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Defense vs 1NT

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 focusses 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

(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

(1NT, 14+)	dbl	2♣ pass/correct	2♦	2♥ pass/correct
		2♦ asks for major		
		2♥ to play		
		2♠ to play		
		2NT asks minor		
(1NT, 14-)	dbl	penalty		
(1NT)	2♣	2♦ asks longer/better major		
		2♥ to play		
		2♠ to play		
		2NT artificial game-try		
		3♣ minimum with better/equal ♥		
		3♦ minimum with better/equal ♠		
		3♥ maximum with better/equal ♠		
		3♠ maximum with better/equal ♥		

(1NT)	2♦	2♥ pass/correct 2♠ pass/correct, shows potential ♥-fit 2NT artificial game-try 3♣ minimum with ♥ 3♦ minimum with ♠ 3♥ maximum with ♠ 3♠ maximum with ♥ 3♣ natural 3♦ natural 3♥ pass/correct, not invitational 3♠ pass/correct, not invitational
(1NT)	2♥	2♠ natural, NF 2NT artificial game-try 3♣ minimum with ♣ 3♦ minimum with ♦ 3♥ maximum with ♣ 3♠ maximum with ♦ 3♣ pass/correct 3♦ natural, to play 3♥ preemptive
(1NT)	2♠	2NT artificial game-try 3♣ minimum with ♣ 3♦ minimum with ♦ 3♥ maximum with ♣ 3♠ maximum with ♦ 3♣ pass/correct 3♦ natural, to play 3♥ natural, NF 3♠ preemptive