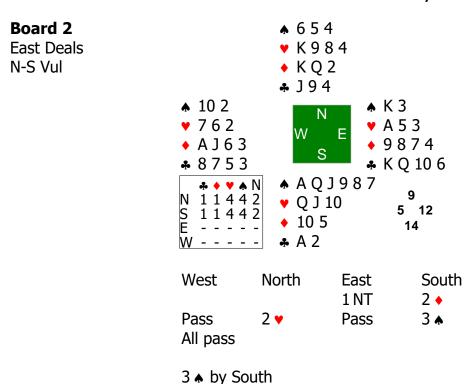


With a powerful hand including two majors, East overcalls Multi-Landy 2 \* asking for partner's preferred major.

With two cards in one, and three cards in the other, West uses a response of  $2 \bullet$  to suggest that East bids their better major.

East jumps to 3 ♥ to show a strong hand with a preference for hearts.

West raises to game.



After a 1 NT (12-14) opening a Multi Landy 2 ◆ overcall shows a six-card, or longer, major suit.

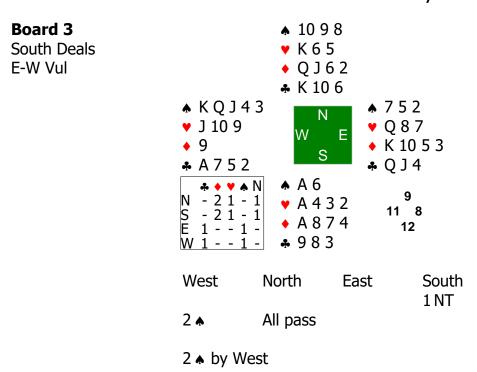
#### West passes.

North's job is to bid 2 ♥ for pass or correct.

East has no further bid.

South shows that spades is the suit, and that the hand has concrete strength by rebidding  $3 \blacktriangle$ . North prefers to pass.

There are ten tricks, but it's not a biddable game.

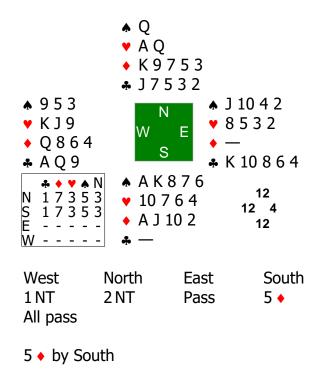


After a 1 NT (12-14) opening a Multi Landy 2 ♠ overcall shows 5:4 or 5:5 in spades and a minor. Most hands with this distribution have opening values if the HCPs are reasonably well placed.

North passes.

West has 3-card spade support but with only 8 HCPs chooses to pass.



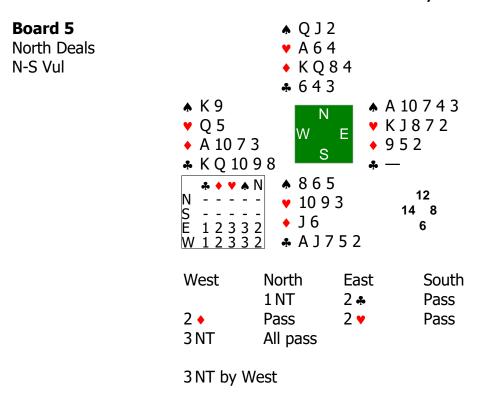


After a 1 NT (12-14) opening a Multi Landy 2 NT overcall shows 5:5 or 6:5 in the minors. Most hands with this distribution have opening values if the HCPs are reasonably well placed.

#### East passes.

South knows that there is a 9-card fit in diamonds and that partner has a maximum of three cards in the majors so bids the 5 ◆ game.

On this hand it is possible to make all 13 tricks with very careful declarer play, but it's not a biddable slam.

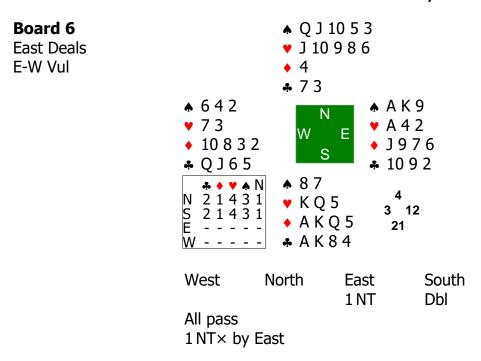


After a 1 NT (12-14) opening a Multi Landy 2 • overcall shows 5:4 or 5:5 in the majors. Most hands with this distribution have opening values if the HCPs are reasonably well placed.

South passes.

West has a good hand with no preference for either of the majors, but with good values in both minors it may be possible to make 3 NT.

A difficult hand to play for both declarer and defence!



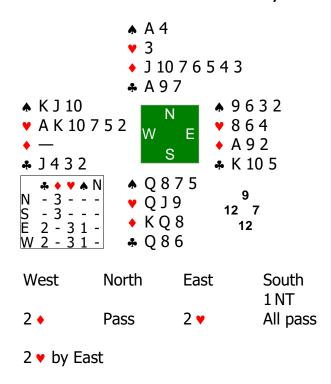
After a 1 NT (12-14) opening a Multi Landy Double overcall shows a balanced hand with 16+ hcps.

