

Defense Against a Strong 1NT Opening

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1 Opponents open 1NT. Is it “strong” or “weak”?

- 1.1 Range includes 15 or includes 16. Partners must agree!
- 1.2 Some players play different 1NT ranges depending on seat and vulnerability.
- 1.3 Effective strategies for weak 1NT and strong 1NT are quite different.

2 How to interfere with a strong 1NT opening:

2.1 There are many choices of defense conventions. Wikipedia lists about fifty. These nine are somewhat common in this area:

	Penalty Double	Maximum Disruption	Maximum Construction	10=Easy; 1=Hard	Mnemonic
Natural	Yes			10	
Cappelletti	Yes			8	
DONT		Yes		9	... and a higher suit
Meckwell		Yes		8	
Hello	Yes		Yes	3	
Brozel				8	... and hearts
Woolsey			Yes	2	
Landy	Yes			10	
Blooman		Yes		7	Double for Cappelletti

2.2 The choice comes down to:

2.2.1 Is your style more **constructive** or **disruptive**?

2.2.2 How many more memory cells do you and your partner have left?

2.3 This situation comes up a lot. It is critically important that both players:

2.3.1 Agree on which convention they are playing;

2.3.2 Are familiar with all of the continuations.

3 When to interfere:

3.1 Direct seat:

3.1.1 If your system has double for penalty, do you meet the requirements?

3.1.2 If not, do you have a suit or pair of suits that you can bid with your system?

3.1.3 If so, use Losing Trick Count to evaluate your hand.

3.1.3.1 Mel's Rule of 8: Subtract # of losers from # of cards in two longest suits.

If result is two or more and you have at least six points, you can overcall.

3.1.3.2 Mike's Rule of 7: If you have seven or fewer losers, you can overcall.

3.2 Balancing seat (1NT)-P-P-?:

3.2.1 Mel's rule of 2: If you have two or more distribution points, bid.

3.2.2 Mike's rule of 0: If you have a legal bid that allows you to find a reasonable fit at the two level, stretch to make it.