

Interference vs NT

Overview

This document will go over various methods of interfering versus 1NT and also on how to defend against interference versus 1NT.

Different methods to interfere vs 1NT

DONT - stands for "Double over NT"

- X - long suit (at least 6 card)
- 2♣ - clubs and a higher suit
- 2♦ - diamonds and a higher suit
- 2♥ - hearts and a higher suit
- 2♠ - spades

Pros / Cons of DONT

1. DONT allows you to show your single suited minor and stay at the two level
2. Very easy to remember

Cappelletti

- X - Penalty (15+ high card points)
- 2♣ - long suit (at least 6 cards)
 - 2D response asks what the suit is
- 2♦ - both majors
 - Just bid the better major as response
- 2♥ - hearts and a minor
- 2♠ - spades and a minor
- 2NT - both minors

Pros/ Cons of Cappelletti

1. Cappelletti tends to be the default when defending against weak NT opposition (10-12,12-14) since the penalty double is super useful.
2. Allows you to stay at the two level with a single suited diamond suit

Multi-Landy

- X - longer minor than major (like 5 clubs and 4 hearts)
 - Response 2♣ to ask for the minor, 2♦ to ask for the major
- 2♣ - both majors
 - Bid 2♦ to ask for the better major (if the 2C bidder is 5-4)
 - Bid 2♥/2♠ if you have more cards in one of the suits

- 2♦ - single major (at least 6 cards)
- 2♥ - hearts and a minor
- 2♠ - spades and a minor
- 2NT - both minors

Pros / Cons of Multi-Landy

1. The biggest thing is that you can describe the distribution your hand perfectly with multi-landy, whether your major is longer or your minor is longer.
 - a. With DONT, you don't really know which suit is longer when they bid 2C showing clubs and high or 2D showing diamonds and higher. If you agree that major is always longer, then you lose out on the longer minor hands.
 - b. Cappelletti doesn't really have a way for you to show these minor-major type hands so it is better in that regard.
2. The one downside is that you cannot show a long minor at the 2-level unless you play that X can show that as well.
3. You lose the penalty double, but most people just make X a penalty double against weak NT since minors aren't as important.
4. 2♦ showing a major takes up more space than 2♣ in Cappelletti because now they can't Stayman just by doubling ("Stolen bid").

Dealing with Interference

It really matters what they interfere with and what it means. I will explain more below on the different situations. There isn't really a one size fits all way to deal with things. It's about understanding the opponents bids and then adjusting accordingly.

If they interfere with a X

- If the X is penalty and you have the following:
 - Good hand (7+ points) - Pass
 - Bad hand - DONT
 - XX - single suited hand (5 cards)
 - 2♣ - clubs and a higher suit (4-4 or better)
 - 2♦ - diamonds and a higher suit (4-4 or better)
 - 2♥ - hearts and spades (4-4 or better)
 - 2♠ - spades (6 cards)
- If the X is not penalty
 - Play as if there was no interference

If they interfere with 2♣

- 2♣ showing majors
 - Stayman and Jacoby transfers are off, simply bid naturally
- 2♣ not showing majors
 - Double to bid Stayman, and then transfer normally

If they interfere with 2♦

- X is a transfer to hearts
- 2♥ is still a transfer to spades

If they interfere with 2♥

- X is a transfer to spades