

Defense against an artificial intervention over 1NT.



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INTRODUCTION As the use of the strong 1NT opening declines, the number of interventions increase, especially artificial ones. It is important to know how to react to the three main interventions you will face at the table (or in front of your computer...): the major-minor double, 2♣ Landy and 2♦ Multi. No more misunderstandings thanks to these simple and effective developments.

1. Double minor – major

One simple rule: you ignore the Double; this means you bid as if there had been no intervention.

· 2♣ : Stayman.

SOUTH	W	NORTH	E	S
♠ K1087		1NT	Dble ^(*)	2♣
♥ 94		(*) Dble minor – major.		
♦ AQJ97				
♣ 92				

· 2♦, 2♥ 2♠ and 2NT: transfer (2♠ for Clubs and 2NT for Diamonds).

SOUTH	W	NORTH	E	S
♠ 10		1NT	Dble ^(*)	2NT
♥ J103		(*) Dble minor – major.		
♦ AQ10952				
♣ K97				

Better get used to these transfers, which may seem unusual.

· Redouble: invitational (like 2NT), 8-9H without four-card major.

SOUTH	W	NORTH	E	S
♠ 107		1NT	Dble ^(*)	Rdbl
♥ K64		(*) Dble minor – major.		
♦ QJ92				
♣ K632				

· 3♣: Puppet Stayman if this is part of your system. Otherwise play it as a natural slam try.

· 3♦, 3♥ and 3♠: natural, six cards, slam try.

Note

You can do without these auctions at the three-level or give them another meaning.

· 3NT: very often, without worrying about stoppers.

SOUTH	W	NORTH	E	S
♠ 105		1NT	Dble ^(*)	3NT
♥ 987		(*) Dble minor – major.		
♦ AQ92				
♣ KJ63				

2. 2♣ Landy: at least 5+ - 4+ in the majors

· 3NT: balanced distribution, with or without stoppers in the majors, 9+ - 15H.

SOUTH	W	NORTH	E	S
♠ 942		1NT	2♣ ^(*)	3NT
♥ Q95		(*) 2♣ Landy.		
♦ J9854				
♣ AK				

No other possible contract. Don't help your opponents find the lead!

SOUTH	W	NORTH	E	S
♠ 64		1NT	2♣ ^(*)	3NT
♥ 974		(*) 2♣ Landy.		
♦ KQJ954				
♣ K3				

Transferring to your Diamonds won't do you any good here. Again, you want to play 3NT and nothing else.

· Double: 8H+, balanced, starts a penalty process.

SOUTH	W	NORTH	E	S
♠ K1085		1NT	2♣ ⁽¹⁾	Dble
♥ K62		Rdbl ⁽²⁾	Pass	2♠
♦ 109		(1) 2♣ Landy.		
♣ Q1087		(2) Rdbl Choose.		

Penalty.

· 2♦: natural, non-forcing. Remains a free bid.

SOUTH	W	NORTH	E	S
♠ K6		1NT	2♣ ^(*)	2♦
♥ 874		(*) 2♣ Landy.		
♦ Q96542				
♣ 63				

· 2♥ and 2♠: Game forcing. Singleton in the other major (or singleton in the bid suit like after a minor suit transfer, according to your usual habits), two-suiter in the minors 4-4 or 5-4.

SOUTH	W	NORTH	E	S
♠ 10		1NT	2♣ ^(*)	2♥
♥ J95		(*) 2♣ Landy.		
♦ KQ95				
♣ AJ642				

If opener does not have a spade stopper, game in a minor must be bid.

· 2NT: transfer to Clubs. Free bid, without information about strength.

· 3♣: Transfer to Diamonds. Game forcing. Else, bid 2♦.

· 3♦: One five-card major. Game forcing. You consider playing 4 Hearts or 4 Spades (essential with a singleton in the other major).

Over 3♦, 3♥ is a relay, then:

- 3♠: five cards in Hearts.

- 3NT: five cards in Spades.

To have the correct hand play the contract.

♠ 63	N	♠ A75
♥ KQ1093	W	♥ J87
♦ KQ3	E	♦ AJ952
♣ 1092	S	♣ AJ

W	N	EAST	S
		1NT	2♣ ^(*)
3♦	Pass	3♥	Pass
3♠	Pass	4♥	

(*) 2♣ Landy.

· 3♥ and 3♠: 5-5 minors, void in the other major, slam interest.

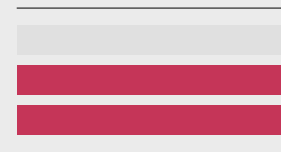
SOUTH	W	NORTH	E	S
♠ -		1NT	2♣ ^(*)	3♥
♥ A32		(*) 2♣ Landy.		
♦ KJ954				
♣ A10872				

3. 2♦ multi, a six-card major, 9H+

· Double: promises a four-card major, 8H+, any distribution. Shows interest to double for penalties.

