

Defense against special openings

Multi 2D (Weak 2 in a major or strong hand) OR

Wilkosz 2D (5+5+ with at least one major suit) OR

Flannery 2D (45xx) OR Precision 2D (4414/4405) OR

Ekren 2D (4+4+ in majors)

- 2nd seat
 - DBL: An opening bid in one of the majors (good 4+ suit) OR 18+HCP
 - 2H: 15-19 balanced with values in both majors. Natural suites (no transfers, no Stayman).
 - 2S/NT: Transfer to clubs/diamonds. Acceptance of transfer is weakest bid by partner.
 - 3C/D: 6+ suit, competitive
 - 3H/S: Asking for a stopper
 - 3NT: to play

- 4th seat if partner (in 2nd seat) Passed
 - DBL of 2/3/4H: Takeout. If opponent passes, partner's 2NT is Lebensohl (with weak hand)
 - DBL of 2S: 4+ suit
 - NT: Strong, balanced. All bids by partner are transfers.
 - Other: Natural

- 2D-DBL-Pass
 - Pass: Business. Frequently used even with relatively poor diamond holdings.
 - New suit: Natural, non-forcing
 - 2NT: Invitation, stopper
 - 3D: Strong, short in diamonds

- 4th seat if partner (in 2nd seat) DBLed and 3rd seat did NOT pass
 - DBL: 4+ suit
 - New suit: Natural, forcing
 - 2NT: Lebensohl

- 6th & 8th seat
 - DBL: Takeout, usually balanced without a stopper in one of the majors
 - 2NT: Takeout with both minors
 - Other: Natural

Weak 2 OR

Dutch 2H/S (5+4+ in hearts/spades and a minor suit)

- DBL: Takeout. If opponent passes:
 - 2NT (Lebensohl): Relay to 3C usually with a weak hand
 - New suit: Natural, 8+ HCP
 - Cue-bid: No stopper, 4 cards in other major
 - 3NT: No stopper, 3 or fewer cards in other major
- Suit: Natural
- 2NT: Strong, balanced. All bids by responder are transfers.
- Cue-bid: Asking for stopper. Same developments as after 1H/S-3H/S cue-bid
- Jump cue-bid: 5+5+ in minors, control in the opening suit
- 4NT: 5+5+ in minors, no control in the opening suit
- 4C/D: 5+ clubs/diamonds and 5+ in the other major

2NT with both minors

- DBL: 15+ HCP, balanced or semi-balanced
- 3C: Hearts
- 3D: Spades
- 3H/S: Competitive
- 3NT: Strong balanced

Flannery 2H (45xx) OR

Ekren 2C/D/H/S (4+4+ in the opening suit and another suit)

- DBL: Optional
- Suit: Natural
- 2NT: Strong NT, follow all transfers
- Lower (if known) cue-bid: Natural – to play
- Higher (or only) cue-bid: Game Forcing