

Multi-Landy -- Problem

**Board 19**  
 South Deals  
 E-W Vul




♠ J  
 ♥ A Q J 10  
 ♦ A Q 10 7 5 2  
 ♣ 6 2

West	North	East	South
<i>Pete</i>		<i>Tim</i>	
			1 NT <sup>1</sup>
Pass	Pass	?	
	1. 15 to 17 HCP.		

Join my partner in a club matchpoint game. What is your system here? What would you do?

**Board 19**  
 South Deals  
 E-W Vul

Multi-Landy Solution

<p>♠ A Q 6 4          ♥ 9 6 4 2          ♦ J 8          ♣ 9 7 3</p>		<p>♠ 10 8 5 3          ♥ 8 3          ♦ 9 6 3          ♣ Q J 10 5</p>	<p>♠ J          ♥ A Q J 10          ♦ A Q 10 7 5 2          ♣ 6 2</p>
<p>♠ K 9 7 2          ♥ K 7 5          ♦ K 4          ♣ A K 8 4</p>			

West	North	East	South
<i>Pete</i>		<i>Tim</i>	
			1 NT <sup>1</sup>
Pass	Pass	Dbl <sup>2</sup>	Pass
2♥ <sup>3</sup>	All pass		

1. 15 to 17 HCP.
2. 5+ cards in a minor and exactly 4 cards in a major.
3. Pass or correct to 2♠.

2♥ by West  
 Lead: ♣ Q  
 Made 3 — EW +140

We play multi-Landy with a limited version of the Woolsey double: the double is penalty (if 1 NT could be as weak as 13 HCP) or as noted above (against a strong notrump). This is a fine addition to Cappelletti-based systems, where it's sensible to insist on at least a 5-card major to overcall a major suit.

This deal was a gimme for us, after the lead of the ♣ Q exposed where all the aces and kings were. Did you fare as well?

Multi-Landy consists of a combination of these four defenses:

**Landy:** 2♣ for majors (2♦ asks partner to pick).

**Multi:** 2♦ shows a 6-card major suit.

**Cappelletti:** 2♥ or 2♠ shows at least five cards in the bid major, and four in an unspecified minor.

**Woolsey Double:** A 6-card minor, a 5-card minor and a 4-card major, or a strong hand.

The combination of the first three is often called reverse Cappelletti. The multi part became legal in most ACBL games in 2015.

The full system has many parts employing approaches that may be inconsistent. For more information, see David Oakley's book, *Multi-Landy*, or mine (on this site), *EZ-Expert Bidding Tools*.