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Bridge Bidding: The Next Step · Acol edition



CHAPTER 9

Competing Against 1NT

What to do when the opponents open 1NT

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1. Why compete?

Most of your opponents will play Acol too, so their 1NT opening is **weak (12–14)**. That leaves plenty of points for your side, and if you let them play in 1NT they will often make it when you could have made a partscore or more yourselves.

2. The tools (when RHO opens 1NT)

Your bid	Meaning
Double	a strong hand, **15 or more** points: for penalties
2♣ (Landy)	**both majors**, at least 5-4
2♦, 2♥, 2♠	a natural overcall: a good five-card or (better) six-card suit, about 8–15
Pass	anything else

Landy 2♣ is artificial: it shows hearts and spades, at least five cards in one and four in the other. It says nothing about clubs.

♠ A Q 6
♥ K J 4
♦ K Q 8 3
♣ J 10 4

RHO opens 1NT (12–14). You have more than the opener: **double**. Partner will usually pass, and you hope to defeat 1NT doubled.

♠ K J 9 6 3 ♥ A Q 8 5 2 ♦ 7 ♣ 8 4	RHO opens 1NT: both majors, **2♣** (Landy).

♠ 7 2 ♥ A Q J 10 6 3 ♦ K 8 4 ♣ 9 5	RHO opens 1NT: six good hearts, **2♥**.

3. When partner bids Landy 2♣

- Bid your **longer major** at the two level, even with a weak hand: 2♥ or 2♠.
- With **equal length** in the majors, bid **2♦**: it asks partner to choose their longer major.
- With a good fit and about 11 or more points, **jump** to three of the major to invite game.
- With long clubs and no interest in the majors, you may pass 2♣.

> There are many other methods against 1NT, with names such as Cappelletti, DONT and Multi-Landy. Landy is the simplest, and a good place to start. Agree with your partner what you play, and whether you use the same methods after 1NT – pass – pass (the "protective" seat, where you can bid with a little less).

4. Summary

After RHO opens 1NT (12–14)	Bid
15+ points	Double (penalties)
Both majors, 5-4 or more	2♣ (Landy)
Good long suit, 8–15	Overcall it
Partner bids 2♣: longer major	Bid it
Partner bids 2♣: majors equal	2♦

5. Test yourself

1. ♠ A J 10 7 4
♥ K Q 9 3
♦ 8 5
♣ Q 6

RHO opens 1NT. What do you bid?

2. ♠ K 4
♥ A 6
♦ K J 10 9 6 4
♣ Q 7 2

RHO opens 1NT. What do you bid?

3. ♠ K Q 5
♥ A J 9 3
♦ A Q 4
♣ K 8 2

RHO opens 1NT. What do you bid?

4. ♠ Q 8 7 4 2
♥ K 6 3
♦ J 5
♣ Q 9 6

RHO opens 1NT. What do you bid?

5. ♠ J 6 3
♥ Q 9 7 5 2
♦ K 8 4
♣ 7 3

LHO 1NT – partner 2♣ (Landy) – RHO pass – ?
What do you bid?

6. ♠ Q 8 4
♥ J 7
♦ A 10 9 3
♣ J 7 6 5

LHO 1NT – partner 2♣ (Landy) – RHO pass – ?
What do you bid?

Answers

1. 2♣. Landy: five spades and four hearts.

2. 2♦. A good six-card suit: a natural overcall.

3. Double. 19 points: more than the opener. For penalties.

4. Pass. A weak suit and only 8 points. Not worth the risk.

5. 2♥. Five hearts: bid your longer major.

6. 2♠. Three spades and two hearts: prefer spades.

Next: Chapter 10, Quick Reference and Glossary. Free lessons and challenge hands to play: **bridgescorer.com/learn**

About this guide. There are many versions of Acol, and clubs, teachers and books do not all agree on every detail. This chapter describes one common, straightforward version for learners. We do not claim it is the only or the best way: if your teacher or club plays something different, follow them. What matters most is that you and your partner agree.

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