



## Defense versus 1NT\*

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This Topic provides you with hands where the opponents open 1NT. You have a medium strength unbalanced hand and want to find a way to intervene. There are several systems available to do just that. Depending on the system you choose, there are some hands you cannot bid and some hands that you can. Personal preference plays an important role here. In this sheet we choose a system that is known by the name Multi-Landy in Europe and Woolsey in the USA. This system focuses on bidding the majors suits and has three different ways of doing that. Within this system you can still choose how to play double on 1NT. Versus strong 1NT openings it might be more useful to attach a conventional meaning to double, since you're not penalizing them too often. Versus weaker 1NT openings you need double to show points, so there you cannot use double as a convention. Below we describe a possible conventional meaning. You would have to decide with your partner if and where you are going to use that.

### General

	You
(1NT)	dbl 5+ ♣/♦ and 4 ♥/♠
	2♣ both majors, usually at least 5/4 either way
	2♦ one major, usually 6
	2♥ 5 ♥ and 4+ ♣/♦
	2♠ 5 ♠ and 4+ ♣/♦
	2NT minors
	3♣♦♥♠ natural

### Further developments

	You	Partner	You	Partner
(1NT, 14+)	dbl	2♣ pass/correct	2♦	2♥ pass/correct
		2♦ asks for major		
		2♥, 2♠ to play		
		2NT asks minor		
(1NT, 14-)	dbl	penalty		
(1NT)	2♣	2♦ asks longer/better major		
		2♥, 2♠ to play		
		2NT artificial game-try		
			3♣ min. with better/equal ♥	
			3♦ min. with better/equal ♠	
			3♥ max. with better/equal ♠	
			3♠ max. with better/equal ♥	
(1NT)	2♦	2♥ pass/correct		
		2♠ pass/correct, shows potential ♥-fit		
		2NT artificial game-try		
			3♣ min. with ♥	
			3♦ min. with ♠	
			3♥ max. with ♠	
			3♠ max. with ♥	
		3♣, 3♦ natural		
		3♥ pass/correct, non invitational		
		3♠ pass/correct, non invitational		
(1NT)	2♥	2♠ natural, NF		
		2NT artificial game-try		
			3♣ min. with ♣	
			3♦ min. with ♦	
			3♥ max. with ♣	
			3♠ max. with ♦	
		3♣ pass/correct		
		3♦ natural, to play		
		3♥ preemptive		
(1NT)	2♠	2NT artificial game-try		
			3♣ min. with ♣	
			3♦ min. with ♦	
			3♥ max. with ♣	
			3♠ max. with ♦	
		3♣ pass/correct		
		3♦ natural, to play		
		3♥ natural, NF		
		3♠ preemptive		

\* The above schedule is based on the popular **Woolsey** (USA) or **Multi-Landy** (Europe) convention. The bulk of the boards of this Topic however, are fit for any convention or method you may prefer to use versus 1NT.