

## Mini NT

### 1NT (8-10hcp) balanced/semibalanced/3 suited

#### If there is no interference:

- Pass to play
- 2C is relay to 2D
- 2D/2H/2S to play
- 2NT 18-19 balanced
- 3C relay to 3D; I have a massive hand, GF, don't stop until game is bid
- 3D Strong opening hand with D
- 3H Strong opening hand with H
- 3S Strong opening hand with S
- 3NT to play
- 4H Game in H or S, pick a major partner
- 5C Game in minor, pick a minor
- 4D Game in D or H, pick one
- 4C Game in C or S, pick one
- 4S Game in S or D, pick one (S stronger suit)
- After 2C-2D relay, responder bids are:
  - o 3C opening hand in C
  - o 2H opening hand in H
  - o 2S opening hand in S
  - o 2NT 15-17 balanced
  - o 3D opening hand in D
  - o 4H Game in C or H, pick one
  - o 4S Game in S or D, pick one (D stronger suit)

#### If there is interference:

If opponents bid we can pass or overcall with good suit

If opponents X for penalty we use **SWINE** defense as follows

- With 2 touching suits and at least 4-4 we bid:
  - o 2C = C/D
  - o 2D = D/H
  - o 2H = H/S
- With a long suit we redouble, 1NT opener will bid 2C
  - o We pass with C being our long suit
  - o We correct to our long suit
- We pass, requiring opener to redouble after which:
  - o We pass if we are happy to play 1NT redouble contract
  - o 2C shows C and a Major. Partner pass with Club support or bid 2H asking for the major
  - o 2D shows D and S. Partner selects
  - o We bid 2H/2S this shows 5+H/S with good values. This shows a better hand than redouble and then bidding 2H/2S