

CNTC-A Team #15 Cannell

Pair = Daniel Lavee – Drew Cannell

Multi Two Diamonds

2D opener = 5-9 HCP, and a weak two-bid in EITHER major

2H opener = 10-13 HCP, 6-card heart-suit

2S opener = 10-13 HCP, 6-card spade-suit

Suggested Defense vs 2D opener – ACBL Pamphlet Simple Defense (see ACBL approved defense)

Double = Takeout of spades. Respond as you would vs weak two-bid ... Lebensohl, etc.

2H = Takeout of hearts. Respond as you would vs weak two-bid ... Lebensohl, etc.

Pass, then double = light takeout.

2S/3H = Natural overcalls. Response in other major = cue-bid for partner.

3C/3D = Natural overcalls.

2NT = 15-18 HCP. Respond as if opening 2NT bid.

3S = Strong jump overcall. 4H response = cue-bid in support of partner.

3NT = To Play.

4C/4D = Leaping Michaels. Suit bid plus a major (5-5+). 4D response after 4C asks major, and 4H response after 4D = pass-or-correct.

4H/4S = To Play.

4NT = Both Minors.

Following doubles are takeout:

1) 2D – Pass – 2M – Dble

2) 2D – Pass – 2M – Pass

Pass – Dble

3) 2D – Pass – 2H – Pass

2S – Dble

Responses to these doubles are as vs weak two-bids ... Lebensohl, etc.

After 2D – Pass – 2M:

Double = takeout

4-of-a-minor = Leaping Michaels – responses as above.

2NT = 15-18 HCP. Respond as if opened 2NT.

Three or Four-of-a-major = Natural.

After 2D – Pass – 2H – Dble

2S - ?

Double = Penalty opposite a takeout double of hearts by partner.

3H = Natural, opposite a takeout double of hearts by partner.

After 2D – Pass – 2H – Pass

2S – Pass – Pass - ?

Double = Takeout of spades.

After 2D – Pass – Pass - ?

Defend as if weak 2D opener.

Defense to 1NT Openings – 2012 CNTC – Lavee-Cannell

Versus Weak 1nt:

DBL = Cards

2 $\heartsuit$ = Clubs or any weak hand, 2x = 5+x weak

if they run: 1st DBL = t/o (other DBLs = Pen.)

Pass = forcing up to and including 2 $\heartsuit$

2 $\heartsuit$ = both majors

2 $\heartsuit$ = 6+M (either major)

2M = 5M and 4+m

Versus Strong 1nt:

2C = 4+ clubs and some 5-card major

Partner may advance with 2H = pass-or-correct to play the major.

2D = 4+ diamonds and some 5-card major

Partner may advance with 2H = pass-or-correct to play the major.

2H = Exactly four hearts, and a longer minor

Partner may advance with 2NT to find the minor.

2S = Exactly four spades, and a longer minor

Partner may advance with 2NT to find the minor.

2NT = Both minors

3X = Preemptive single-suiter

Double = Shows some single suiter, or BOTH majors

Partner advances with 2C to ask which – then the doubler bids as follows :

2D = both majors

2H = hearts

2S = spades

Pass = clubs

3D = diamonds

If partner advances with 2NT – this shows a very good hand, and the doubler bids 3C = clubs / 3D = majors / 3H = hearts / 3S = spades / 3NT = diamonds. If partner bids something other than 2C to ask the hand-type – has a very good long suit of his own.