



WELCOME TO
JOAN BUTTS BRIDGE.

When to Bid Over Opponent's 1NT Openings The Cappelletti Convention

For most players, bidding after an opponent opens 1NT is a very misunderstood topic. Players are busy counting points, and trying to guess which suit/s to bid. There are many conventions around to use for this area of bidding, and some work better than others. Cappelletti is one of the popular ones for all levels of player.

Some principles to follow:

- Two-suited hands occur more frequently than their one-suited counterparts. When your hand is two-suited, and you can say so, partner will help the partnership to the right spot
- Defending against 1NT is usually not in your best interests if you are two-suited, or single-suited. The opening lead is often an annoying guess. Subsequent leads and discards can result in a loss of sleep as well.
- Because this convention allows you to show every distributional hand type, you can bid regularly over the opponents' 1NT, and you need about 10 points, ideally 5/5 shape, but sometimes 5/4 is ok.

When using Cappelletti, remember the following tips:

- Points Schmöints. Distribution and vulnerability are the keys, as in all overall situations
- Most of the time, you are not trying to get to game, you only wish to enter the auction when you have good shape.
- Cappelletti applies in both the direct and the balancing seats, as long as 1NT was the last bid. In the balancing seat, its strength requirements may be relaxed.

CAPPELLETTI

With a hand that merits action, proceed as follows.

- Double is for penalties (shows a hand in the higher range of the 1NT opener)
- 2♣ shows a single-suiter
- 2♦ shows both majors
- 2♥ shows hearts and a minor
- 2♠ shows spades and a minor
- 2NT shows both minors

RESPONSES TO CAPPELLETTI

If partner doubles,

- Leave it in unless you have a very weak hand with a long suit (bid 2 of your suit)

If partner bids 2♣ showing a single -suiter

- Bid 2♦ so that he can bid his long suit easily

If partner bids 2♦ showing at least 5/4 in the majors

- pick the major you prefer and use the Law to decide the level, eg if you have 4 trumps for partner, jump in that suit, regardless of points

If partner bids 2♥ showing hearts and a minor

- with heart support, pass or raise hearts
- with the minors, bid 3♣ (pass or correct)

If partner bids 2♠ showing spades and a minor

- with spades support, pass or raise spades
- with the minors, bid 3♣ (pass or correct) pick longer minor