

TEAM # 23: HANNA TEAM
HANNA – LEBI
PRE-ALERTS

❖ **MULTI 2♦ Opening (1st, 2nd or 3rd seat):**

Description: Weak two in ♥ or ♠

Suggested Defence: web2.acbl.org/defensedatabase/3b.htm

❖ **Transfer Responses to our Natural 1♣ Opening:**

1♦	4 ⁺ ♥
1♥	4 ⁺ ♠
1♠	4 ⁺ ♦ or 3-3-3-4 - Up to 11 HCP
1NT	(2-3)-4-4 - 15 ⁺ -17 HCP

Team #23: Captain = Nader Hanna

Pair = George Mittelman – 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 –see ACBL approved defence

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.

TEAM #23 - HANNA
PAIR - Arno Hobart & Martin Kirr

SYSTEM OVERVIEW

1C = Good Club 1-suiter (14+hcp)
or 18+HCP Balanced
or 17+ Unbalanced

-Response of 1D/1H/1S/1NT=ART

1D = Canape from Diamonds (11-16 hcp)
or Good Diam 1-suiter (14-16 hcp), may have 4 clubs
or 12-14 hcp Balanced
or 3-suited hand, 12-16 hcp, any 4-4-4-1 or 5-4-4-0 with both majors
-Response of 1H=ART, could be FNT or hand with hearts

1H/1S are either good 1-suiters(14-16hcp) or 4+ with a longer suit (canape)
-1S after 1H and 1NT after 1S =FNT,
- 2NT/3C = GF/Limit raise of major, 2/1 is GF (2C=ART),

1N =15-17 hcp

2C = Club 1-suiter (10-13) or 5+Major & 4+Clubs (11-16)
-2D asks which

2D/2H/2S = Usually 6+card suits (10-13hcp) and may have 4 clubs
-after 2D, 2N and 3C are relay/limit+raise
-after 2H, 2S=relay for shape, 2N=forcing raise
-after 2S, 2N=relay for shape, 3N=forcing raise

PRE-ALERTS

2N = 10-13 hcp, at least 5-5 in Hearts and Clubs
-3D response asks for range, new major forcing

3C = 10-13 hcp, at least 5-5 in Spades and Clubs
-3D response asks for range, new major forcing
Suggested defense - Double with good hand, 2 suits are known,
Q-bid for two-suited takeout (better/worse)

3D = Good major pre-empt
-4C asks for transfer, 4D for singleton

3N = Solid Major pre-empt
-4C asks for transfer, 4D for singleton

Suggested Defense - Initial double shows good hand or that suit over responder's 4c/4d
Pass and then double for pure takeout