



Responder after a Cappelletti overcall

You will use a variant of Rubensohl convention in response to your partner's 1 NT opening, but, after a Cappelletti overcall, there are some modifications. Here is the approach we propose. ♠ or 2 NT)

- any level 2 bid is natural
- Above 2 NT any bid is a Jacoby transfer. 2 NT is artificial (Jacoby for ♣)
- An impossible transfer becomes a Stayman
- A double is a take-out double : it could be a Stayman with 8 HCP, or show a balanced hand with 8 HCP or more.

After a double

- bid as if there had not been an overcall
After a 2 ♣ overcall (one suiter)

- bid as if there had not been an overcall and use Double for Stayman



Responder after a Cappelletti overcall

After a 2-suiter overcall (2♦, 2♥, 2♠, 2NT)

- Bidding a suit at level 2 is natural and non forcing : the responder holds a maximum of 7 HCP
 - Doubling is not punitive : A double requires a minimum of 7-8 HCP and most of the time shows a hand with which the responder would have bid 2 NT (with no overcall). Doubling is asking the opener to name a 4 carder or a 5 carder, or 2 NT if he's got stoppers in the overcalled suit. The opener may also pass and the double becomes punitive ! With only 8 HCP, the responder can also use a double as a Stayman. In this case, it is not game forcing.
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Responder after a Cappelletti overcall

Jacoby

Above 2 NT, any bid is a Jacoby transfer. An impossible Jacoby (for the opp's known suit), is a Stayman : that's a forcing bid requiring at least 8 HCP and a 4 card major...

- 1 SA - 2 ♦ (or 2 ♥ or 2 ♠) - 2 SA : 2 SA Jacoby for ♣ (6 cards)
- 1 SA - 2 ♥ (or 2 ♠) - 3 ♣ : 3 ♣ Jacoby for ♦ (6 cards)
- 1 SA - 2 ♣ (or 2 ♦ or 2 ♠) - 3 ♦ : 3 ♦ Jacoby for ♥
- 1 SA - 2 ♣ (or 2 ♦ or 2 ♥) - 3 ♥ : 3 ♥ Jacoby for ♠
- 1 SA - 2 ♥ - 3 ♦ : 3 ♦ looks like an impossible Jacoby, the responder can't be willing to play 3 ♥ : this is a Stayman for ♠ : **game forcing. If the responder didn't want to go to game, he would have doubled.**