

Chameleon Two-Bids in Jack

There are many different versions of Many-Way Two-Bids. Jack provides the following two versions:

Chameleon Variation 1 (2♣ might be weak with both majors)

Because all of these two-bids include at least one strong hand-type, all are forcing. Responses in suits that opener has *when weak* are weak. Jump responses in suits that opener has *when weak* are also weak, continuing the preempt. Over any of these responses, opener passes when weak, but of course bids again when strong.

The cheapest response, other than in a suit that opener has *when weak*, is an artificial relay that asks opener for further information.

- 2♣ = a) weak with both majors
 b) strong with clubs (but not a game force with clubs as the only suit)
 c) balanced with 23-24 HCP or 29-30 HCP
- 2♦ = a) weak two-bid in hearts
 b) strong with diamonds (but not a game force with diamonds as the only suit)
 c) game force, one-suited (any suit)
 d) balanced with 25-26 HCP or 31-32 HCP
- 2♥ = a) weak two-bid in spades
 b) strong with hearts (but not a game force with clubs as the only suit)
 c) balanced with 27-28 HCP or 33-34 HCP
- 2♠ = strong with ♠ (but not a game force with spades as the only suit)

The responses to 2♣, 2♦ and 2♥ assume tentatively that opener has the weak hand. Opener will bid again, uninvited, with a strong hand.

West	East	West	East	West	East
2♣	???	2♦	???	2♥	???
	2♦ = Relay		2♥ = pass if weak two		2♠ = pass if weak two
	2♥ = prefers hearts		2♠ = Relay		2NT = Relay
	2♠ = prefers spades		3♣ = corrective		3♣ = constructive, NF
	3♣ = constructive, NF		3♦ = corrective		3♦ = constructive, NF
	3♦ = constructive, NF		3♥ = weak heart raise		3♥ = constructive, NF
	3♥ = prefers hearts, weak		3♠ = constructive, NF		3♠ = weak spade raise
	3♠ = prefers spades, weak				

West	East
2♣	2♦ relay
???	

2♥ = 5+♥, weak
 2♠ = 5+♠, weak
 2NT = balanced 23-24 HCP
 3♣ = strong but not forcing
 3♦ = 5+♣/4+♦, game force
 3♥ = 5+♣/4+♥, game force
 3♠ = 5+♣/4+♠, game force
 3NT = balanced 29-30 HCP

West	East
2♦	2♥
???	

pass = weak 2♥ bid
 2♠ = any one suit, game force
 2NT = balanced 25-26 HCP
 3♣ = 5+♦/4+♣, game force
 3♦ = strong but not forcing
 3♥ = 5+♦/4+♥, game force
 3♠ = 5+/4+♦/♠, GF
 3NT = balanced 31-32 HCP

West	East
2♥	2♠
???	

pass = weak 2♠ bid
 2NT = balanced 27-28 HCP
 3♣ = 5+♥/4+♣, game force
 3♦ = 5+♥/4+♦, game force
 3♥ = strong but not forcing
 3♠ = 5+♥/4+♠, game force
 3NT = balanced 33-34 HCP

West	East
2♦	2♥
2♠	2NT
???	(relay)

West bids three of his suit (single-suiter, game forcing)

West	East
2♣	2♥ or 2♠
???	

pass = weak with majors
 bid = as over 2♦ relay

West	East
2♦	2♠ relay
???	

These replies to the relay show weak twos:

2NT = maximum, no minor feature (3♣ asks for ♠ feature)
 3♣ = maximum, ♣ feature
 3♦ = maximum, ♦ feature
 3♥ = minimum weak 2♥
 3♠ = maximum, no red-suit feature (3♦ asks for ♣ feature)
 3♦ = maximum, ♦ feature
 3♥ = maximum, ♥ feature
 3♠ = minimum weak 2♠

These replies to the relay show strong hands (game-forcing):

3♠ = any one suit (responder's 3NT relays)
 4♣ = 5+♦/4+♣
 4♦ = strong
 4♥ = 5+♦/4+♥
 4♠ = 5+/4+♦/♠, GF
 4NT = balanced 31-32 HCP
 3NT = balanced 27-28 HCP
 4♣ = 5+♥/4+♣
 4♦ = 5+♥/4+♦
 4♥ = strong
 4♠ = 5+♥/4+♠
 4NT = balanced 33-34 HCP

West	East
2♣	3♥ or 3♠
???	

pass = weak with majors

bid = as over 2♦ relay, but one level higher

West	East
2♠	2NT
???	