West cannot bid. (Unless they have a clever defence showing two four-card suits)

North may not have an agreed bid ask which is South's preferred major. As E/W are vulnerable it may be better to pass to gain some penalty points. However, a jump in either major will find a viable contract, but any part-score is not as good as taking N/S down 1 in 1 No Trump.

In 1 NT, if declarer holds off A♥ for two rounds, it is possible to make 6 tricks for a - 200 score.



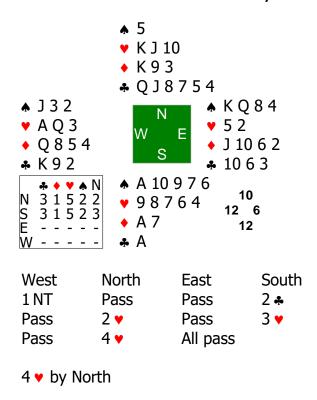


After South's opening 1 NT, West shows six+ in a major by overcalling 2 ◆.

East bids 2 ♥ because is it required by the method. It is for a pass or correct by partner.

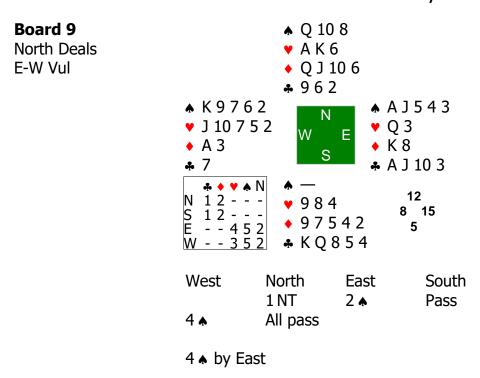
West passes 2 ♥ because it is his suit.





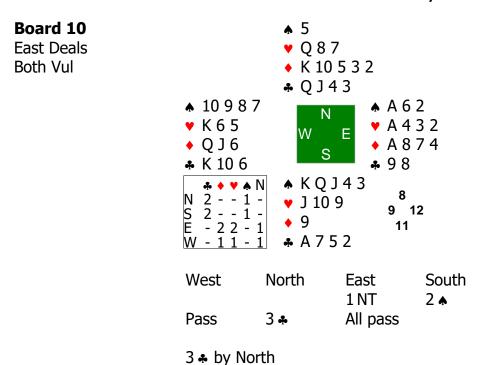
South uses a Landy 2 & bid in the protective (pass out) seat.

North/South find a great heart contract.



After a 1 NT (12-14) opening a Multi Landy  $2 \blacktriangle$  overcall shows 5:4 or 5:5 in spades and a minor. Most hands with this distribution have opening values if the HCPs are reasonably well placed.

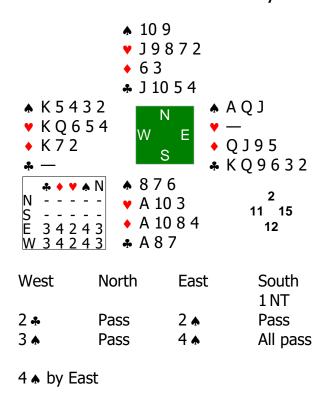
West has a strong hand with preference for spades and shows it with a jump to 4 .



South shows exactly five spades and four+ in a minor with the Multi-Landy overcall of  $2 \spadesuit$ .

North has two possible minors, and bids 3 \* for pass or correct.

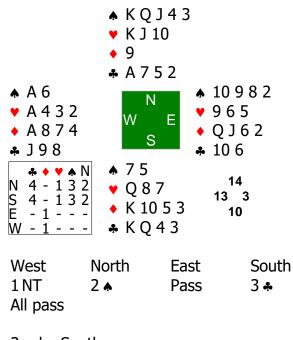




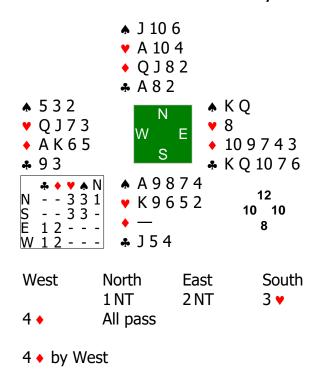
West's 2 & overcall shows both majors. It's only 11 HCPs, but they are well placed with a void and three protected Kings.

East cautiously prefers spades, and the pair should make their way to the game contract.

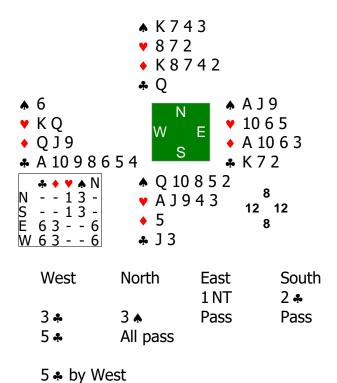
#### **Board 12** West Deals N-S Vul



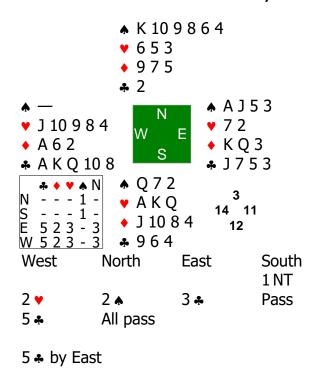
# **Board 13**North Deals Both Vul







#### **Board 15** South Deals N-S Vul



#### **Board 16** West Deals E-W Vul

