

The Assault on 1 NT

Recently, the *Bridge Bulletin* ran an article outlining several methods of interfering with 1 NT (October 2007). Here is a synopsis of the “General Convention Chart” methods mentioned in that article. I notice some of the earlier methods I learned (Astro, Brozel, etc.) are not even listed. Bridge conventions come and go, but it’s good to know what is currently being used, even if you don’t use them.

WASHINGTON SYSTEM

Dbl = penalty
2♣ = both majors (2D by advancer asks which major is longer/better)
2♦ = diamonds and a major
2♥ = natural
2♠ = natural

SCUM (Shape, Color, Majors)

Dbl = two suits of the same shape (rounded or pointed)
2♣ = two suits of the same color
2♦ = majors
2♥ = natural
2♠ = natural
2NT = minors

CAPPELETTI

Dbl = penalty/values
2♣ = one-suited hand
2♦ = majors
2♥ = hearts and a minor
2♠ = spades and a minor
2NT = minors

BROZEL (I had room for it, so here it is)

Dbl = one-suited hand
2♣ = clubs and hearts
2♦ = diamonds and hearts
2♥ = hearts and spades
2♠ = spades and a minor
2NT = minors

Recommended by GLUBOK

Dbl = at least two suits (four or more cards), fewer than 3 clubs
2♣ = at least 2 suits, at least one major, at least 3 clubs
2♦ = natural
2♥ = natural
2♠ = natural
2NT = minors

DONT (Disturb Opponent’s No Trump)

Dbl = one suit
2♣ = clubs plus a higher-ranked suit
2♦ = diamonds plus a higher-ranked suit
2♥ = hearts and spades
2♠ = spades
2NT = any strong two-suiter
3-level = natural, preemptive

HELLO

Dbl = penalty or strong hand
2♣ = diamonds or a major-minor two-suiter
2♦ = transfer to hearts
2♥ = majors
2♠ = spades
2NT = clubs
3♣ = minors
3♦ = majors, stronger than 2♥

HELLO IN PASSOUT SEAT

Dbl = relay to 2C

Over the 2♣ response
Pass = clubs
2♦ = diamonds and a major
2♥ = hearts and clubs
2♠ = spades and clubs

MEL'S RULE OF 8*

Mel Colchamiro believes all the various methods for competing against 1NT are good, but what is important to determine when to interfere. His rule of 8 is this:

Take the number of cards in your two longest suits.
Subtract the number of losers by loser count (see below)
If the answer is 2 or higher, bid something.
If the answer is 1 or zero, pass

Figuring Losers

♠AK765	One loser, missing the queen
♥KJ52	Two losers, missing the ace and queen
♦Q84	Two losers, missing the ace and king
♣6	One loser, missing the ace

Example 1

♠K75 ♥AQ865 ♦K43 ♣76

Example 2

♠K7532 ♥K8654 ♦43 ♣7

In No. 1, there are 8 cards in the two longest suits, but seven losers (two each in spades, diamonds and clubs, and one in hearts). You should pass despite the 12 HCP and a 5-card major.

In No. 2, you have 10 cards in your two long suits and seven losers (two each in spades, hearts, and diamonds and one in clubs). The difference is three, so you should get in there. It's only 6 HCP, but the distribution is the key.

**When I presented this concept, I was unclear as to why it was called the Rule of 8, as the article in the Bulletin did not explain that. I looked it up and found an explanation:*

The holding, when deciding to compete, should contain at least 6 points. It is from this number of minimum values that the designation for this particular Rule is derived. A minimum of 6 points plus the maximum difference of 2 equals the number 8, hence the Rule of Eight.

From <http://homepage.mac.com/bridgeguys/Conventions/Rule8.html>