

Defence to 1NT doubled

Generally playing in 1NT doubled, especially red versus green usually leads to a bad score so this convention tries to find an escape route and also puts pressure on the opposition to know their system of penalty/take out doubles.

All continuations from this particular convention do not allow you to play in INT X, so obviously if you open a filthy 12 count red versus green in 3rd position do not be surprised if you get a bad score!

1NT – X – XX shows a 5 card suit

2C shows 4/4 in C/D

2D shows 4/4 in H/D

2H shows 4/4 in H/S

Pass forces partner to XX

2S shows 5S and another 5 card suit (weak) (opener bids 2NT with only 2S and responder completes)

2NT shows a game forcing 2 suiter

1NT – X – P – P- XX(forced) – Pass shows willingness to play in INT XX

2C shows 4/4 in C and H/S (with only 2 clubs the 1NT opener bids 2H as must have at least 3H and 3S, then the responder passes with 4H or bids 2S without H)

2D shows 4/4 in D/S

2H shows 5H and 5 card minor weak (Opener bids 2NT to ask)

2NT shows 5/5 minors weak.

With 4333 hands it is best to treat the 4 card suit as 5 if it is robust enough (eg. KJ109) or treat it as a two suiter(4-4) picking your best 3 card suit as the other 4 card suit.

When you are doubled in 4th position, i.e 1NT-P-P-X, then various options are available. Opener can always pass and then XX by responder is a 5 card minor (responder would have transferred with a 5 card major), and 2 bids become as above, except 2C is clubs and a higher suit ,2D is diamonds and a major and 2H is the majors. Or you can play XX to play and just bid 2C/D as natural. Alternatively, opener could bid a 5 card suit if they have one or XX to show two 4 card suits and pass to show any 4333.

The important thing is to make sure that whatever you do, you and your partner are agreed! Inevitably you will pick up some bad scores, especially when the opposition know what they are doing in defence but usually they are no worse than 1NT-X and often turn out better.

