

Defence to 1NT

Duplicate Lite

Jane Youngberg



Distribution is more important than high card points when competing after a 1 NT opening.

- A 6 card suit or 5/4 distribution, get in there!
- Points are less important.
- Pay attention to vulnerability
- In the balancing seat, make every effort to interfere with less. Unbalanced is the key.

BUT!!

Do not bid with a balanced hand after an opponents 1 NT opening. Balanced hands (4-3-3-3, 4-4-3-2 and 5-3-3-2 shapes) are best suited for **defense**, not offense.

Quote Larry Cohen

“it is a crime to watch the opponents open one notrump and bid unimpeded.

They (the opponents) are not comfortable, however, with interference. Not only do you take away their Stayman and Jacoby, but you put them into uncomfortable territory.”

DON'T

In direct or balancing seat our bids mean:

Double = One-suited hand (requests 2C from partner), usually 6 or a good 5

2C = 2 suits, C + higher

2D = 2 suits, D + higher

2H = 2 suits, H + S

2S = Natural if you double first and then bid 2S, you are showing a stronger hand

Defence to 1 NT

When To Bid or Pass

Using Don't to Interfere

- Most common
- Easy to remember
- Better systems available but hard to use and less common.

Hand A	Hand B	Hand C
♠ 10 5 2	♠ Q J 10 9 3 2	♠ K 10 7 6 2
♥ K J 10 9 4 3	♥ A 10 8 6	♥ 2
♦ A J 3	♦ 7 5	♦ K 10 6 5 4 2
♣ 5 9 HCP	♣ 8 7 HCP	♣ 5 6 HCP

With **Hand A**, you can double with the intention of bidding 2H at your next turn.

Holding **Hand B**, you can bid 2S immediately to show spades and a weak hand. With more points, you would double first and then bid spades.

It's also worth mentioning here that 6-4 shape generally isn't worth treating as a two-suiter. If you bid 2H in this example, partner will simply pass with something like 2-2-4-5 shape. It will be a long car ride home if you share one.

Hand C bid 2D, if partner does not like D and bids 2H, bid 2S.

Partner	You
♠ 8 7	♠ 10 4 3 2
♥ J 10 5	♥ K Q 6
♦ A 2	♦ 8 5 3
♣ A J 10 7 5 2	♣ Q 7 6

LHO	Partner	RHO	You
1NT	Db1 ¹	Pass	2♣ ²
Pass	Pass ³		

- 1 Showing a single-suiter.
- 2 Dutifully completing the relay to 2C.
- 3 I've got clubs.

<https://www.bridgebum.com/dont.php>

After a 2♣ Overcall

In response to 2♣, advancer typically passes with support for clubs, or bids 2♦ to ask for overcaller's second suit.

Response	Meaning
Pass	To play.
2♦	Denies club support. Asks overcaller to pass or correct.
2♥	6+ hearts, non-forcing.
2♠	6+ spades, non-forcing.
2NT	Artificial and forcing. Overcaller's rebids: <ul style="list-style-type: none"> • 3♣ with a minimum • 3♦ with diamonds and a maximum • 3♥ with hearts and a maximum • 3♠ with spades and a maximum
3♣	Preemptive raise, non-forcing.

Partner	You
♠ K Q 5	♠ 10 4 3 2
♥ 10	♥ A Q 9 7 6
♦ A K 10 6 3 2	♦ 8
♣ 9 8 2	♣ Q 7 6

LHO	Partner	RHO	You
1NT	Db1 ¹	Pass	2♣ ²
Pass	2♦ ³	Pass	Pass ⁴

- 1 Showing a single-suiter.
- 2 Completing the relay. Note that this hand isn't good enough to unilaterally bid 2H.
- 3 Correcting to his suit.
- 4 Not thrilled with diamonds, but bidding again would be unjustified

<https://www.larryco.com/bridge-learning-center/print/83>

- Usually we try to have at least 5-4 in the 2 suits -- vulnerability is relevant, as is "position" (Direct seat is "never" 4-4).
- When vulnerable, you must have decent suits (not Qxxx and Jxxxx!).
- Don't worry about game!
- Balance with "few HCP" but with shape!
- After our Double: Partner "always" removes to 2C. If the doubler now converts to 2S he is showing more than a simple 2S overcall. [Example: 1NT X P 2C; P 2S]
- After our 2C overcall: Partner should pass with 3+C. With a doubleton club, partner will usually bid 2D to play in overcaller's other suit. [Example: 1NT 2C P -- Pass with 3 clubs, otherwise remove to 2D]
- After our 2D overcall: Partner should pass with 3+D unless he has both majors.
- After our 2H overcall: With equal length in the majors, partner can pass or hog the hand if he wishes. The most sensible idea is to pick the suit/side so that the strong hand (1NT opener) will be on lead.

Partner	You
♠ 8 7	♠ A Q J 9 6 3
♥ A J 10	♥ 4 3 2
♦ 9 4	♦ Q 8 5
♣ K Q 10 8 5 2	♣ 9

LHO	Partner	RHO	You
1NT	Db1 ¹	Pass	2♠ ²

- 1 Showing a single-suiter.
- 2 Worth bypassing the relay with a great spade suit. Even though partner's suit is unknown, the singleton club implies a legitimate risk of getting dropped in 2C.