

# The Weak NoTrump 2/1 System

as played by Trey, Brandon, Brian, and Mike

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Alert!    Announce    optional systems    \*-force

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## Opening Bids

4HS:    weak long preempt  
4CD:    NAMYATS (transfer to HS, 8-9 tricks, mostly in suit)  
3NT:    NAMYATS (bid 4C, signoff in C/D)            (else preempt/gambling)  
3CDHS: pre-empt  
2NT:    20-21 (or bad 22) HCP, flat  
2HS:    weak two (new suit non-forcing constructive, 2NT forcing Ogust)  
2D:    Flannery, 4-5-x-x with 11-15 HCP  
2C:    Strong  
1NT:    11+-14 flat  
1CDHS: usual Ro20 openings, but note that  
          1CD with 1NT rebid shows 15-17, flat  
          1CD with 2NT rebid shows 18-19, flat  
          reverses show about 17-19 HCPs  
          jump-shift rebid by opener shows 19+  
Usual standard American rules for suit orders apply: with 5-5 open the higher suit, with 5-4 open the longer suit, etc...

## Responses to 1C/1D

1DHS: 4+ DHS, 6+ points \*  
2CD: (inverted minor) 10+ points, 4+ support \*  
3CD: (inverted minor) 6-9 points, 5+ support  
2C: (over 1D) 10+, 4+ clubs \*  
1NT: 6-bad 10, flattish. Over 1C, prefer 1D w/ weak hand: 1NT usually 8-10.  
jump-shift: weak  
double-jump-shift: splinter (11-14, 5+card support)

## Responses to 1H/1S

1S:    1S forcing  
1NT:    (over 1S) 1NT forcing  
1NT:    (over 1H) 6-9 with exactly 5 spades  
2CD:    13+ points, 5+ suit  
2H:    (over 1H) 8-10, 3 hearts  
2H:    (over 1S) 2/1 (like 2CD)  
2NT:    13-15 or 18-19, 2/3-card support, no decent 5-card suit  
3NT:    same as above, but 16-17  
bergen raises (3C=mixed, 3D=limit, 3M=weak, j/s other=strong)  
double-jump-shift: splinter (11-13, 4+card support)

## Responses to Flannery

Set the contract, or bid 2NT as a forcing ask:



We play Lebensohl in these situation:

- after partner makes a takeout double of a weak two
- after opener's reverse
- after opponent's 2DHS natural overcall of 1NT

In these situations:

- **2 of a suit** is to play
- **2NT** asks opener to bid 3C so you can sign off in 3 of a suit
- **3 of a suit** is forcing

After a Lebensohl 2NT, bidding anything other than 3C shows a strong hand that's willing to try for game opposite a minimum.

Note that Lebensohl, then signing off in 3 of a suit that you could have just bid at the 2 level shows *invitational* values.

Note also that across from a 1NT opener, these considerations apply:

- direct cue-bid is Stayman without a stopper in the enemy suit
- direct 3NT shows game values w/o Stayman & w/o a stopper in the enemy suit
- Lebensohl, then cue-bid, is Stayman showing a stopper
- Lebensohl, then 3NT, is to play (showing a stopper)

(This is **slow shows, direct denials**.) If neither side had a stopper and there isn't a 4-4 major fit, then the options are

- 4 of a major (play in a known 4-3 fit)
- 4 or 5 of a minor

After a direct 3NT or a direct cue-bid, 1NT opener can cue-bid at the 4 level to ask responder for his better minor (to play in 5 of that minor).

## Misc

Negative doubles thru ?

Support doubles thru 2H

Responsive doubles thru ?

Maximal overcall double (at 3 level with no avail game try)

Western cue bid (1C 1S 2C P 3S!)

## Responses to 2C opener

2D waiting

2H immediate double negative

2S shows hearts

2NT shows spades

3CD shows that minor

## Open Questions

Interference after flannery?

2C system

NAMYATS stuff

2/1 competition strength

2 '?' under "Misc"

3 '?' under "Defensive bids"

3NT response to flannery is...?

## Leads and carding

Standard leads (including 4th best); [upside-down attitude/count](#). First discard is attitude in that suit. Primary signal to partner's lead is attitude.

## 1NT Forcing structure

2CD shows a 3-card minor  
2H shows 4 hearts  
2S shows 6 spades  
2NT shows ?  
3CDHS shows ?

## 1S Forcing structure

ALL NOTES ASSUME AN OPENING BID OF ONE HEART.

Responder's initial response:

1NT: nonforcing, shows 6-9 HCP and exactly five spades.  
All rebids by opener and subsequent auctions are natural and obvious.

1S: Artificial and forcing. It shows any of the following:  
-- a hand around 4-7 HCP with 3-card heart support.  
-- a minimum response with more or less than 5 spades.  
-- any invitational hand besides a limit raise.  
-- a game forcing hand with 5 or more spades.

Opener's first rebid after 1H - 1S!; ???? :

1NT -- natural, showing a flat (usually 5332) hand of normal 1NT rebid strength. Could be a 4513 or 4531 hand.

2C, 2D -- normal rebids. Most of the time will show 4+ cards and an unbalanced hand. Often a non-reversible 4513 or 4531 hand would be rebid in the 3-card minor.

2H -- Normal heart rebid; 6+ cards.

2S -- heart-spade reverse.

2NT -- good 17 to 19 balanced.

3C, 3D -- strong JS

3H -- good, long hearts

Responder's rebid after 1H - 1S!; 1NT - ???

