# Stolen Bid (Over Your 1NT Bid)





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### Time for a Joke

A police officer sees a man driving around with a pickup truck full of penguins.

He pulls the guy over and says: "You can't drive around with penguins in this town! Take them to the zoo immediately."

The guy says, "Okay," and drives away.

The next day, the officer sees the guy still driving around with the truck full of penguins, and they're all wearing sunglasses.

He pulls the guy over and demands: "I thought I told you to take these penguins to the zoo yesterday?"

The guy replies: "I did . . . today I'm taking them to the beach!"

The easiest and simplest solution:

# Stolen Bid (Over Your 1NT)

Now that opponents are using <u>Cappelletti</u> or <u>DONT</u> over your 1NT, you can use <u>Stolen</u> <u>Bid</u> to handle the interference:



#### A) If they double over your 1NT:

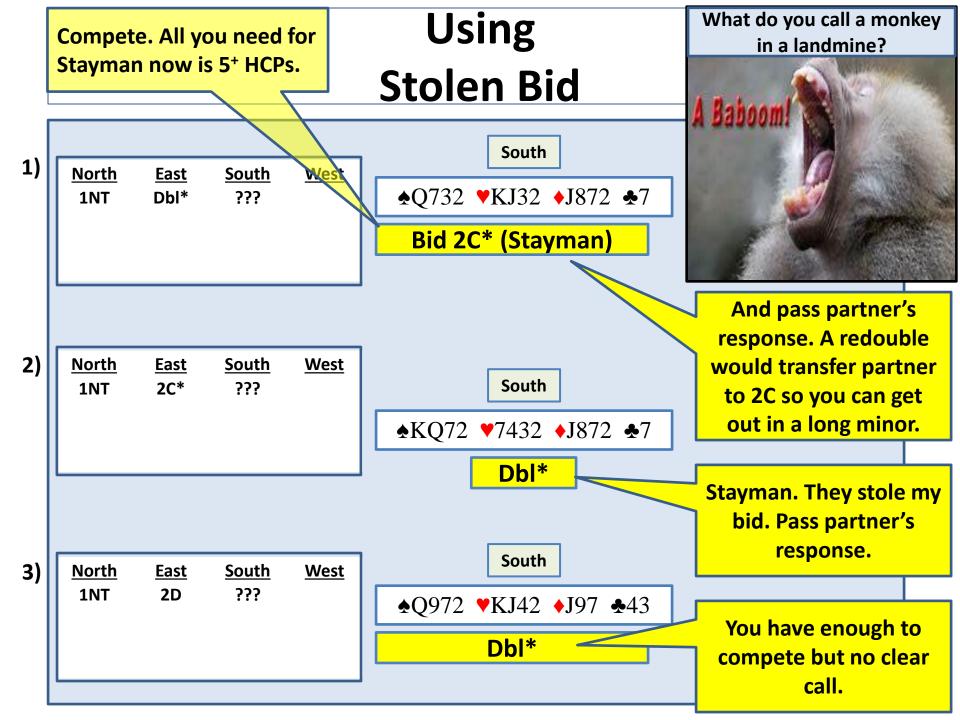
- 1) <u>Ignore</u> the double (Systems on). 2C = Stayman, 2D = transfer to 2H, etc.
- 2) Use <u>redouble</u> to show a long minor. Opener bids 2C. Responder may correct (2D).
- B) If they bid 2C over your 1NT:
  - 1) Double is Stayman (Stolen Bid) asking for a 4-card major.
  - 2) Otherwise, ignore the 2C bid (2D = transfer to 2H, 2H = transfer to 2S, etc.).
- c) If they bid 2D or higher over your 1NT:
  - 1) Abandon Stayman and Transfers; bid naturally. A <u>double</u> is not penalties or a transfer to ♥'s. It just says, "I have enough values to compete, but no clear call."
  - 2) New suits = natural (5<sup>+</sup>) and drop dead.

**♠**AJ93 **♥**K42 **♦**43 **♣**10952 **Dbl** 

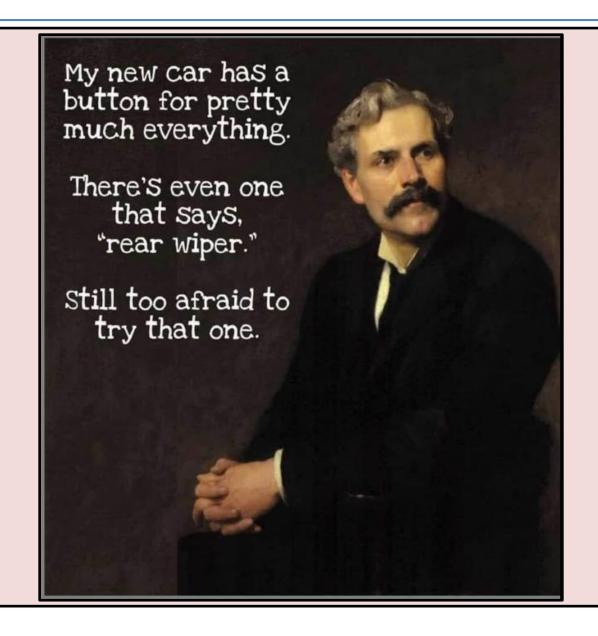
**♦**K9532 **♥**42 **♦**QJ63 **♣**52

**2S** 

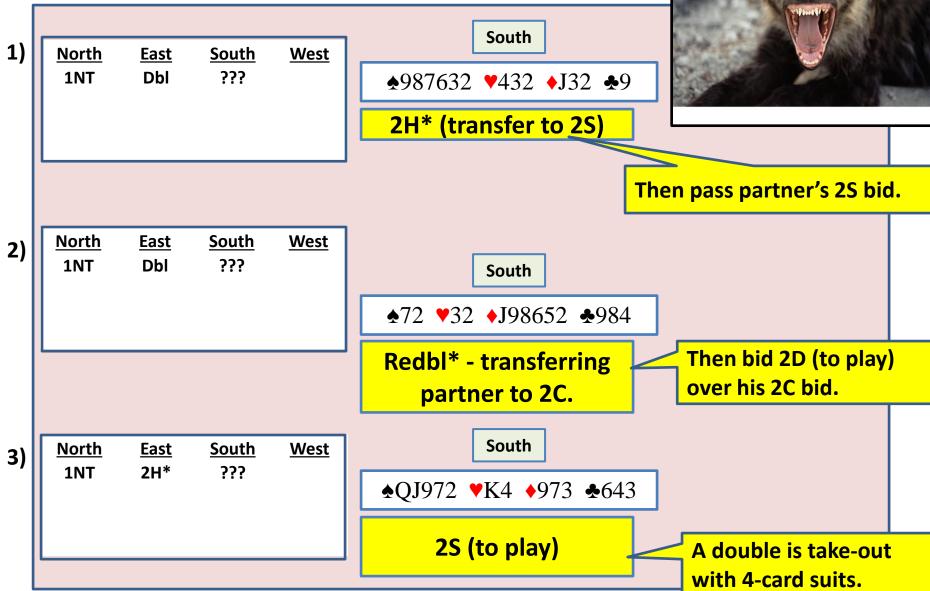
Playing a double this way is much more efficient.



## Time for Another Joke



# Using Stolen Bid (Con't)



# Time To Play

Sadly, the days of people using proper English are went