

Brozel	DONT	CRASH
Crowhurst	Cappalletti	Hamilton
<b>Landy</b>	Lionel	Multi-Landy
Pottage	Suction	WONT

These are just a handful of the many conventions written for the defence to the 1 NT Opener. Many are similar and some are complicated. The most important aspect of any defence is that it agreed by both players and is easy to remember ! With many playing the weak no-trump opening, you will often find yourself defending against it.

These notes are NOT going to explain them all, rather take you through a simple defence that is easy to remember and a good defence to start with.

### Landy

This defence is named after an American, Alvin Landy. Think of it as though you are doing Stayman over the opposition's 1NT bid.

<b>X</b>	Penalties (15+) as per normal
<b>2♣</b>	both majors at least 4/4
<b>2♦/2♥/2♠/3♣</b>	Natural overcalls
<b>2NT</b>	5/5 in the minors (optional)

### Double

Many forget this is penalty double ! It means the person making the double has more points than the Opener (you do not double with less). If partner has 8+ points they should pass, as 1NT should not make. Respond to your partner's double only if you are very weak. There could be one exception: If you have enough for game and you are vulnerable and they are not. If you do not think you can take them at least 4 light, go for game.

### 2♣ overcall

The 2♣ Landy bid must be alerted and should have opening values, unless it is 5-5 in the majors, in which case the convention can be used on slightly weaker hands, because of the power of shape. Also it is best that the majority of your high cards are in the major suits. Here are three good examples of hands suitable for Landy:

♠ KQJ4 ♥ AQJ4 ♦ 10542 ♣ 3  
 ♠ KQ543 ♥ AQ54 ♦ 92 ♣ 73  
 ♠ AK962 ♥ QJ987 ♦ 3 ♣ 8 5

### Responses to 2♣ Landy

Basically you respond in your longer major, or, if you have equal length in the majors, you bid 2♦ so partner can choose which major they play in, as they may have one longer than the other. The following table shows the responses:

### Responses to 2♣

<b>Pass</b>	7+ clubs, very few points
<b>2♦</b> Must be alerted	Both majors of equal length; asking partner to bid their longer major or ♥ if the majors are the same length. The 2♦ hand could be weak or better *
<b>2♥/2♠</b>	3+ cards in that major (0-10)
<b>2NT</b>	12+ points and no 3+ card major
<b>3♣</b>	At least 5/5 in the minors, less than 13 points and no 3+ card major
<b>3♦</b>	weak and 6+ in ♦
<b>3♥/3♠</b>	4+ cards in the major (8 losers)
<b>4♥/4♠</b>	4+ cards in the major (7 losers)

At times you could be in a 4-3 fit, but that is usually ok at the 2 level. The responses above 2♠, very rarely come up.

\*If the bidding goes 1NT - 2♣ - P - 2♦ - P - 2♥ and the 2♦ hand has 11-12 points and 3 of the majors, they can now bid 2NT. This is invitational in NT or invitational in ♥ if the Landy hand has 5♥

### 2♦/2♥/2♠/3♣ Overcall

All suits after 2♣ are natural 5+ card suits 11-14 points. If you want to overcall ♣ you no can longer use 2♣, so will have to bid 3♣. Do not bid 2♣ thinking you can then bid 3♣ after partner has responded. Your partner believes you !! 2♣ means majors and if they have a good hand could jump in one of those majors !

New conventions take a bit to get used to and all the bids that go with them. You will make mistakes and take a while, but don't give up. If it goes wrong, work it out with your partner why it may have gone wrong and learn by these mistakes.

Look at the hand records for this lesson and the suggested bidding sequences to guide you through the most common scenarios.

**Cappelletti** (similar to **Hamilton** and **Pottage**).

<b>X</b>	Penalties (15+) as per normal
<b>2♣</b>	one-suited hand (usually 6 or more cards) 11-14
<b>2♦</b>	At least 5/4 or 4/5 in both major suits (some play it as at least 4/4)
<b>2♥</b>	At least 5/4 or 4/5 in hearts and a minor
<b>2♠</b>	At least 5/4 or 4/5 in Spades and a minor
<b>2NT</b>	5/5 in the minors

- 2♦ with a weak hand. Overcaller corrects to their long suit (pass = ♦)
- 2 of a major suit if he has a good 5 or 6 card suit
- 2NT with a strong hand, (overcaller then bids their suit)

This convention was designed by Marty A. Bergen around 1989

<b>X</b>	Penalties (15+) or shows a single suit (6 or more cards). Partner bids <b>2♣</b> , after which overcaller corrects to their actual suit
<b>2♣/2♦</b>	That suit and a higher-ranking suit
<b>2♥</b>	Hearts and spades
<b>2♠</b>	spades (6 or more cards)

## Responses

- Pass – willing to play in the suit bid or 1NTX.
- After the X: 2♣ - asks for partner's long suit (they pass if ♣ their long suit).
- After a suit overcall: Bid of the next cheapest suit asks for partner to bid their next suit, or pass if the bid is in that suit.
- Bid of a new suit that is not the cheapest suit (eg 1NT – 2♣ – Pass – 2♥ or 2♠) – Natural, showing their own 6-card or strong 5-card suit.
- A raise of overcaller's major-suit overcall or rebid is invitational. 2NT shows the strong invitation.
- **2NT** – A strong game invitation

# Defending the 1NT Opener



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