Recap of Interference after 2/1

* Opener’s double is for penalty (note: some advanced partnerships play double as takeout successfully)
* Opener’s pass is forcing (i.e. responder cannot pass out the overcall). This shows one of three hand types:
	+ Doubt about whether to defend/bid
	+ A strong slam try (intending to pull partner’s double)
	+ A hand w/ 9 tricks in NT that doesn’t feel very comfortable defending
* Responder will normally double after opener passes with balanced/misfitting hands
* Opener’s 2N rebid implies a strong, balanced hand (17-19 HCP).
* If opener bids anything directly, it shows offensive values

Interference after 1N Forcing

* When 1NF is overcalled, opener can distinguish between invitational + and competitive hands by using a 2N rebid artificially (BY AGREEMENT!!!)
	+ 2N shows a distributional hand with invitational or better values
		- Responder bids 3♣ on all hands that would not accept an invite
		- Other bids are natural and establish a game force
	+ Bidding a new suit directly is nonforcing, natural and competitive (note: this is true at the two and three level)
* Opener’s double is penalty (but may be played as takeout)
* If opener passes, responder is NOT obligated to bid
	+ Responder may choose to double or bid, similar to opener’s options
	+ Responder may bid 2N artificially (BY AGREEMENT!) to show both minors (strength isn’t further defined)
	+ Responder may cuebid to show an otherwise unbiddable maximum hand

Note: This is a modification of the Funny 2N convention (which reverses the meanings of direct bids v. 2N as described here). Either treatment is playable.