

2NT opening showing a weak minor suit preempt

Rating: Minimum 6 boards per segment/round

Defense:

Note: To pass and then double is takeout.

Double = Balanced 14+ HCP

3♣ = Majors. 3♦ now asks shape of 3♣ bidder; rebids are:

3♥ = 5-5 or 4-5

3♠ = 5-4

4♣, 4♦ = 5-5 with singleton in suit bid and extras.

3♦, 3♥ = Transfer to next higher suit.
Accept if willing to play there; 4♣ = cuebid.

3♠ = Shaped hand with minor.

3NT = To play

4♣ = To play 4♣ or 4♦; 4♦ = Asks for minor.

4♥ = Clubs.

4♠ = Diamonds.

3NT = To play with minor (6-3-2-2 or 7-2-2-2).

After 2NT - Double - 3X:

Pass = Non-forcing.

Double = Responsive.

Suit = Natural, non-forcing.

4X = Cue bid.

After 2NT - Double - bid - Pass - Pass (e.g., 2NT - Double - 3♣ - Pass - Pass):

Double = 17+ HCP, balanced.

Suit = Natural, 17+ HCP.

Cue bid = 3-suiter, short in their suit, 18+ HCP.

After 2NT - Double - Pass - Pass - bid:

Pass = 14-17 HCP, balanced.

Double = 18+ HCP.

Suit = Natural, 17+ HCP.

Cuebid = 4-4-4-1, 18+ HCP.

After 2NT - Double - Pass or Redouble:

Over whichever asks for suit, bid as in response to a 2NT opening.

Over whichever is to play:

Pass = balanced or strong,
Suit = running.

2NT - Pass - Natural suit: Bid as over an opening 3-bid.

2NT - Pass - suit that asks for correction: Double = Takeout.