

## HALMIC DEFENCE TO 1NT DOUBLED - RESPONDER'S RESCUE

Unlike the opponent's double of a suit for take-out, their double of a 1NT opening bid is usually for penalties. This puts more of an onus on responder to 'get things right'. In many instances this involves a rescue attempt to minimise losses. Also it can be more difficult for the defence to double if they think you have found a fit. It's akin to rescuing a drowning man from heavy seas. You may be able to bring him to calmer waters, but not necessarily to dry land.

Initially players are probably taught that with a weak hand and a five-card suit, bid the suit (possibly via a transfer); with other weak hands re-double and hope that you might find a fit. However after playing in a number of 3-3 spade fits (doubled for -800), you eventually realise that there must be something better.

At the other end of the scale, you can use 'wriggle re-doubles', but these require a lot of partnership understanding, and I've still seen many an expert pair land in silly contracts.

There are practical alternatives, and a commonly used one is Halmic (sometimes Modified). In describing this method, you should remember that basically responder needs to be able to describe six types of hand:

- a) - a single-suited weak hand (i.e. 5 or more cards).
- b) - a two-suited weak hand (4-4, or 5-5).
- c) - a perfectly balanced weak hand (4-3-3-3).
- d) - a non-weak hand prepared to play in 1NT doubled.
- e) - a non-weak hand distributional (5-5 majors).
- f) - a non-weak hand distributional (5-5 major/minor)

(Opposite a 12-14 no-trump, I would class a 'weak' hand as 6 or less points; a 'non-weak' hand as 8+ points; with 7 points – take a view).

### Responses After 1NT Doubled

Remember that in all these situations it is assumed that opener cannot have more than one doubleton.

- a) with a **weak hand and any 5-card** (or more) suit, **re-double**. Opener must bid 2♣, and responder then leaves or converts to the relevant 5-card suit.
- b) with a **two suited weak hand** (equal length), responder bids the **lower of the suits**. Opener should pass with a three-card suit support, or bid the next suit up with a doubleton of responder's suit or any 4-3-3-3 shape. This ensures a 4-3 fit.
- c) with a **weak 4-3-3-3** hand, **pass**. Opener must **re-double**, and responder bids 2♣. Opener should bid his four-card suits in an attempt to escape un-doubled.
- d) with a hand **prepared to play in 1NT doubled**, responder should **pass**, forcing opener to re-double (as in case c)). The re-double is then left in.

e) with a **5-5 major** prepared to **play in game (8-10 points)** – **bid 2♠** (rarely occurs). Partner bids his better major at the three-level. With a maximum 10 points and a suitable suit, you can convert to four. The opposition are possibly doubling on a long minor.

((f) - a further refinement that I like is a **2NT** bid shows **8-10 points with 5-card minor and 5-card major** (similar conditions to (e). Being non-standard, you would need to agree this with partner)). Partner with only one, three or more card major bids **3♣**. With at least 3-3 in the majors he bids **3♦**. Responder bids accordingly (3-level minor; 3 or 4 level major), and opener will pass.

### Looking at the situation from opener's viewpoint:

If partner (the responder to the 1NT), passes – you **must** re-double

If partner redoubles – you **must** bid **2♣**

If partner bids a suit – pass unless you have a doubleton or exactly a 4-3-3-3 distribution without the four cards in partner's suit. In these cases bid the **next suit up**.

Examples: (assume partner is opening a 12-14 1NT and next opponent doubles. The point ranges need to be amended for alternative NT openings).

|                                      |                                      |                                      |                                       |                                       |
|--------------------------------------|--------------------------------------|--------------------------------------|---------------------------------------|---------------------------------------|
| a) ♠ 85<br>♥ A9532<br>♦ J75<br>♣ 952 | b) ♠ K963<br>♥ 832<br>♦ 74<br>♣ Q952 | c) ♠ K963<br>♥ Q832<br>♦ 74<br>♣ 952 | d) ♠ K83<br>♥ 963<br>♦ J852<br>♣ 1097 | e) ♠ K94<br>♥ K93<br>♦ QJ5<br>♣ 10952 |
| f) ♠ A9863<br>♥ AQ932<br>♦ 53<br>♣ 9 | g) ♠ A9863<br>♥ 53<br>♦ AJ932<br>♣ 9 |                                      |                                       |                                       |

a) re-double, after which opener must bid **2♣**. Responder then converts to **2♥** showing the five-card suit.

b) bid **2♣** - with two four-card suits bid the lower. Opener will pass unless he has two clubs or a 4-3-3-3 hand (without four clubs), in which case he will bid **2♦**. Responder will bid **2♠** if opener doesn't pass.

c) bid **2♥** - as above. Opener now knows that his partner has four hearts and four spades (he's bid the lower of two four-card suits), so will bid accordingly.

d) pass. Opener must re-double, over which you now bid **2♣**. Knowing your shape (but not the four-card suit), opener will probably continue to bid 4-card suits at the two-level hoping not to get doubled – you might find a 4-4 fit, but you'll be no worse than a 4-3 fit.

e) pass. After opener's re-double, pass hoping to make, even opposite a minimum.

f) bid **2♠**. The opponents are possibly doubling on a long minor suit. Partner will bid **3♥** or **3♠** and in this case you will bid four.

g) bid 2NT. If partner bids 3♣, just bid 3♦. If he bids 3♦, you can choose to play in either 3♠ or 4♠ (since you've foregone the option of playing in 1NT\*\*, it's probably best to bid 4♠ on this hand). I'll emphasise that this bid is non-standard, so agree with partner.

Note: - Halmic as stated only applies after an immediate double of 1NT. The overall structure breaks down if used after a fourth-seat double – you've basically lost the forcing pass.