

## CONVENTIONAL INTERFERENCES

Interference after Stayman:

If we open 1NT and partner responds 2 Clubs, and the opponent interferes with 2 Hearts. Keep things simple, opener can double with hearts for penalty. Opener may bid 2 spades with 4 spades, opener can also pass, no need to answer, which says, "no four card major".

With: A2 AJ97 K32 A1076 double the opponents 2 heart bid.

With: AJ87 A2 K32 A1076 bid 2 spades

With: A43 K2 K765 KQ87 Pass

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Interference after a Jacoby Transfer:

The most likely interference after partner's Jacoby transfer is a lead-directing double. For example: 1NT Pass 2 Hearts (Jacoby transfer) Double) they want a heart lead. Now what? Do you still have to accept the transfer and bid 2 spades? NO! Partner gets another chance to bid. You can pass. What would pass mean? It would not say you want to play in 2 hearts doubled. The best thing to do here (assuming the partnership can remember) is to play accepting the transfer (bidding 2 spades) promises at least three-card spade support. Pass shows only two. If you pass, partner will redouble to repeat the transfer: 1NT Pass 2 Hearts X pass, pass, redouble

With: Q7 A76 AQ76 KJ76 you pass the 2 heart doubled bid (shows only 2 spades)

With: Q107 A76 AQ6 KJ76 you bid 2 spades, shows three or more spades

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Interference over 1 NT:

If opponents double, systems on, 2 clubs is Stayman and 2 diamonds and 2 hearts are transfers.

You open 1 NT, opponent bids 2 clubs, double is stayman, and 2 diamonds and 2 hearts are transfers.

You open 1 NT, opponent bids 2 hearts, 2 spades is to play, non-forcing, 3 spades is forcing with five spades, 4 hearts is a Texas transfer, showing at least six spades, and 3 hearts is Stayman.

If the opponent overcalls 2 diamonds, 2 hearts or 2 spades is non-forcing and to play. 3 hearts or 3 spades is forcing with 5 cards in that suit. Texas transfers are on if you can jump, 4 diamonds is a transfer to hearts and 4 hearts is a transfer to spades.

Three diamonds by you is Stayman.

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Anytime you make an artificial bid and the opponents double, it is lead-directing.

Generally, you should ignore their lead-directing doubles.

Make sure you and your partner know that if you double the opponent's Stayman bid, (2 clubs or 3 clubs), or their transfer bid, that you're showing that artificial suit and suggesting partner lead the suit. After 1 NT and a Stayman bid, double with

876 765 32 AQJ109, after 1 NT 2 Hearts (transfer) double with J76 AK1987 A2 765

In bridge, sometimes we're so focused on getting to the end product that we miss the step-by-step process. There are steps for bidding, declarer play and defense.

For defense, the most important step forward is the counting of points. If you want to be a good defender, make sure that when dummy comes down, you start tallying the points between your hand and the dummy. Then divide the rest based on what you know from the auction. Once you've done that, you'll be able to picture the entire deal easily after only a few cards have been played. This one step (OK, maybe its two closely related steps will make you a much better defender.

		Q6		
		965	3 NT	
		J872		
		AQJ10		
10954				K832
KQJ107	PASS			82
54				Q1096
94				K53
		AJ7		
		A43		
		AK3	DEALER- 1NT	
		8762	PASS	

Partner leads the K of hearts; you play the 2-you don't like this suit. Partner's king wins, now partner plays the 10, you play the 8 and declarer ducks again. Partner plays the queen. You have to discard something. Throwing a spade is a little risky. Diamonds would be very risky. Clubs don't look promising with that dummy, so let's throw a low club (we don't need to signal that we have the king). Declarer wins the Ace of hearts, and leads the 2 of clubs, partner plays the 9, dummy plays the 10 and you win the king. Now what?

### The Instruction Manual

We should know where almost all the high cards are at this point. Declarer has 15-17, dummy has 10, we have 8, that means partner started with 6+ (40 total points). We've seen 6 points in partner's hand, KQJ of hearts (partner must have the jack for this sequence), so they might have a jack remaining. This information is going to tell us exactly how to defend.

Going back to our discard at trick three: remember our signal doesn't matter, partner isn't about to get in with just their one possible point remaining. Discarding a spade could also be fine unless declarer has four of them – the key is not to throw away a diamond, as we need to keep parity (the same length) with dummy's diamonds.