

Competing Over Notrump

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<https://watsongallery.ca/bridge/aaBidding/TwoRules2CompeteOverNT.pdf>

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When an opponent opens 1NT, it is absolutely necessary to compete whenever it is safe to do so. Good things happen. Point count is not so important as **shape and playability**. If your RHO opens 1NT, and you have KJx or KJxx in every suit, let him play with no entries to the dummy.

The Vulnerability factor.

When they are vulnerable, letting them play may get +200. If they escape to a major, it may become necessary to compete. Your vulnerability matters less if you make a sound bid, but being vulnerable should make one pass marginal hands.

Point location

No wasted points and points in the long suits make one compete. Suits which can be played without a single entry from partner are especially valuable.

Rule of Two

Mel Colchamiro's Rule for Balancing Over 1NT

The bidding goes 1NT pass pass. With two or more distributional points, a void, a singleton or two doubletons one should balance over 1NT regardless of point count. Suit quality and length are the most important factors. What you do not have in points, partner could have in behind the Notrump bidder.

The following is the perfect hand with which to compete after 1NT and two passes.

♠QJ10987 ♥3 ♦32 ♣8764 (ignore clubs and overcall 2♠)

Rule of Eight

Two Suited Direct Overcall of 1NT

When considering a two-suited overcall after a 1 Notrump opening bid, if the number of losers you have (counting missing aces, kings and queens) subtracted from the number of cards in your two longest suits is 2 or more and you have at least 6 high card points, ($2 + 6 = 8$ hence the rule name) then you may make a two-suited overcall with a five-four distribution. (See ACBL Bulletin or Mel Colchamiro's book) Hands which would not respond to a $1\clubsuit$ opening by partner usually do not make the initiative to declare the hand.

♠Axxxx ♥Qxxx ♦xxxx ♣---

9 cards less 7 losers equals two plus six HCP's = eight. Bid.

♠K53 ♥AQ874 ♦K72 ♣93

8 cards less 7 losers equals 1. Pass.

♠KJ654 ♥KJ653 ♦86 ♣5

10 cards less 7 losers equals 3. Bid.

Losing tricks:

- Count losers only in the first 3 cards of each suit (the 4th., 5th., etc. cards in a suit are winners.
- With 3 or more cards in a suit the Ace, K, Q are winners, anything lower are losers.
- With 2 cards in a suit, Ace or King are winners, anything lower is a loser.
- With 1 card in a suit, Ace is a winner.
- There are never more than 3 losers in a suit