

Defense to Multi-2♦ Opening

Option One:

Double = Takeout of spades. Respond as you would to a double of a weak 2-bid, including lebensohl, if used.

2H = Takeout of hearts. Respond as to a double of a weak t-bid, including Lebensohl, if used. Pass, then double = Light takeout.

2S, 3H = Natural. A response in other major is a cuebid, jumps natural.

2N = 16-18. Respond as to a 2NT opening.

3m = Natural

3S = Strong and natural, 4H is a cuebid.

4m = 5+/5+ in the suit bid and a major. 4D over 4C asks for the major; 4H over 4D = pass if hearts or correct to spades.

The following doubles are for Takeout:

2D - P - 2M - Double Responses same as after weak 2-bid

2D - P - 2M - P - P - Double Lebensohl applies if used.

2D - P - 2H - P - 2S - Double

After 2D - P - 2M:

Double = takeout

4m = 5+/5+ in that minor and a major.

4D asks for major;

4M asks 'pass or correct'.

2N = 15-18. Respond as to 2N opening.

3M or 4M = Natural

After 2D - P - 2H - Double - 2S:

Double = Penalty opposite takeout of hearts.

3H = Natural assuming double is short in hearts.

After 2D - P - 2H - P - 2S - P - P -

Double = takeout of spades

After 2D - P - P same as weak 2-bid in Diamonds

Option 2:

Double = 13-15 balanced or any strong hand but note - with a takeout double of a major, pass planning to double on the next round; with a strong hand, double directly since 2D may be passed. [*Note: The opponents*]

you are playing today (Brian and Brandon) can't pass 2D. --Brian]

2M = Natural. Response in other major is cuebid, jump is natural.

2N = 16-18. Respond as to a 2NT opening bid.

3 of a minor = Natural.

3M = Strong (other major is a cuebid).

4 of a minor = 5+-5+ in suit bid and a major. (4/4 asks; 4/4=pass or correct).

AFTER: 2D - Pass - 2M/3M/4M:

Double = Takeout

All bids are natural - Even 2D - Pass - 2S - 3S is natural.

2D - Pass - 2M - Pass - Pass: Double = Takeout 2D - Double - 2M - Pass - Pass: Double = 18+

2D - Pass - 2H - Pass - 2S: Double = Takeout Responses to all these doubles are the same as after a double of a weak 2-bid. Lebensohl applies if you normally play it after (2M) - Double - Pass.

After: 2D - Pass - 2M:

4 of a minor = 5+-5+ that minor + a major.

2 NT = 15-18 (respond as to a 2NT opening)

3M or 4M = Natural

After: 2D - Pass - 2H - Double - 2S:

Double = Penalty opposite takeout of hearts

3H = Natural, assuming that doubler is short in hearts

After: 2D - Pass - 2H - Pass - 2S - Pass - Pass:

Double = Takeout of spades

After: 2D - Double - 2 of a major which is pass or correct:

Double = Balanced, at least invitational values; if game force stopper only in bid major. Does not deny a 4-card major.

2S = Natural. 2NT = Forces 3C; signoff or game force with a minor.

3C = Stayman, game-forcing, continuations as after 2NT-3

3D or 3H = Transfers, at least invitational values.

3S = Both minors, game forcing.

3NT = 11-15 HCP, stopper in both majors.

4 of a minor = Strong invitation.

4M = Natural.

4NT = Blackwood.

After: 2D - Double - 2M - 2NT - Pass - 3C - Pass:

3H = clubs, game-forcing

3S = diamonds, game-forcing

3NT = balanced with stopper only in major not bid

AFTER: 2D - Double - Pass or Redouble (showing or tending to show diamonds):

2M = To play

2NT = Clubs (forces 3C with 13-15, then 3D = forcing club 1-suiter, others natural)

3C = Stayman, game-forcing, continuations as after 2NT - 3C. 3D or 3H = Transfers, at least invitational values.

3S = Game forcing, no diamond stopper.

3NT = 11-15 HCP, stoppers in both majors 4 of a minor = Strong invitation.

4M = Natural.

4NT = Blackwood.

After: 2D - Double - 3X:

Double = Penalty.

Suit = One round force.

4X = Cuebid After: 2D - Pass - Pass: As over a weak 2D.