

Interference over 1NT

If the opponents double your partner's 1NT (for penalties), I recommend you use the Halmic convention. (Next Week)

If the opponents overcall your partner's 1NT with 2 of a suit this should show a good 5 or 6 card suit with 10-15 points.

Over a natural 2-level overcall I recommend the following treatments:

- Normal systems like transfers and Stayman are *off*.
- A double is for penalties. Because your partner has made a bid that *narrowly defines his hand*, a double should show a hand with a good holding in the opponent's suit, normally 4 trumps and 9+ points. (Should be alerted!)
- A suit at the 2 level is natural and fairly weak (about 6 to 10 points).

Interference over 1NT (cont)

- A non-jump suit bid of a minor at the 3 level is *not forcing* – just competitive (5+ cards)
- A non-jump suit bid of a major at the 3 level is *forcing* and shows a 5-card suit.
- A jump in any suit at the 3 level is forcing, and in a major shows a 5-card suit.
- Jump to 4 of a major to show a 6-card suit.

Interference over 1NT (cont)

- Bidding the opponents suit (a cue bid) is used to replace Stayman and is game forcing. It shows at least one 4-card major and will lead to 4 of a major or 3NT. (This should be alerted as it is an artificial bid).
- 2NT and 3NT are natural. They need not guarantee a stopper in the opponents suit. You may have a hand with enough points for game, but where the only possible game is 3NT. You cannot risk missing 3NT as the overcaller's suit may well prove not to be solid.

DLR: South	♠ 8 5 ♥ A Q J 7 4 ♦ K 6 5 ♣ Q J 2 (13pts)	<table border="1" style="width: 100%; text-align: center; border-collapse: collapse;"> <tr> <th style="width: 12.5%;">W</th> <th style="width: 12.5%;">N</th> <th style="width: 12.5%;">E</th> <th style="width: 12.5%;">S</th> </tr> <tr> <td></td> <td></td> <td></td> <td>1NT</td> </tr> <tr> <td>2♠</td> <td>3♥</td> <td>P</td> <td>4♥</td> </tr> <tr> <td>P</td> <td>P</td> <td>P</td> <td></td> </tr> </table>	W	N	E	S				1NT	2♠	3♥	P	4♥	P	P	P	
W	N	E	S															
			1NT															
2♠	3♥	P	4♥															
P	P	P																
♠ K Q J 9 3 2 ♥ 10 3 ♦ 9 8 ♣ A 5 4 (10pts)	N W E S	♠ 7 4 ♥ 8 6 2 ♦ A 4 3 2 ♣ 9 8 7 6 (4pts)																
	♠ A 10 6 ♥ K 9 5 ♦ Q J 10 7 ♣ K 10 3 (13pts)																	

DLR: South	♠ 8 5 ♥ A Q J 9 7 4 ♦ K 6 5 ♣ Q J (13pts)	W	N	E	S
					1NT
		2♠	4♥	P	P
		P			
♠ K Q J 9 3 2 ♥ 10 3 ♦ 9 8 ♣ A 5 4 (10pts)	N W E S	♠ 7 4 ♥ 8 6 2 ♦ A 4 3 2 ♣ 9 8 7 6 (4pts)			
	♠ A 10 6 ♥ K 5 ♦ Q J 10 7 ♣ K 10 3 2 (13pts)				

DLR: South	♠ K Q 10 7 5 ♥ 8 6 ♦ K 10 6 5 ♣ 7 6 (8pts)	W	N	E	S
					1NT
		2♥	2♠	P	P
		P			
♠ J 9 ♥ K Q J 9 7 ♦ 9 8 ♣ A 5 4 2 (11pts)	N W E S	♠ 8 4 2 ♥ 5 4 3 ♦ A 4 3 2 ♣ Q J 3 (7pts)			
	♠ A 6 3 ♥ A 10 2 ♦ Q J 7 ♣ K 10 9 8 (14pts)				

