

Dutch doubleton

Main features:

- 1♣ forcing for one round, at least doubleton
- 1♦ at least fourcard; might be 4-4 ♣/♦
- 1♥/1♠ at least fivecard

After 1♣

- 1♦
 - a) 0-7 HCP, not suitable for any other bid.
 - b) 7+ HCP, 4+ ♦ (Walsh-principles)
- 1♥/♠
At least fourcard. Could have longer diamonds.
- 1NT
8-10 HCP. No fourcard major, balanced.

After 1♣-1♦

- 1♥/♠
Usually at least fourcard, but might be 12-14 balanced with only threecard. 1♠ can only be a threecard with a 3=2=3=5 shape. Responder can bid two in the other major as 'fourth suit' (gameforcing). This is the only forcing bid. NB responder may pass 1♥/♠.
- 1NT
18-20 HCP and balanced.
- 2♣
Natural. If responder bids two in a major, he is gameforcing (Walsh-principles).
- 2♦/♥/♠
Good hand (at least reverse) with 5♣ and a fourcard in the suit bid. 2♥/♠ are stronger than 2♦, because opener could have bid 1♥/♠.
- 2NT
Good hand with long clubs (stronger than 3♣-rebid).
- 3♣
Good hand. Not forcing.