SOUTH	W	NORTH	E	S
♠ 103		1NT	2♦ ⁽¹⁾	Dble
♥ AJ84		2♠	Pass	Pass
♦ AJ9652		(1) 2♦ Multi.		
♣ 4		(2) 3♦ Natural, by inference four cards in Hearts.		

SOUTH	W	NORTH	E	S
♠ Q1062		1NT	2♦ ⁽¹⁾	Dble
♥ K3		2♠	Pass	Pass
♦ 107		(1) 2♦ Multi.		
♣ A10932		(2) Dble: penalties.		



BIDDING ADVANCED LEVEL

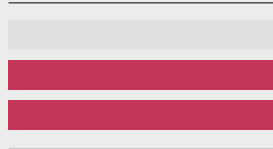
Rules

Over a Landy 2♣ or Multi 2♦ a double promises 8+HCP and suggests playing for penalties (which does not mean you automatically double your opponents...)



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BIDDING ADVANCED LEVEL

SOUTH	W	NORTH	E	S
♠ 87		1NT	2♦ ⁽¹⁾	Dble
♥ AK65	2♣	Pass	Pass	3♠ ⁽²⁾
♦ Q102	<i>(1) 2♦ Multi.</i>			
♣ J1065	<i>(2) 3♣ Four cards in Hearts, balanced hand without a Spade stopper.</i>			

SOUTH	W	NORTH	E	S
♠ K7		1NT	2♦ ⁽¹⁾	Dble
♥ A1086	2♣	Pass	Pass	3NT ⁽²⁾
♦ K1083	<i>(1) 2♦ Multi.</i>			
♣ 1093	<i>(2) 3NT Four cards in Hearts with a Spade stopper.</i>			

SOUTH	W	N	E	SOUTH
♠ A3				1NT
♥ J1097	2♦ ⁽¹⁾	Dble	2♥ ⁽²⁾	Dble ⁽³⁾
♦ KQ3	<i>(1) 2♦ Multi.</i>			
♣ AQ104	<i>(2) 2♦ Pass or correct.</i>			
	<i>(3) Dble: penalties.</i>			

SOUTH	W	N	E	SOUTH
♠ KJ95				1NT
♥ K103	2♦ ^(*)	Dble	2♥	Pass
♦ A7	<i>(*) 2♦ Multi.</i>			
♣ AQ94				

Pass. If partner doubles 2♥, it's Christmas; else we will play 4 Spades.

· 2♥ and 2♠: natural, non-forcing.

· 2NT: transfer to Clubs, without information about strength. Denies a four-card major in the game range.

SOUTH	W	NORTH	E	S
♠ 2		1NT	2♦ ⁽¹⁾	2NT ⁽²⁾
♥ J107	Pass	3♣	Pass	3♥ ⁽³⁾
♦ AJ32	<i>(1) 2♦ Multi.</i>			
♣ KQ954	<i>(2) 2NT Transfer to Clubs.</i>			
	<i>(3) 3♥ Singleton Spade.</i>			

· 3♣: transfer to Diamonds, without information about strength. Denies a four-card major in the game range.

SOUTH	W	NORTH	E	S
♠ 10		1NT	2♦ ⁽¹⁾	3♣ ⁽²⁾
♥ 95	<i>(1) 2♦ Multi.</i>			
♦ KJ10852	<i>(2) 3♣ Transfer to Diamonds.</i>			
♣ Q1063				

To play 3 Diamonds or to prepare to bid higher in diamonds in offense-defense.

· 3♦: transfer to hearts, game forcing.

SOUTH	W	NORTH	E	S
♠ 7		1NT	2♦ ⁽¹⁾	3♦
♥ AJ985	Pass	3♥ ⁽²⁾	Pass	4♣...
♦ 103	<i>(1) 2♦ Multi.</i>			
♣ AKJ92	<i>(2) 3♥ agrees hearts or indicates lack of a spade stopper.</i>			

Natural bid towards slam.

· 3♥: transfer to Spades, game forcing.

· 3NT: 9+ -15 HCP with both majors stopped or gambling without anything in the majors and no alternative contract (example: ♠964 ♥532 ♦AK8 ♣KJ104).

· Pass followed by Double: t.-o., 8H+ without four-card major.

SOUTH	W	NORTH	E	S
♠ 103		1NT	2♦ ^(*)	Pass
♥ K95	2♥	Pass	2♠	Dble
♦ A1063	<i>(*) 2♦ Multi.</i>			
♣ J1065				

Careful! As Pass can hide a strong hand, if the fourth player passes over 2♦ with long diamonds and a weak hand, opener must balance. Risky business!

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