

Interfering with Opponents' 1NT Bids

Interference makes opponents' NT bidding much more difficult. So given the opportunity, you should always at least consider interfering with their auction. But what do you need in your own hand to bid after an opponent opens 1NT?

The decision to make a competitive overcall of 1NT should be determined, not by point count, but by your distribution, vulnerability and position in the auction. In fact, Mel Colchamiro's "Rule of 2" states that, *in balancing seat*, you should bid with as few as 2 distributional points. In *direct seat*, not vulnerable, you might bid with as few as 8 HCPs and 5-5 distribution. Distribution for bidding a two-suited hand over opponents' 1NT should be at least 5-4 in those two suits.

The two most common conventions used to interfere after an opponent has opened 1NT are:

DONT (Disturbing Opponents' NT)

In DONT,

- Double shows a single-suited hand (6+ cards).
 - Responder bids 2♣ (if possible), asking partner to name her long suit. (The DONT bidder will pass if clubs is her long suit.)
- 2♣ shows clubs and a higher suit.
 - Responder passes with 3+ clubs.
 - A 2♦ bid by responder denies club support and asks partner to bid her higher suit. (The DONT bidder will pass if diamonds is her higher suit.)
- 2♦ shows diamonds and a higher suit.
 - Responder passes with 3+ diamonds, unless she has support for both majors.
 - A 2♥ bid by responder denies diamond support and asks partner to bid her major. (The DONT bidder will pass if hearts is her higher suit.)
- 2♥ shows hearts and spades.
 - Responder must choose between hearts and spades.
- 2♠ shows 6+ spades. It shows a weaker hand than a double followed by a 2♣ bid.
 - Responder should pass.
- 2NT shows both minors.
 - Responder should bid her best minor.

Note: If responder bids any suit other than those promised by partner, she's showing a good 6+card suit of her own and no interest in partner's suit(s).

Cappelletti

In Capelletti,

- Double shows a hand of at least equal value to the NT opener's hand. (Note: Against a strong NT, you would usually choose to defend - and pass - with a good balanced hand.)
- The double is typically penalty oriented, but responder may bid his longest suit if he's too weak to leave in the double.
- Some partnerships, by *partnership agreement*, treat the double of 1NT as a 1NT bid by the doubler and, therefore, all systems are on for responder.
- 2♣ shows a single-suited hand (6+ cards).
 - Responder must bid 2♦ (if possible), asking partner to name his long suit. (The DONT bidder will pass if diamonds is his suit.)
- 2♦ shows the majors.
 - Responder must name his better major.
- 2♥ shows hearts and a minor.
 - If responder doesn't like hearts, he bids 2NT to ask partner to name his minor.
- 2♠ shows spades and a minor.
 - If responder doesn't like spades, he bids 2NT to ask partner to name his minor.
- 2NT shows both minors.
 - Responder should bid his best minor.

Note: If responder bids any suit other than those promised by partner, he's showing a good 6+card suit of his own and no interest in partner's suit(s).

Quick Quiz

LHO opens 1NT.

Partner bids 2♣. Playing DON'T, what do you bid with:

♠ A108	♥ Q874	♦ J543	♣ 97 ?
♠ K1098	♥ J8742	♦ 5	♣ 972 ?

Partner doubles. Playing DON'T, what do you bid with:

♠ 8652	♥ 7654	♦ J742	♣ 7 ?
♠ J86	♥ AQJ65	♦ 9432	♣ x ?

Partner bids 2♥. Playing Cappelletti, what do you bid with:

♠ 5	♥ Q	♦ 976542	♣ Q9876 ?
♠ Q54	♥ 4	♦ J1062	♣ Q9876 ?

Partner bids 2NT. Playing Cappelletti, what do you bid with:

♠ AQ987	♥ J6	♦ 345	♣ Q106 ?
♠ Q987	♥ A875	♦ 345	♣ K6 ?

Partner and RHO pass. Playing DON'T, what do you bid with:

♠ Q9876	♥ J10654	♦ 54	♣ 10 ?
---------	----------	------	--------

Partner and RHO pass. Playing Cappelletti, what do you bid with:

♠ QJ98	♥ K6	♦ 54	♣ Q10983 ?
--------	------	------	------------