



Adventures in Bridge

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Interfering with the Opponent's 1NT Opening Notes

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Overcalling after a 1NT Opener

- Need to be able to take tricks
 - Length vs. HCP
- Good Hand for Offense vs Defense
 - Their Vulnerability: +200?
 - Our Vulnerability: -200?
 - Double sometimes gives them a chance to run.
- Destructive Bidding more common than Constructive Bidding
 - Similar to Preempting
 - Bidding Game Unlikely

Hand Evaluation

- Shape of Hand
 - Balanced Hands are good for Defense
 - Shapely hands better for Offense
 - 1-Suited Hands
 - 2-Suited Hands
- Location of Honors
 - Points in Long suits
 - Points in Short Suits
- Spot Cards

System Design for Competing of 1NT

- 1-Long Major
- 1-Long Minor
- 2-Suited Hands
- X = Penalty vs. Conventional
- 2-Suited Hands – Which suit is longer?
- Primary Objects
 - Show Major Immediately
 - Show Both Majors
 - Compete with other 2-suited Hands

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DONT in Depth

- All bids show the suit you bid (sometimes other stuff as well).
- Double = 1-long suit
- 2♣ = ♣ and Higher Suit
- 2♦ = ♦ and Higher
- 2♥ = ♥ + ♠
- 2♠ = 1-Suiter in ♠ (Usually a 6-card Suit) – More Preemptive
- 2NT = minors
- 3-Level – 1-Suited Preemptive
- Some Issues
 - 2-Suiters – Don't know which suit is longer.
 - Can't Bid a long heart suit directly.
 - No Penalty Double?

Systems – Strength and Weakness

- Landy
- DONT
 - Meckwell
- Cappelletti
 - Modified Cappelletti
- Woolsey
- Many Others