

# 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.*

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### 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

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## 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<sup>+</sup>-5<sup>+</sup> 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<sup>+</sup>

(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<sup>+</sup>-5<sup>+</sup> 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 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.