DLR: South	♠ 8 5 ♥ A Q J 9 ♦ K 6 5 ♣ Q J 3 2 (13pts)	W	N	E	S
					1NT
		2♠	3♠*	P	4♥
		P			
♠ K Q J 9 3 2 ♥ 10 3 ♦ 9 8 ♣ A 5 4 (10pts)	N W E S	♠ 7 4 ♥ 8 6 2 ♦ A 4 3 2 ♣ 9 8 7 6 (4pts)			
	♠ A 10 6 ♥ K 7 5 4 ♦ Q J 10 7 ♣ K 10 (13pts)	*= Alertable			

DLR: South	♠ 8 5 ♥ A Q J 9 ♦ K 6 5 2 ♣ Q J 3 (13pts)	W	N	E	S
					1NT
		2♠	3♠*	P	3NT
		P	P		
♠ K Q 10 9 3 2 ♥ 10 3 ♦ J 8 ♣ A 5 4 (10pts)	N W E S	♠ 4 ♥ 8 6 5 4 2 ♦ A 4 3 ♣ 9 8 7 6 (4pts)			
	♠ A J 7 6 ♥ K 7 ♦ Q 10 9 7 ♣ K 10 2 (13pts)	*= Alertable			

DLR: South	♠ K Q 8 5 ♥ A Q J 9 ♦ 7 6 ♣ Q 4 3 (14pts)	W	N	E	S
					1NT
		2♦	3♦*	P	3♠
		P	4♠	P	P
		P			
♠ 10 9 ♥ 10 3 ♦ K Q J 9 3 2 ♣ A 9 5 (10pts)	N W E S	♠ 4 3 2 ♥ 8 6 5 4 ♦ 10 4 ♣ K 8 7 6 (3pts)			
	♠ A J 7 6 ♥ K 7 2 ♦ A 8 5 ♣ J 10 2 (13pts)	*= Alertable			

DLR: South	♠ A J 8 5 ♥ 9 8 2 ♦ J 6 5 ♣ Q J 9 (9pts)	W	N	E	S
					1NT
		2♠	X*	P	P
		P			
♠ K Q 10 9 3 2 ♥ 10 3 ♦ Q 8 ♣ A 5 4 (11pts)	N W E S	♠ 4 ♥ Q J 6 5 4 ♦ A 4 3 2 ♣ 8 7 3 (7pts)			
	♠ 7 6 ♥ A K 7 ♦ K 10 9 7 ♣ K 10 6 2 (13pts)	*=Alertable NS cannot make game 2♠ should be down 2 (300 Non-Vul or 500 Vul)			

DLR: South	♠ J 8 5 ♥ Q 9 8 ♦ A K J 6 ♣ K J 9 (15pts)	W	N	E	S
					1NT
		2♠	3NT	P	P
		P			
♠ K Q 10 9 3 2 ♥ 10 3 ♦ Q 8 ♣ A 5 4 (11pts)	N W E S	♠ 4 ♥ J 6 5 4 2 ♦ 5 4 3 2 ♣ 8 7 3 (1pts)			
	♠ A 7 6 ♥ A K 7 ♦ 10 9 7 ♣ Q 10 6 2 (13pts)	3NT+2 by S (460 Non-Vul or 660 Vul) 2♠-X-3 by W (500 Non-Vul or 800 Vul)			

DLR: South	♠ J 8 5 ♥ Q 9 8 ♦ A K J 6 ♣ K J 9 (15pts)	W	N	E	S
					1NT
		2♠	3NT	P	P
		P			
♠ A K Q 9 3 2 ♥ 10 3 ♦ Q 8 ♣ 10 5 4 (11pts)	N W E S	♠ 4 ♥ J 6 5 4 2 ♦ 5 4 3 2 ♣ 8 7 3 (1pts)			
	♠ 10 7 6 ♥ A K 7 ♦ 10 9 7 ♣ A Q 6 2 (13pts)	Now 3NT-2 by S 2♠X-2 by W (300 Non-Vul or 500 Vul)			