2C -- modified checkback stayman, for spades. Can be bid with 5 spades, invitational or better, or 6+ spades with constructive values.

Over 2C, opener's bids

2D = spade doubleton, minimum values (12-14).

2H = spade doubleton, good values (15-16).

2S = 3 spades, minimum values.

2NT = 3 spades, good values (15-16).

2D -- to play. Minimum hand with D's that won't play well in 1NT.

2H -- weak three-card heart raise. 4-7 HCP.

2S -- signoff with weak long spades.

2NT -- invitational to 3NT.

3C -- invitational hand with long clubs, < 3 hearts.

3D -- invitational hand with long diamonds, < 3 hearts.

3H -- balanced limit raise with 3-card heart support.

3S -- game forcing hand with long strong spades.

A subsequent 4C or 4D bid by opener is a cuebid

accepting spades as trump and showing a good  
1NT rebid (a good 14 to 16 HCP). 3NT  
is a preference to play 3NT.

Responder's rebid after 1H - 1S; 2C

2D -- checkback for spades. Invitational or  
better with 5 spades, or constructive  
or better with 6+ spades.

Over 2D, opener bids:

2H = < 3 spades  
2S by resp = signoff  
3D, no really I have long weak D's.  
2NT, 3S invitational.

2S = 3 spades  
2NT = 3 spades, good hand (15-17)  
(after this 3S by responder is weakish)

After any of these, a 3D rebid by responder cancels the  
checkback and says, no, really I have a minimum hand  
with long diamonds, less than five spades and no fit  
for either of your suits.

2H -- either 6-9 with a doubleton heart, or a weak  
three-card raise (4-7 HCP).  
2S -- weak spade signoff.  
2NT -- invitational, balanced or pseudo-balanced  
3C -- invitational hand with a good club fit.  
3D -- invitational with long diamonds  
3H -- limit raise in hearts  
3S -- game forcing hand with long strong spades.  
A 4D bid by opener is a cuebid accepting spades  
as trump (requires only tolerance) and showing  
a good hand.

Responder's rebid after 1H - 1S; 2D....

This is the shittiest auction. There is no way to put  
a spade checkback in it, so it could be that responder may  
have to rebid 2NT holding 5 spade cards.

However it should probably be a pretty rare auction. Also  
in order to prevent it, responder should strive to rebid 1NT  
holding an 11-16 count that is 2-5-4-2.

We could even discuss rebidding 1NT on most 1-5-4-3 or 3-5-4-1  
hands, rebidding 2C holding 0-5-4-4, and rebidding 2D holding  
x-6-4-x.

Then the 2D rebid guarantees 5 cards! Hmmm. That makes  
everything a lot easier. In addition, it makes the 2D rebid  
a lot more rare, thus making the whole bidding structure work  
very well.

Let's go with that for now:

Over 1H - 1S; 2D...:

2H -- either 6-9 with a doubleton heart, or a weak  
three-card raise (4-7 HCP).

2S -- invitational or better hand with 5+ spades.  
A minimum spade hand should pass 2D or pick 2H,  
whichever is the lesser poison. This is a  
forcing bid.

\*\*\* Note that this bid's meaning is significantly different  
from what it means after the 1NT or 2C rebids. \*\*

2NT -- invitational, balanced or pseudo-balanced.  
Might have five spades. If opener is going on  
to 3NT, he should rebid to show 3-card spade  
support if he has it (i.e., if he's 3-5-4-1).

3C -- weak with long clubs. Has to be weak in  
case responder has a 3-1-2-7 6-count.

3D -- invitational with a good diamond fit.

3H -- limit raise in hearts.

3S -- game force with long, strong spades. A  
subsequent 4C bid by opener is a cuebid agreeing  
to spades (this only requires tolerance, not a fit)  
and showing a good hand.

Then the easy one:

Responder's rebid after 1H - 1S; 2H

2S -- invitational or better, long spades, 1 round force.

2NT -- invitational, balanced or semi-balanced

3C -- invitational in C's

3D -- invitational in D's

3H -- invitational raise in hearts (could be doubleton)

3S -- splinter raise showing a stiff spade in a good  
3-card limit raise

4D/4H -- also splinters.

1H - 1S; 2S is a normal heart-spade reverse. I would prefer to play  
lebensohl over it. Basically any bid by responder besides 2NT is  
game forcing.

1H - 1S; 2NT is a normal 2NT rebid. Over 2H it should show 17-19 HCP.

3C and 3D are of course game forcing strong jump shift rebids.

3H is treated normally. Any bid by responder would be game forcing.

...

Last night Mike had a hand like this:

AKTxxx KQx Kxx x

and I opened one heart.

As you can see, it presents a problem. The hand is a clear 1S bid  
(forcing), but what do you do after that? Just raising to 4S  
seems clearly too weak (no room to look for slam).

The auction went 1H - 1S; 2C - ???

I suggest that with a hand like this, check back for spades  
and \*then\* support hearts:

1H - 1S;

2C - 2D\*

2H\*\* - 3H ++

\* checkback for spade fit.  
\*\* denies spades, says nothing about hearts.  
++ game force, long spades, heart support.

This would show a game force with long spades and three card heart support.

If you simply had a limit raise, such as:

AQxxx KJx xxx xx

then you wouldn't bother checking back for spades, you'd just show the heart limit raise. So instead the auction would go:

1H - 1S; 2C - 3H

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