

2♥ Opening showing 5-4 Majors, weak

Rating: Minimum 6 boards per segment/round

Basic Defense:

Double = Takeout for the minors.
2♠ = Natural, 3♥ response is a cue bid.
2NT = 15-18 HCP balanced (respond as to a 2NT opening).
3 suit = Natural, 3 of a major response is a cue bid.

After 2♥ - Pass - Pass and 2♥ - Pass – 2♠:

Same as above except that 2♥ - Pass – 2♠ - 3♠ is a strong minor 1-suiter looking for a spade stopper for No Trump.

After 2♥ - Pass - 2NT:

Double = Good hand.
Overcall = Natural.

After 2♥ - Pass - 3X:

Double = Takeout of suit bid
Other calls = Natural.

After 2♥ - Double - Pass:

2♠ = Cue bid promising invitational or better values.
2NT = Natural and invitational.
3 of a minor is to play.
3♠ = Natural and invitational

After 2♥ - Double – 2♠, 3♥ or 3♠:

Double = Responsive
Minors = Natural and constructive.
NT = Natural and constructive.
Other major is Natural and constructive

After 2♥- Pass – 2♠ - Pass - Pass:

Double = Light 3-suited takeout.
2NT = Light hand with both minors.

Advanced Defense:

Double = Takeout, 10 HCP+ or 18+ HCP w/good suit; Lebensohlish responses

Pass = Willing to play 2H, Penalty oriented

2♠ = Natural, to play
raise or 2NT shows 19 - 21 balanced
new suit = 18+ with suit.

2NT = relay to 3♣

3♣ = 10 to 16 HCP

P = clubs to play

3♦ = diamonds to play

3♥ = 4 spades and a heart stopper

3♠ = Invitational with spades

3N = game values, no heart stopper.

3♦ = good diamonds 18+ HCP

3♥ = worried about hearts for NT, 19+ HCP

3♠ = good spades 18+ HCP

3N = Natural, 18+ HCP

4♣/4♦ = natural to play

3♣/3♦ = Natural, forcing to 3N or 5♣/5♦
Follow-up cue bid of a major shows shortness.

3♥ = Stayman without a spade stopper

3♠ = 5+ spades, game forcing

3NT = Natural, denies a heart stopper

4♣/4♦ = Natural

4♥ = undefined

4♠ = Natural

4NT = Blackwood

5♣/5♦ = Natural

After 2♥ - Double - Redouble:

Pass = no preference, leaving decision to partner.

2♠ = Natural

2NT = relay to 3♣

3♣ = 10 - 16 HCP

Pass = clubs to play

3♦ = diamonds to play

3♥ = 4 spades and a heart stopper

3♠ = Invitational with spades

3N = game values, no heart stopper.

3♦ = good diamonds 18+ HCP

3♥ = worried about hearts for NT, 19+ HCP
 3♠ = good spades 18+ HCP
 3N = Natural, 18+ HCP
 4♣/4♦ = natural to play

3♣/3♦ = Natural, forcing
 3♥ = 4 spades and no heart stopper
 3♠ = game forcing with spades
 3NT = game values, no heart stopper
 4♣/4♦ = Natural
 4♥ = undefined
 4♠ = Natural
 4NT = Blackwood
 5♣/5♦ = Natural

After 2♥ - Double - 2♠ (preference):

Double = Responsive (minors)
 2NT = relay to 3♣
 3♣ = 10 – 16 HCP
 Pass = clubs to play
 3♦ = diamonds to play
 3♥/3♠ = forcing to 3N or 4 of a minor, no stopper in bid major
 3N = stoppers in both majors.

3♦ = Natural 18+ HCP
 3♥ = worried about hearts for NT, 19+ HCP
 3♠ = worried about spades for NT, 19+ HCP
 3N = Natural, 18+ HCP
 4♣/4♦ = Natural to play

3♣/3♦ = Natural, forcing to 3N or 5 of a minor
 3 level major denies a stopper for NT.

3♥/3♠ = worried about the bid major for NT, forcing to 5 of a minor
 3NT = Natural, denies stoppers in either major.
 4♣/4♦ = Natural
 4♥/4♠ = undefined
 4NT = Blackwood
 5♣/5♦ = Natural

After 2♥ - Double - 2N (asks for description)

Double = Responsive
 After a minor suit response, a major bid denies a stopper, forcing to 3N or 4 of a minor.

3♣/3♦ = Natural to play

3♥ = 4 spades, forcing to game
 3♠ = Natural, forcing
 3NT = Natural
 4♣/4♦ = Natural
 4♥ = undefined
 4♠ = Natural
 4NT = Blackwood
 5♣/5♦ = Natural

After 2♥ - Double - 3♣ (to play)

Double = Responsive (spades and diamonds)
 3♦ = Natural to play
 3♥ = 4 spades, forcing to game
 3NT = Natural, hearts stopped may not have clubs stopped
 4♣ = Diamonds and Spades, slam interest.
 4♦ = Natural, invitational
 4♥ = pick a game in spades or diamonds (weaker than 4C)
 4♠ = Natural
 4NT = Blackwood
 5♣ = undefined
 5♦ = Natural

After 2♥ - Double - 3♦ (to play)

Double = Responsive (clubs & spades)
 3♥ = 4 spades, forcing to game
 3♠ = Natural, invitational
 3NT = Natural
 4♣ = Natural, invitational
 4♦ = Clubs and Spades, slam interest.
 4♥ = Pick a game in spades or clubs (weaker than 4D)
 4♠ = Natural
 4NT = Blackwood
 5♣ = Natural

After 2♥ - Double - 3♥ (to play)

