

# 2♥ Opening Showing 5-4 in Majors, Weak, with known 5 card Major

**Rating: Minimum 2 boards per segment/round**

## Five Card Heart Suit Defense:

Generally ♠ bids are natural (unless responder shows ♠'s), ♥ bids are Cue bids

Directly over 2♥, bid as over a weak 2♥, including follow ups

After 2♥ - Pass - 2♠ - Pass - Pass

Double = Takeout  
2NT = Lebensohl

After 2♥ - Pass - 2♠ - Pass - Pass

2NT = Natural

After 2♥ - Pass - 2♠

Bid as over weak 2♠ opening including Lebensohl responses to Double and conventional responses to 2NT overcall, except 3♥ = minors

After 2♥ - Pass - Pass

Bid as over weak 2♥ opening

## Five Card Spade Suit Defense:

Generally ♥ bids are natural (unless responder shows ♥'s), ♠ bids are Cue bids

Directly over 2♥

Double = 14+ HCP Balanced or Semi-Balanced  
Later Doubles = Penalty

2♠ = Both minors

3♥/3♠ = Stopper

2NT = Tricks (not suitable for double, i.e. five card minor or 3-2-4-4)

3♣ = Pass or Correct

3♦ = Asks Minor

3♥ = 5+ Clubs

3♠ = 5+ Diamonds

3NT = 4-4 in minors

3♥ = Forcing with Clubs

3♠ = Forcing with Diamonds

3♣/3♦ = Natural, non-forcing  
           3♥/3♠ = Cue-bid, showing a stopper  
  
 3♥/3♠ = Stopper, asking for stopper in other Major (long minor)  
 3NT = Natural, tricks  
 4♣/4♦ = Strong, 5+ in bid minor, 5+ Major, forcing  
 4♥/4♠ = Natural

After 2♥ - Double - Pass

2♠ = Asks better minor  
           2NT = Forcing, Prefer Diamonds  
           3♣ = To Play  
           3♦ = To Play  
 2NT = Natural, Invitational  
 3♣ = Constructive  
 3♦ = Constructive  
 3♥ = Shortness  
 3♠ = Stopper

After 2♥ - Double - 2♠

Bid as over 1NT - 2♠

After 2♥ - Double - 3♥

Double = Responsive  
 3♠ = Takeout

After 2♥ - Pass - 2♠ - Pass - Pass

Double = Takeout  
           2NT = Lebensohl  
 2NT = Natural

After 2♥ - Pass - 2♠

Bid as over weak 2♠ opening

After 2♥ - Pass - Pass

Bid as over weak 2♥ opening, but 2♠ = Clubs & Diamonds