by bidding 2♣, even without a club suit. This results in an easier life with limit hands, but more (system) work for game forcing hands.