

## 2D Multi and the Preempts

These are independent from the rest of the system, so may be replaced in part or entirely by a style of your choice. But here there are as in the notes.

### 1. 2D OPENING

#### Req's:

- weak two in a major

#### Responses:

**pass** = misfit or tactical  
**XM** = pass/correct except 4S  
**2N** = feature ask  
**3m** = F  
**3N** = to play  
**4C** asks to be *transferred* into major  
**4D** asks for major  
**4N** Roman BW  
**5m** = to play.

#### Continuations:

##### 2D

##### 2H

pass = hearts or tactical  
2S = spades (2N = feature ask, 3m = nat forc, 3H = nat invit misfit)

##### 2S

pass = spades or tactical  
2N = hearts with spade stop  
3C/D = hearts with C/(D or MIN) feature (3S = nat invit)

##### 2N

3C MIN or C feature  
3D relay  
3H = H, min (3S nat F)  
3S = S, min (4H NF)  
3N = C feature, bal (4C retransfer, 4D bid suit, 4M to play)  
4D/H = hearts/spades, C feature (4M to play)  
3H pass/correct  
3S pass/correct  
3N = H, bal, c.o.g and declarers  
4C = choice of declarers  
4D retransfer  
3N/4C/D/M = c.o.g./retransfer/bid/ to play  
3D D feature (same as over 3C)  
3M feature with other major (3S to play, 3N c.o.g, 4m slam try, 4M to play)  
3N bal max SS+ suit (4C retrans, 4D bid, 4M to play)  
4C any spl, MAX with 7-card M (4D bid, 4M p/c)  
4D/H transfer to 7222 (4S to play)

##### 3C

3D/H/S/N = Hmin/Smin/Hmax/Smax, no raise  
4C = raise (4D bid, 4M p/c)  
4D = d spl, C raise (4M p/c)  
4M = spl, C raise, other major

### 3D

3M = nat no fit, min  
3N max (4C retrans, 4D bid. 4M p/c)  
4C = c spl, d raise (4D bid. 4M p/c)  
4D = d raise (4M p/c)  
4M = spl, d raise, other major

#### Slam Tries:

2D-4N BW

any retransfer 4C, then 4NT = RKC

any retransfer 4C, then 5C = general slam try

## COMPETITION

### 2D

#### (X)

pass suggests playing 2D-X, XX suggests C lead, 2H+ same as before

#### (2M)

2N/3m = F (NS with avg+ hand, rebid suit with min)

X = pens

#### (3m) (X = pens, om = F maybe lead direct, 3M = p/c)

If 3/4m overall over 2D-2S, must bid with hearts. Pass = spades, over clubs X shows hearts but can stand penalty pass, 3D is retransfer can't stand penalty pass. Over diamonds, just X to retransfer.

## 2. TRANSFER PREEMPTS

Transfer preempts, along with NAMYATS.

#### 2N = club preempt

3C = nf

3D = artificial invite with a major

3M = GF

4C = pree

4D = Artificial Slam Try (AST)

4M = to play

#### 3C = diamond preempt

3D nf

3M F

4C AST

4D pree

4M to play

#### 3D = heart preempt

3H = to play [pass except if solid suit bid 3S]

3S+ = nat

#### 3H = spade preempt

3S to play [3N solid s]

3NT+ nat [opener may retransfer into spades]

#### in comp,

over X, pass suggests playing there (2NT = diamonds), XX asks for club lead (2NT = diamonds)

[book: 3X nat, 2NT 14-16 6c-322 good clubs]

## Responses to transfer preempts

NS below game = F1

4C AST with fit (artif slam try), then NS = 2<sup>nd</sup> rd ctrl, 4N = outside ace, retransfer into M = min  
4S after 3H shows HQ (after 3D/H 5 same suit = good trump retrans,  
5M = void underneath)

4C AST over 3C, then 4D = min, 5D = good trumps

4D AST over 2NT, same as above but 5D/H/S = voids

(4NT is RKC after any AST.)

4N = Trump-Asking bid (see end)

### 2N-3D (ART)

3H = non-accept of a hearts invite hand (3S invit with spades, 3N c.o.g in c or NT)

3S = accepts heart invite, declines spade invite (3N c.o.g. NT or clubs)

3N = accepts either major

AFTER ANY OF THE ABOVE:

4C = invit, 4D = nat F

### 2N-3M (GF)

3S = no support

3N = AVG+ pree, no support

4C = dung pile, no support

4lower = monster raise, Q

4raise = weaker raise

### 3C-3M

3N = no support, 4C = no support retransfer, 4D = monster raise, 4H = Q/supp for S/H

### 3D-3S

3N = AVG+ pree, no support 4D = retrans (4N= RB), 4C/H/S = c.o.g./monster/raise (4N RKC)

In competition,

takeout X - McCabe (XX = lead low unshown suit, NS may be lead direct)

## TRUMP-ASKING BIDS (TAB)

Any 4N *directly* over a 2N/3C/3D/3H opening or 4M bid:

Responses are -

5C = 2 losers vs doubleton (5D asks if one loser vs. singleton honor)

5D = 2 losers vs singleton

5H = 2 losers vs void

5S = one loser missing ace or king

5NT = one loser with AK (6C asks 7 with extra length)

6C = no losers vs doub

6D = no losers vs sing

6H = no losers vs void

6S = no losers vs void, and extras (if safe)

Otherwise, any new suit after TAB asks extra values to bid higher.

## SUIT ASKING BIDS (SA)

These ask for degree of control of a suit when searching for slam.

2N/3C/3D/3H- 5new

4m- (4S or) 5 new

5m- (6C or) 5 new

**Responses:**

Step (1) = 0 ctrl, (2) = sing, (3) = ace, (4+) = void with cue  
cheapest NT (interrupting other steps) = Kx  
Opener can always lie with an exceptionally weak hand.

### **3. 3S+ (NAMYATS)**

**3S** = solid minor (over X, pass asks to bid suit, XX = GF but asks for suit or pen X)

3N = to play

4C = p/c (maybe slammish if D)

4D = p/c maybe slammish if C (4M = sing, 4N = retrans)

4M = to play

**3NT** = 4 minor preempt (over X, pass asks suit, XX is game try)

4m = p/c maybe slam if superfit (later 4M = c.o.g.)

4M = to play

4N = undefined slam try emphasizing suit quality

5m = p/c

**4C** = good 4H (4+K, splinter) (over X, XX = sets F with mild fit, P = weak or trap, 4D suggests 5H)

4D = slam try

4H = signoff

4S/5m = support asking

4NT = RKC

**4D** = good 4S opening

as over 4H

**4M** = average or worse 4M opening, no slam (in comp, new suit maybe lead direct, XX sets force)

NS = support ask

4N = TAB

5M quant

**4NT** = 6-6 or better in minors, 9-12 NV, 11-14 V usually

m = NF

5M = ace and key minor card

5N = both aces and key minor card

**5m** = wide range

NSS = support ask for 7

5N = asks solid trumps for 7

**5M** = Asks raise with A, K, or Q

6M = K or Q

5N = ace (6C asks for extra length)

7 = 2/3 top honors