Double = Responsive
 3♠ = Natural, forcing to 3N
 3NT = Natural
 4♣/4♦ = Natural, forcing.
 4♥ = ability to play game in 2 suits
 4♠ = Natural
 4NT = Blackwood
 5♣/5♦ = Natural

After 2♥ - Double - 3♠ (to play)

Double = Responsive (minors)
 3NT = Natural

4♣/4♦ = Natural, non=forcing.
 4♥ = Key card for clubs
 4♠ = Key card for diamonds
 4NT = Undefined
 5♣/5♦ = Natural

After 2♥ - Double - 4♥ (to play)

Double = 8 - 11 HCP, balanced
 4♠ = To play
 4NT = Pick a minor
 5♣/5♦ = Natural

After 2♥ - Double - 4♠ (to play)

Double = 8 - 11 HCP, balanced
 4NT = Pick a minor
 5♣/5♦ = Natural

After 2♥ - 2♠ (Natural 5+ good spades. 10 - 17 HCP)

Pass = Willing to play 2♠
 3♣/3♦ = Natural forcing
 3♥ = Limit+ raise for spades
 3NT = Natural
 4♣/4♦/4♥ = Splinters
 4♠ = Natural

After 2♥ - 2NT (Balanced 15 - 18 HCP; with Hearts stopped, may not have Spades stopped)

Pass = Willing to play 2NT
 3♣/3♦ = Natural, to play
 3♥ = Stayman
 3♠ = Natural, forcing
 3NT = Natural, to play
 4♣/4♦ = Natural forcing
 4♥ = undefined
 4♠ = Natural
 4NT = Quantitative
 5♣/♦ = Natural

After 2♥ - 3♣/♦ (Clubs/Diamonds = Natural, 12 - 17 HCP)

Pass = Willing to play contract
 3♥ = stopper ask
 3♦/3♠ = Natural forcing
 3NT = Natural
 raises = Natural
 4♦/4♥/4♠ = Splinters

After 2♥ - 3♥/♠ (Asking for a Heart/Spade stopper for No Trump)

- 3N = suit stopped
- 4♣ = No stopper, pick your minor
- 4♦/4♥/4♠ = Cue bids on way to 5 of minor

After 2♥ - 3NT (A stopper in Hearts and, at least, one other suit (Qxx, xxxx) and a strong 6+ minor)

- Pass = Willing to Play NT
- 4♣ = Pick your minor
- 4♦/4♥/4♠ = Cue bids on way to 5 of minor

After 2♥ - P - P -

- Double = Take Out of Hearts. 10 HCP+ or 15 – 18 balanced or 15+ with a good suit, Lebensohl applies
- 2♠ = Natural 5+ spades. 10 = 14 HCP
- 2NT = Balanced 12 = 15 HCP; with Hearts stopped.
- 3♣/3♦ = Natural, to play
- 3♥ = Stayman
- 3N = Natural
- 3♣/3♦ = Natural. 9 - 14 HCP
- 3♥/3♠ = Asking for a stopper for No Trump.
- 3NT = A stopper in Hearts and, at least, one other suit (Qxx, xxxx) and a strong 6+ minor.

After 2♥ - P - 2♠ (to play) -

- Pass = Willing to play 2♠
- Double = Take Out for the minors. 10 HCP+ or 18 HCP+ with one minor, Lebensohl applies
- 2NT = Balanced 15 - 18 HCP;.
- 3♣/3♦ = Natural, to play, 10 - 17 HCP
- 3♥/♠ = Asking for a stopper for No Trump.
- 3NT = A stopper in Spades and, at least, one other suit (Qxx, xxxx) and a strong 6+ minor.

After 2♥ - P - 2NT (forcing) -

- Double = Take Out for the Minors.
- 3♣/♦ = Natural. 10 - 17 HCP
- 3♥ = Asking for a stopper for No Trump.
- 3♠ = 10 - 17 HCP; 6+ good spades
- 3NT = A stopper in Hearts and, at least, one other suit (Qxx, xxxx) and a strong 6+ minor.

After 2♥ - P - 3♣ (to play) -

- Double = Take out (for spades and diamonds).
- 3♦ = Natural. 10 = 17 HCP
- 3♥ = Asking for a stopper for No Trump.
- 3♠ = 10 - 17 HCP; 6+ good spades

3 NT = A stopper in Clubs and, at least, one other suit (Qxx, xxxx) and strong 6+ Diamonds.

After 2♥ - P - 3♦ (to play) -

Double = Take out (for spades and clubs).

3♥ = Asking for a stopper for No Trump.

3♠ = 10 - 17 HCP; 6+ good spades

3 NT = A stopper in Diamonds and, at least, one other suit (Qxx, xxxx) and strong 6+ Clubs.

After 2♥ - P - 3♥ (preemptive) -

Double = Take Out of Hearts 12 HCP+ or 18 HCP+ with a good suit.

3♠ = 12 - 17 HCP; 6+ good spades

3 NT = Natural

After 2♥ - P - 3♠ (preemptive) -

Double = Take out for the minors 12 HCP+; or values for 3NT without a Spade stopper; or 18 HCP+ with a good suit.

3 NT = Natural

After 2♥ - P - 2♠ (to play) - P - P -

Double = Take Out for minors. 8 - 15 HCP

2 NT = Balanced 10 - 12 HCP; with Spades stopped.

3♣/3♦ = Natural, to play

3NT = Natural

3♣/3♦ = Natural. 8 - 14 HCP

2♥ - P - 2NT (forcing) - P - 3♣ -

Double = Good Clubs

3♦ = Natural. 8 - 14 HCP

2♥ - P - 2NT (forcing) - P - 3♦ -

Double = Good Diamonds