

CWTC Captain: Francine Cimon TEAM #32
Pair : Isabelle Smith and Sondra Blank

PRE-ALERT: over 1 club opening by opponent, we play transfer overcalls

1D: shows a H overcall

1H: shows a S overcall

1S: is Michaels (both Majors)

2D: Natural and intermediate

Defense to transfer overcalls of 1♣ Opening bid

1C – 1D- transfer to hearts

X: shows diamonds, less than a 2 D bid

1H: Natural

1S: 4+ spades

1NT: natural 8-11 with H stopper

2m: Natural; forcing for 1 round

2H: limit raise or better in clubs

1C- 1H- transfer to spades

X: shows hearts, less than a 2H bid

1S: shows spades

1NT: natural 8-11 with S stopper

2m: natural; forcing for 1 round

2H: natural; forcing for 1 round

2S: limit raise or better in clubs

1C-1S showing both majors

X: general values

1NT: Natural 8-11 with both majors stopped

2m: Natural; forcing for 1 round

2M: stopper showing

PRE-ALERT: 2D is a weak 2 in either Major

Defense to MULTI 2♦ Opening

Rating: 6 boards per segment/round

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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)

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.