

They Open 1NT

When your RHO opens 1NT you know that your side has at most 2/3 of the HCPs and you will need some shape to enter into the affray because LHO may be waiting for you. However if it is your LHO that opens 1NT and it is passed around to you, you are better placed as your side still has at most 2/3 of the HCPs, but should have at least 16 between you, since the responder has passed.

There are many systems for acting over an opposing 1NT, all with something going for them, but safety requires a very good or shapely hand. If by chance you have a completely balanced hand with more HCPs than the opener, you could double for penalties unless you are playing one of the systems whereby that shows a single-suiter. Even with more points than the opener you may not beat 1NTX unless you have a source of tricks in 1 or 2 suits and a safe lead.

I have summarized 3 popular conventions:

Multi-Landy (Modified Cappelletti)

- With both majors (at least 5/4) overcall 2C. - Partner could pass with at least 6 clubs and short majors, but normally bids their best major (at the 3-level with a good hand) or bids 2D with no preference and overcaller bids their 5-card suit.
- With any single suiter (at least 6), bid 2D. – Partner bids 2H to find out overcaller’s suit, or bids a single suit of their own.
- Alternatively, with a single suited major, bid 2D. – Partner bids 2H, pass or correct, or 2S if they prefer hearts and are strong enough to go to the 3-level.
- With a major and a minor (at least 5/4) bid the major. – Partner passes, invites game, or bids 2NT to find the minor suit which may be passed or then partner could bid their own suit (at least 6). With a weak hand and both minors partner bids 3C and overcaller passes or corrects to 3D.
- With both minors (at least 5/5) bid 2NT. – Partner bids 3C/3D to play or 3H/3S (at least 6) to play.
- With a good hand and a 6-card suit, bid it at the 3-level. - Partner passes or raises.
- Double is for penalties. – Partner passes unless they have a 5-card suit (or longer) and a very weak hand.

Cappelletti

Similar to Multi-Landy above, except 2C is a single-suiter and 2D is both majors, which is a major flaw as over 2D partner must guess which major to bid holding 3-2 or 3-3.

Brozel

- With clubs and hearts (at least 5/4), bid 2C. - Partner chooses, invites or bids their own suit to play.
- With diamonds and hearts (at least 5/4), bid 2D. - Partner chooses, invites or bids their own suit to play.
- With spades and hearts (at least 5/4), bid 2H. - Partner chooses, invites or bids their own suit to play.
- With spades and a minor (at least 5/4), bid 2S. - Partner chooses, invites, or bids their own suit to play, and bids 2NT to ask for the minor.
- With both minors (preferably 5/5) bid 2NT. - Partner chooses or bids their own suit to play.
- With a single suiter (at least 6) double. – Partner bids 2C, correctible or any other suit to play.
- With 5440 or 4441 bid the short suit at the 3-level.

DONT - Disturb Opponents NoTrump

- With Clubs and a higher suit bid 2C. - Partner passes or bids 2D to ask for the other suit, 2H/2S/2NT is to play.
- With Diamonds and a higher suit bid 2D. - Partner passes or bids 2H/2S/3C to play.
- With Hearts and Spades, bid 2H. - Partner passes or bids 2S to play and 2NT shows both minors.
- With a weakish Spade suit (at least 6) bid 2S
- With a single-suiter (at least 6) double. Partner bids 2C to ask for the suit or bids a 6-card suit of their own.

Last Hand Bidding

If 1NT is opened on your left and passed around to you, it is a little safer to get involved, as since the responder (RHO) made no attempt to get to game, your side is likely to have a minimum of 16 HCPs. The previous 3 systems can still be used in the pass-out seat, except it is not normally a good idea to double for penalties as partner will not know which suit to lead. Thus double could still be used to show a single-suiter, or if you usually play it for penalties, double shows general values which partner can pass with a good lead of their own.