

Multi 2D

Defense: See ACBL approved defense for Multi-2D.

2H or 2S - 2 Suited Opening Bids

A 2S opening bid shows spades and hearts or diamonds or clubs. A 2H opening bid shows hearts and a minor.

General Rules For 2 Suited Opening Bids

Strength 5-10 HCP singleton K's and doubleton Q's or J's are not counted. NV vs. VUL in 3rd position may be light.

Shape 5,5 minimum with the following exceptions.
In 3rd seat at equal or favorable vulnerability, opener may have 5,4, 3,1 shape with 5 in known suit.

Note* **you cannot be both light and off shape.**

2 HEART OPENING BID

2H 5+ in suit and another lower 5+ card suit, less than an opening bid. (5-10 HCP) occasionally light.

2H P ?

2S,3C&3D	Natural and not Forcing.
2NT	Asks for the other suit.
3H	Natural and pre-emptive not invitational
3S	Natural and invitational.
3N	Any game bid is to play.

Defense to 2H opening

Immediate seat - treat as a weak 2 in hearts and use your normal system.

2H P 2NT ?	2NT asks for 2 nd suit
X	Strong balanced 16+
3C/D	Natural constructive
3H	Strong 2 Suiter
3S	Natural and constructive
4C/D	Natural Raise or Pass
Game Bid	To Play
Pass followed by a double of the minor is for penalty.	
Pass followed by 3H over the second suit is for takeout.	

2H P 2S/3C/3D ?	These bids are single suited, not forcing and show shortness in hearts.
X	Penalty
Suit bid	Natural
3H	Takeout other 2 suits
Cue	Strong takeout other 2 suits.

2H P 3H ?	3H is Preemptive not invitational
X	3 Suited Takeout
3S,4C/D	Natural
Game Bid	To play
4H	Spades and a minor
4NT	Both minors

2 SPADE OPENING BID

**2S 5+ S's and another 5+card suit(could be hearts), less than
 an opening bid. (5-10 HCP) occasionally lighter.**

2S P ?

2NT	Asks for other suit
3C/D/H	Natural and <i>not</i> forcing
3S	Preemptive
3N	Any game bid is to play.

Defense to 2S opening

**Immediate seat treat as a weak 2 in spades and use your
normal system.**

2S P 2NT ? 2NT asks for 2nd suit

X	Strong balanced 16+
3C/D/H	Natural Constructive
3S	Strong 2 Suiter
4C/D	Natural raise or pass
Game Bid	To Play

Pass followed by a double of the second suit is penalty.

Pass followed by 3S over the new suit is takeout.

2S P 3C/D/H ? Single suited N.F. short in spades

X	penalty
Suit bid	Natural constructive
3S	Takeout other 2 suits
Game Bid	to play

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pair : Bob Todd – Doug Fisher

2NT OPENING BID

General Rules For 2NT Opening Bids

Strength 5-10 HCP singleton K's and doubleton Q's or J's are not counted. NV vs. VUL in 3rd position may be light.

Shape 5,5 minimum with the following exceptions.
2NT in 3rd seat at favorable vulnerability may have
1,3,5,4 shape with 5,4 either way in the minors.

2NT opening 5+ 5+ in minors 5-10 HCP

2NT P ?

3C/D	Longer minor usually 3 or less
3H	GF with a fit in Clubs, strength ask.
3S	GF with a fit in Diamonds, strength ask.
Game Bids	To play
4/5/6/7C/D	Fit usually pre-emptive

Defense to a 2NT Opening Bid

Defense Immediate seat

X	strong NT 16+ balanced
3C	Both majors unequal length. Bid of Major by responder shows that major, 3D asks for long major Optional: 3C = stronger TO, 3D asks for longer major, 4D is equal.
3D	Both Majors equal length Note if 3C/D bidder raises to game it is stronger than bidding 4C/D to start. Optional: 3D = normal min TO. 4D by responder shows equal support.
3H/S	Natural

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3NT	To play
4C	Both majors unequal length more shape. 4D requests long major
4D	Both majors equal length more shape.
Game Bids	to play
2NT P 3C ?	
X	Strong Balanced hand 16+
3D	Takeout to majors if followed by bid of game its stronger than immediate 4C/D
3H/S	Natural
4C	Majors unequal length.
4D	Majors equal length
2NT P 3D ?	Same as over 3C except no 3D bid
2N P 3H/S ?	Artificial
X	Penalty of suit bid (H or S)
4C	Majors unequal length
4D	Majors equal length
Game bids	to play