

2C: Strong Multi

- ❑ 2D: The usual bid
 - 2H/S: 5+ suit, 18-22 HCP
 - 2NT: 20-21 HCP, balanced (see 2NT opening for the developments)
 - 3C/D: 6+ suit, 18-22 HCP
 - 3H/S: 7+ suit, 15-17 HCP, 8 or 8.5 tricks
 - 3NT: To play. Usually with 9 tricks in hand.
 - 4C/D: Short suit with 5+5+ in the majors
 - 4H/S: 8+ suit, 8.5 or 9 tricks
- ❑ 2H/S: 5+ suit in a yarborough
- ❑ 2NT: 10-11 HCP, balanced, stoppers or semi-stoppers in all suits
- ❑ 3C/D/H/S: HHxxxx or better suit and nothing else
- ❑ 4C/D/H/S: AKQJxxx or better suit and nothing else

Responses after opponent's DBL

- ❑ 2D/H/S: 5+ suit in a yarborough
- ❑ Pass: Weak, no other 5+ suit
- ❑ RDBL: Enough to play a game
- ❑ Others: Unchanged

Responses after opponent's overcall

- ❑ Pass: Weak
- ❑ DBL: Some strength
- ❑ Others: Unchanged (i.e. 2H/S is weak)