

**RESPONDING TO PARTNER'S 1-NO-TRUMP OPENING
SUBSEQUENT TO AN INTERVENING INTERFERENCE BID
BY AN OPPONENT**

Partner opens one No-Trump, and your RHO (Right-Hand Opponent) overcalls a suit:

a. **A double is for penalties, and is never a negative double if the suit overcall is at the 2-Level.** It signifies 8 or more HCP's (11+ in ACOL) and is designed to punish the overcaller.

<u>Ex.</u> 1NT	(or)	1NT
2H		2D
Dbl. (Penalty)		Dbl. (Penalty)

b. **A double is a take-out double, and is never for penalties if the suit overcall is at the 3-Level.** The presumption here is that your Opponent is reasonably certain that, based upon his/her distribution and the relative vulnerabilities, he/she cannot be hurt sufficiently to justify your making a penalty double, and under these circumstance, you have a more fruitful use for the double. **Under these circumstances the double is a game-forcing, Take-Out double, rather than a likely, non-productive, penalty double.**

<u>Ex.</u> 1NT	(or)	1NT
3S		3C
Dbl. (Negative)		Dbl. (Negative)

c. **A cue-bid of their suit is Stayman** seeking a 4-card Major fit. If the opponent's overcall has been a Major suit, the cue-bid seeks a Golden fit in the alternate Major. If the opponent's overcall has been a Minor suit, the cue-bid seeks a Golden fit, possibly in either Major. In either instance, since the cue-bid must be registered at the 3-Level, a game-force scenario is in effect and the partnership must continue until a game-level contract has been achieved in either the sought-after Major suit, else in NT. Thus, Responder, here, guarantees at least 10 or more HCP's. (13 + in ACOL) **The Stayman Convention is still in effect after a 2-Level, interference call, but a cue-bid in the Opponent's suit replaces the standard "2C" trigger asking for a Major suit holding.**

<u>Ex.</u> 1NT	(or)	1NT
2H		2D
"3H" (Game-Forcing - Seeking Spades)		"3D" (Game-Forcing, Hearts and/or Spades)

d. **A bid of 2NT is invitational** (9-10 HCP's) (12-13 in ACOL) as if the overcall had never been made, **and 3NT is to play**, thus evidencing at least 11 (+) HCP's, (14+ in ACOL)

<u>Ex.</u> 1NT	(or)	1NT
2H		2C
2NT (Invitational to 3NT)		3NT (To Play)

e. **A bid of any suit at the 2-Level, other than the overcalled suit, is natural, and is to play.** (A "drop dead" bid) (0-8 HCP's) (0-11 in ACOL) and, **a bid of any suit at the 3-Level is natural and Game-Forcing**, (9 + HCP's in Standard American) (13+ in ACOL). Bids at the 2- or 3-Levels evidence a 5-Card or longer suit, and ones made at the 4-Level evidence 6-cards or longer.

<u>Ex.</u> 1NT	(or)	1NT	(or)	1NT
2H		2D		2S
2S (To Play)		3H (Natural, Game-Forcing)		4H (To play)

f. **Jacoby Transfer bids, subsequent to a 2-Level suit overcall do not exist. Transfers are off.**

g. **There is a special Convention, (not included herein), called, The Lebensohl Convention which is designed to handle all of the above-referenced situations, and others, as well.**