3♣ = 5+♠/4+♣, game force

3♦ = 5+♠/4+♦, game force

3♥ = 5+♠/4+♥, game force

3♠ = strong but not forcing

Chameleon Variation 2 (2♣ might be weak two 2♦)

In this variation 2♣, 2♦ and 2♥ include at least one strong hand-type, all are forcing. Responses in suits that opener has *when weak* are weak. Jump responses in suits that opener has *when weak* are also weak, continuing the preempt. Over any of these responses, opener passes when weak, but of course bids again when strong. 2♠ includes only weak hands (5♠ and 4+ minor) and is not forcing.

- 2♣ = a) weak with diamonds
 b) strong hands, but not with diamonds as the longest suit
 c) balanced with 23-24 HCP or 29-30 HCP

- 2♦ = a) weak two-bid in hearts
 b) strong with diamonds (onesuiter or twosuiter)
 c) balanced with 25-26 HCP or 31-32 HCP

- 2♥ = a) weak two-bid in spades
 b) strong threesuiter (HCP=20+), not 5♥ or 5♠
 c) balanced with 27-28 HCP or 33-34 HCP

2♠ = 5♠ and 4+ minor; see Muiderberg

The responses to 2♣, 2♦ and 2♥ assume tentatively that opener has the weak hand. Opener will bid again, uninvited, with a strong hand.

West	East
2♣	???

- 2♦ = pass if weak two
 2♥ = forcing
 2♠ = forcing
 2NT = **Relay**
 3♦ = weak diamond raise

West	East
2♦	???

- 2♥ = pass if weak two
 2♠ = **Relay**
 3♣ = corrective
 3♦ = corrective
 3♥ = weak heart raise
 3♠ = constructive, NF

West	East
2♥	???

- 2♠ = pass if weak two
 2NT = **Relay**
 3♣ = constructive, NF
 3♦ = constructive, NF
 3♥ = constructive, NF
 3♠ = weak spade raise

West	East
2♣	2♦
???	

- pass = weak 2♦ bid
 2♥/♠ = 5+♠, strong
 2NT = balanced 23-24 HCP
 3♣ = strong, 1 round forcing
 3♦ = 5+♣/4+♦, game force
 3♥ = 5+♣/4+♥, game force
 3♠ = 5+♣/4+♠, game force
 3NT = balanced 29-30 HCP

West	East
2♦	2♥
???	

- pass = weak 2♥ bid
 2♠ = 6+♦, onesuiter, game force
 2NT = balanced 25-26 HCP
 3♣ = 5+♦/4+♣, game force
 3♦ = strong but not forcing
 3♥ = 5+♦/4+♥, game force
 3♠ = 5+/4+♦/♠, GF
 3NT = balanced 31-32 HCP

West	East
2♥	2♠
???	

- pass = weak 2♠ bid
 2NT = balanced 27-28 HCP
 3♣ = short diamonds
 3♦ = short clubs
 3♥ = short spades
 3♠ = short hearts
 3NT = balanced 33-34 HCP

West	East
2♣	2NT
???	

3♣ = 'good' weak 2♦
 3♦ = 'weak' weak 2♦
 3♥ and higher:
 same as after 2♦,
 but one level higher

West	East
2♦	2♠ relay
???	

These replies to the relay show weak twos:

2NT = maximum, no minor feature (3♣ asks for ♠ feature)	3♣ = maximum, no red-suit feature (3♦ asks for ♣ feature)
3♣ = maximum, ♣ feature	3♦ = maximum, ♦ feature
3♦ = maximum, ♦ feature	3♥ = maximum, ♥ feature
3♥ = minimum weak 2♥	3♠ = minimum weak 2♠

These replies to the relay show strong hands (game-forcing):

3♠ = any one suit (responder's 3NT relays)	3NT = balanced 27-28 HCP
4♣ = 5+♦/4+♣	4♣ = short diamonds
4♦ = strong	4♦ = short clubs
4♥ = 5+♦/4+♥	4♥ = short spades
4♠ = 5+/4+♦/♠, GF	4♠ = short hearts
4NT = balanced 31-32 HCP	4NT = balanced 33-34 HCP

Response after 2♠-opening: see 2♠ as Muiderberg.