Defense to MULTI 2♦ Opening

Rating: 2 boards per segment/round

Revised 7/10/02

Note: Players must have both options available for their opponents.

Option One

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

2♥ = Takeout of hearts. Respond as to a double of a weak 2-bid, including Lebensohl, if used.

Pass, then double = Light takeout of suit DBL’d.

2♠, 3♥ = NAT. A response in other major is a cuebid, jumps natural.

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

3m = Natural

3 ♠ = Strong and natural, 4♥ response is a cuebid.

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

The following doubles are for Takeout

2♦ - P - 2M – Double. Responses same as after weak 2-bid
2 ♦ - P - 2M - P - P - Double Lebensohl applies if used.

2♦ - P - 2♥ - P - 2♠ - Double

After 2♦ - P - 2M

Double = takeout


3M or 4M = Natural

4m = 5+/5+ in that minor and a major. 4 ♦ over 4♠ asks for the major; 4♥ over ♦ = pass if hearts or correct to spades

After 2♦ - P - 2♥ - DBL - ♠

Double = Penalty opposite takeout of hearts.

3♥ = Natural assuming doubler is short in hearts.

3♠ = Cue bid asking for spade stopper.

After 2♦ - P - 2♥ - P - 2♠ - P - P -

Double = takeout of spades (same responses as 2♠ -P-P-DBL)

After 2♦ - P - P same as after a weak 2-bid in Diamonds
Option Two

Immediately over 2♦:

DBL = 13-15 BAL or any strong hand
Note: with a T/O DBL of a major, Pass planning to DBL on the next round; with a strong hand, DBL directly since 2♦ may be passed.

2M = NAT. Response in other major is cuebid, jump other M is NAT.
2N = 16-18. Respond as to a 2NT opening bid.
3 of a minor = NAT.
3M = Strong (other major is a cuebid).
4 of a minor = 5+ - 5+ in suit bid and a major. 4 (♦ /4 ♣ asks; 4♥ /♦ = pass or correct). Note, added suits

(2♦ ) P (2M/3M/4M):
DBL = T/O
All bids are NAT - Even 3M, 4M

(2♦ ) Pass (2M) Pass
(Pass) DBL
T/O of bid Major

(2♦ ) DBL (2M) Pass
(Pass) DBL
18+

(2♦ ) Pass (2♥ ) Pass
(2♠ ) DBL
T/O of Spades

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) - DBL – (Pass).

(2D) Pass (2M) ?
4 of a minor = 5+ - 5+ that minor + a major. (4♦ over 4♣ asks for Major; 4♥ over 4♦ = P/ Correct)
2 NT =15-18 (respond as to 2N opening)
3M or 4M = NAT

(2♦ ) Pass (2♥ ) DBL
(2♠ ) ?
DBL = Penalty opposite T/O of hearts
3 = NAT, assuming that doubler is short in hearts
3♦ = Cue bid, asking for stopper

(2♦ ) Pass 2♥ Pass
(2♠ ) Pass (Pass)?
DBL = T/O of spades (respond as to opening 2♠ -P-P-DBL)

(2♣ ) DBL (2M)?
(where 2M is P/C)
DBL = BAL, at least INV values; if FG stopper only in bid major. Does not deny a 4-card major.
2♠ = NAT.
2NT → 3♣; signoff or FG w/ minor.
3♣ = Stayman, FG, continuations as after 2NT-3♣
3♦ or 3♥ = Transfers, at least INV
3♠ = Both minors, FG.
3NT = 11-15 HCP, stopper in both majors.
4 of a minor = Strong invitation.
4M = NAT.
4NT = Blackwood.

(2♦ ) DBL (2M) 2NT
(P)
3♣ = 13-15 BAL
3♦ ,♥ ,♣ = 18+, NAT, FG
3NT = 18-23, NAT

(2♦ ) DBL (2M) 2NT
(P) 3♣ (P) ?:
3♦ = to play
3♥ = clubs, game-forcing
3♠ = diamonds, game-forcing
3NT = BAL with stopper only in major opponent did not bid

(2♦ ) DBL (Pass or RDBL)?
(where P/RDBL shows or tends to show diamonds):
2M = To play
2NT = Clubs (forces 3 ♣ with 13-15, then 3♦ = forcing club 1-suiter, others NAT, with clubs)
3♣ = Stayman, game-forcing, continuations as after 2NT - 3♣.
3♦ or 3♥ = Transfers, at least INV.
3♠ = Game forcing ART, FG, no ♦ stopper.
3NT = 11-15, stoppers in both majors NAT
4 of a minor = Strong invitation.
4M = NAT.
4NT = Blackwood.
(2♦) DBL (3X)?
DBL = PEN.
Suit = One round force.
4X = Cuebid

(2♦) Pass (Pass)?
Bid as over a weak 2D.