

Defense to MULTI 2♦ Opening

Rating: 6 boards per segment/round

Revised 7/27/08

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

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

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)

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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)

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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,

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others NAT, with clubs)

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

3♦ or 3♥ = Transfers, at least INV .

3♠ = Game forcingART, FG, no ♦ stopper.

3NT = 11-15, stoppers in both majorsNAT

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.

Versus 2♥ opening which is weak with both majors

Rating:

2 boards per segment/round (5-5)

6 boards per segment/round (5-4)

Double = Takeout for the minors. 2♠ = Natural. 3♥ response is a cuebid. 2NT = 15-18 balanced (respond as to a 2NT opening). 3 suit = Natural. 3 of a major response is a cuebid.

After: 2♥ - Pass - Pass and 2♥ - Pass - 2♣
the same structure except that 2♥ - Pass - 2♠ - 3♠ is a strong minor 1-suiter looking for a spade stopper for notrump.

AFTER: 2♥ - Pass - 2NT:

Double = Good hand.

Overcall = Natural.

After: 2♥ - Pass - 3X:

Double = Takeout of suit bid

Others = Natural.

AFTER: 2♥ - Double - Pass:

2♠ = Cuebid promising invitational or better values.

2NT = Natural and invitational.

3 of a minor = To play.

3♠ = Natural and invitational

After: 2♥ - Double - 2♠, 3♥ or 3♠:

Double = Responsive

Minors = Natural and constructive.

Other major = Natural and constructive.

NT = Natural and constructive.

After: 2♥ - Pass - 2♠ - Pass - Pass:

Double = Light 3-suited takeout.

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2NT = Light hand with both minors.

Versus 2♠ opening which is a preempt in a minor

Rating: 6 boards per segment/round

Double = 13-15 or good 18+ balanced or unbalanced.

Note: No direct bid for a 3-suiter exists, usually you pass and make a takeout double later. However, with an 18+ 3-suiter you may double directly to guard against a pass of 2♠

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

3♣ = Majors (3♦ asks for 5-card suit, bid singleton with 5-5 and extras).

3♦ = Hearts. Bid 3♥ if you would pass a 3♥ overcall; 4♣ = cuebid.

3♥ = Spades. Bid 3♠ if you would pass 3♠ overcall; 4♣ = cuebid.

3♠ = Shaped hand with minor. Responses:

3NT = To play.

4♣ = To play 4♣ or 4♦.

4♦ = Asks for minor.

Responses: 4♥ = clubs. - 4♠ = diamonds.

3NT = To play with minor (6-3-2-2 or 7-2-2-2).

After 2♠ - Double - (Pass=spades): Bid as after a takeout double of a weak 2♠.

After 2♠ - Double - 3X:

Pass = Non-forcing on a 13-15 HCP doubler.

Double = Responsive.

Suit = Natural and invitational.

4X = Cuebid.

After 2♠ - Double - bid - Pass - Pass: or

After 2♠ - Double - Pass - Pass - bid:

Double = 18+

Suit = Natural, 18+.

Cuebid = 3-suiter, short in their suit, 18+.

After:

2♠ - Pass: Later doubles by second hand are takeout of suit doubled, 11-17.

2♠ - Pass - Pass: All bids are the same as in immediate position except that point count is a bit lower. Similar continuations apply.

2♠ - Pass - 2NT: Bid as to a 2NT which shows a minor preempt.

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2♠ - Pass - natural suit: Bid as to an opening 3-bid.

2♣ - Pass - 3 or 4 of minor which is pass or correct: Double is takeout, suits natural.

Versus transfer preempts (whether 1 or 2 under the suit bid)

Rating: 2 boards per segment/round

Note: Direct bids are sound. Delayed bids are lighter.

After a 2-level transfer preempt:

Double = 13-15 balanced or strong.

2NT = 16-18, Respond as after a 2NT overcall of a weak 2-bid.

Cuebid = Takeout of suit shown.

3NT = Tricks.

Others = As over an opening preempt in suit shown.

AFTER:

2X - Double - bid: Double = Responsive.

2X - Pass - 2 or 3 of suit: As over an opening preempt.

2X - Pass - 2 or 3 of suit - Pass - Pass: Double = Penalty

After a 3- or 4-level transfer preempt:

Double = 14 +.

Cuebid = Takeout of suit shown.

3NT = Tricks.

Others = As over an opening preempt in suit shown.

AFTER:

3X - Double - bid: Double = Responsive.

3X - Pass - 3 or 4 of suit: As over an opening preempt.

3X - Pass - 3 or 4 of suit - Pass - Pass: Double = Penalty.