

Cappalletti **modified**

Defense Against Strong NT

Direct Seat	2
Balancing Seat	3
Bids	4
Passed Hand	7
Original	8

Direct Seat

Opener	Intervenor	Responder	Advancer
1NT	?		

Rule of 8

Start with 6^{orMore} HighCardPoints (Pass with 5^{orFewer} HighCardPoints)

**Add the number of cards in the two Longest suits
subtract The Losing Trick Count**

If the Total = 2 or more

add the HighCardPoints

If that Total = 8 or more

then the intervener should overcall

otherwise Defend (Pass)

♠K75	2 Losers (missing AQ)
♥AQ865	1 Loser (missing K)
♦K43	2 Losers (missing AQ)
♣76	2 Losers (missing AK)

6^{orMore} HighCardPoints ✓

$$5♥s + 3♠s = 8$$

7 TOTAL Losers

$$8 - 7 = 1$$

Defend (Pass)

♠K7532	2 Losers (missing AQ)
♥K8654	2 Losers (missing AQ)
♦43	2 Losers (missing AK)
♣7	1 Loser (missing A)

6^{orMore} HighCardPoints ✓

$$5♠s + 5♥s = 10$$

7 TOTAL Losers

$$10 - 7 = 3$$

BID ✓

Balancing Seat

Opener	Intervenor	Responder	Advancer
1NT	Pass	Pass	?

Rule of 2

The HighCardPoints are equally divided.

Our side has c20 combined HighCardPoints

Opener is balanced

Responder is balanced

Shortness increases the probability of a FIT for our side

Bid if you have 2^{orMore} ShortnessPoints Void, Singleton or even 2 Doubletons

otherwise Defend (Pass)

♠A84
♥K963
♦K92
♣K86

13 HighCardPoints balanced

Partner has 7 HighCardPoints

All of your Finesses will **LOSE**

Defend (Pass)

♠Q842
♥A63
♦9
♣J8642

7 HighCardPoints unbalanced

Partner has 13 HighCardPoints

All of your Finesses will **WIN**

BID ✓

Bids

Opener	Intervenor	Responder	Advancer
1NT	?		

opener

1NT = Strong *Range includes 15*

intervenor

X = 15^{orMore} High Card Points, balanced *Penalty Systems On*

2♣ = 6^{orMore} ♦ OR 4^{orMore} Major, 4^{orMore} minor *Relay to 2♦ Forcing*

Diamonds OR a Major and a minor

2♦ = 5^{orBetter} Majors

Both Majors

2♥ = 5^{orMore} ♥ *Natural*

2♠ = 5^{orMore} ♠ *Natural*

2NT = 5^{orBetter} minors

3♣ = 6^{orMore} ♣

Opener	Intervenor	Responder	Advancer
1NT	X	Pass	?

opener

1NT = Strong *Range includes 15*

intervenor

X = 15^{orMore} High Card Points, balanced *Penalty Systems On*

responder

Pass

advancer

Pass *usually*

2♣ = weak, 4 Major *Forcing RARE*

2♦ = weak, 6^{orMore} ♥ *Transfer to ♥*

2♥ = weak, 6^{orMore} ♠ *Transfer to ♠*

2♠ = weak, 6^{orMore} ♣ *Transfer to ♣*

2NT = weak, 6^{orMore} ♦ *Transfer to ♦*

Opener	Intervenor	Responder	Advancer
1NT	2♣	Pass	?

opener

1NT = Strong *Range includes 15*

intervenor

2♣ = 6^{orMore} ♦ OR 4^{orMore} Major, 4^{orMore} minor *Relay to 2♦ Forcing*

responder

Pass

advancer

2♦ = *Accept Relay*

Artificial, keeping the bidding open

Other = 7^{orMore} Suit *ToPlay*

Opener	Intervenor	Responder	Advancer
1NT	2♣	Bid	?

opener

1NT = Strong *Range includes 15*

intervenor

2♣ = 6^{orMore} ♦ OR 4^{orMore} Major, 4^{orMore} minor *Relay to 2♦ Forcing*

responder

Bid

advancer

Pass

Other = 7^{orMore} Suit *ToPlay*

Opener	Intervenor	Responder	Advancer
1NT	2♣	Pass	2♦
Pass	?		

opener

1NT = Strong *Range includes 15*

intervenor

2♣ = 6^{orMore} ♦ OR 4^{orMore} Major, 4^{orMore} minor *Relay to 2♦ Forcing*

responder

Pass

advancer

2♦ = *Accept Relay*

Forced Bid

opener

Pass

intervenor

Pass = 6^{orMore} ♦ *ToPlay*

2♥ = 4^{orMore} ♥, 4^{orMore} minor

2♠ = 4^{orMore} ♠, 4^{orMore} minor

Opener	Intervenor	Responder	Advancer
1NT	2♦	Pass	?

opener

1NT = Strong *Range includes 15*

intervenor

2♦ = (54) or Better **Majors**

responder

Pass

advancer

Pass = (7) or More ♦ *To Play*

2♥ = *Preference To Play* ♠72 ♥875 ♦KJ74 ♣KQJ5

2♠ = *Preference To Play* ♠875 ♥72 ♦KQJ5 ♣KJ74

3♣ = (7) or More ♣ *To Play*

3♥ = *Preference invitational*

3♠ = *Preference invitational*

4♥ = *Preference To Play* ♠K4 ♥KJ3 ♦9642 ♣J765

4♠ = *Preference To Play* ♠KJ3 ♥K4 ♦J765 ♣9642



Opener	Intervenor	Responder	Advancer
1NT	2NT	Pass	?

opener

1NT = Strong *Range includes 15*

intervenor

2NT = (55) or Better **minors**

responder

Pass

advancer

3♣ = *Preference To Play*

3♦ = *Preference To Play*



Passed Hand

Bennet

You	LHO	Partner	RHO
Pass	1NT	Pass	Pass
?			

You
Pass

LHO

1NT = Strong *Range includes 15*

Partner

Pass

RHO

Pass

You

Pass = balanced

= ① or Fewer ♠ *Forcing*

Shortness in Spades

= ① or Fewer ♥ *Forcing*

Shortness in Hearts

= ⑤④ or Better **Majors**

Both Majors

= ⑤④ or Better ♥ & a minor, ① or Fewer other minor

Hearts & a minor

= ⑤④ or Better ♠ & a minor, ① or Fewer other minor

Spades & a minor

= ⑤⑤ or Better **minors**



Original


unmodified

opener

1NT = Strong *Range includes 15*

intervenor

 = 15^{orMore} HighCardPoints, balanced *Penalty Systems On*

2♣  = 6^{orMore} Suit
one suited hand

2♦  = 5⁴orBetter Majors
two suited hand

2♥  = 5⁴orBetter ♥&minor
two suited hand

2♠  = 5⁴orBetter ♠&minor
two suited hand

2NT  = 5⁵orBetter minors
