Opening Showing a Weak Two in a Major, may have additional Strong Meanings

Rating: Minimum 6 boards per segment/round

Note: Players must have both options available for their opponents.

Defense Option One:

2♦ -
  Double = Takeout of spades. Respond as you would to a double of a weak 2-bid, including Lebensohl, if used.
  2♥ = Takeout of hearts. Respond as to a double of a weak 2-bid, including Lebensohl, if used.
  2♠, 3♥ = Natural. A response in other major is a cue bid, jumps natural.
  2NT = 16-18. Respond as to a 2NT opening.
  3♣/3♦ = Natural
  3♠ = Strong and natural, 4♥ response is a cue bid.
  4♠/4♦ = 5+/5+ in the suit bid and a major.
  4♣ over 4♦ asks for the major
  4♥ over 4♦ = pass if hearts or correct to spades.

2♦ - P – 2♥/2♣ - P - P - Double
  Double = Light takeout of suit doubled. Lebensohl applies if used.

2♦ - P – 2♥ - P – 2♦ - Double
  Double = Light takeout of spades

After 2♦ - P - 2♥/2♣
  Double = Takeout
  2NT = 15-18HCP. Respond as to 2N opening.
  3M/4M = Natural
  4♠ = 5+/5+ in that minor and a major
  4♦ over 4♠ = asks for the major
  4♥ over 4♦ = pass or correct major

After 2♦ - P – 2♥ - Double – 2♦
  Double = Penalty opposite takeout of hearts.
  3♥ = Natural assuming doubler is short in hearts.
  3♠ = Cue bid asking for spade stopper.

After 2♦ - P – 2♥ - P – 2♦ - P - P -
  Double = takeout of spades (same responses as 2♦ -P-P-DBL)

After 2♦ - P - P
  same as after a weak 2-bid in Diamonds

After 2♦ - P – 3X
  Double = Takeout
  Four of Responder’s bid suit shows a two suited hand.
  Other suit bids are Natural

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Defense Option Two:

\[2\spadesuit\] - Double = 13-15 HCP balanced or any strong hand

*Note: with a Takeout Double of a major, Pass planning to Double on the next round; with a strong hand, Double directly since \[2\spadesuit\] may be passed.*

\[2\heartsuit/2\spadesuit\] = Natural. Response in other major is cuebid, jump other M is NAT.

\[2N\] = 16-18 HCP. Respond as to a 2NT opening bid.

\[3\spadesuit/3\heartsuit\] = Natural.

\[3\heartsuit/3\spadesuit\] = Strong (other major is a cuebid).

\[4\spadesuit/4\heartsuit\] = 5\textsuperscript{-}5\textsuperscript{+} in suit bid and a major.

\[4\heartsuit\text{ over }4\spadesuit\] = asks major

\[4\spadesuit\text{ over }4\heartsuit\] = pass or correct

After \[2\spadesuit\] - Pass - \[2\heartsuit/2\spadesuit\] - Pass – Pass

\[\text{Double = Takeout of bid Major}\]

After \[2\spadesuit\] - Pass - \[2\heartsuit\] - Pass - \[2\spadesuit\]

\[\text{Double = Takeout of Spades}\]

*Note: Responses to all these doubles are the same as after a double of a weak 2-bid. Lebensohl applies if you normally play it after 2M - Double – Pass.*

After \[2\spadesuit\] - Pass - \[2\heartsuit/2\spadesuit\]

\[\text{Double = Takeout of suit bid}\]

\[2 NT = 15-18 HCP, respond as to 2NT opening}\]

\[3\heartsuit/3\spadesuit = Natural\]

\[4\spadesuit/4\heartsuit = 5\textsuperscript{-}5\textsuperscript{+} that minor + a major.\]

\[4\heartsuit\text{ over }4\spadesuit = \text{ asks for Major}\]

\[4\spadesuit\text{ over }4\heartsuit = \text{ Pass or Correct}\]

\[4\heartsuit/4\spadesuit = \text{ Natural}\]

After \[2\spadesuit\] - Pass - \[2\heartsuit\] - Double - \[2\spadesuit\]

\[\text{Double = Penalty opposite takeout of hearts}\]

\[3\spadesuit = \text{ Natural, assuming that doubler is short in hearts}\]

\[3\heartsuit = \text{ Cue bid, asking for stopper}\]

After \[2\spadesuit\] - Pass - \[2\heartsuit\] - Pass - \[2\spadesuit\] - Pass - Pass

\[\text{Double = Takeout of spades (respond as to opening 2\spadesuit - Pass – Pass - Double)}\]

After \[2\clubsuit\] - Double - \[2\heartsuit/2\spadesuit\] (Pass or Correct)

\[\text{Double = Balanced, at least Invitational values;}\]

If Game Forcing, shows stopper only in bid major.

Does not deny a 4-card major.

\[2\spadesuit = \text{ Natural}\]

\[2NT = \text{ Puppet to 3\heartsuit; signoff or Game Forcing with minor.}\]

\[3\spadesuit = \text{ Stayman, Game Forcing, continuations as after 2NT-3\heartsuit}\]

\[3\heartsuit/3\spadesuit = \text{ Transfers, at least Invitational}\]
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3♣ = Both minors, Game Forcing.
3NT = 11-15 HCP, stopper in both majors.
4♦/4♠ = Strong invitation.
4♣/4♠ = Natural.
4NT = Blackwood.

After 2♦ - Double - 3♣/2♥ - 2NT - Pass
3♣ = 13-15 HCP Balanced
3♦ = to play
3♥ = clubs, game-forcing
3♠ = diamonds, game-forcing
3NT = BAL with stopper only in major opponent did not bid
3♣/3♥/3♦ = 18+ HCP, Natural, Game Forcing
3NT = 18-23 HCP, Natural

After 2♦ - Double - Pass/Redouble (where Pass/Redouble tends to show diamonds):
2♥/2♠ = To play
2NT = Puppet to 3♣ with 13-15 HCP
3♦ = forcing, club 1-suiter
Other bids = Natural, with clubs as second suit
3♣ = Stayman, game-forcing, continuations as after 2NT – 3♣
3♥/3♦ = Transfers, at least invitational
3♦ = Game forcing, no ♦ stopper.
3NT = 11-15, stoppers in both majors, natural
4♦/4♠ = Strong invitation.
4♣/4♠ = Natural
4NT = Blackwood

After 2♦ - Double - 2♥/2♠ - Pass – Pass
Double = 18+ HCP

After 2♦ - Double - 3X
Double = Responsive/"Cards"
Suit bid = One round force
4X = Cuebid

After 2♦ - P - 3X
Double = Takeout
Four of Responder’s bid suit shows a two suited hand.
Other suit bids are Natural

After 2♦ - Pass - 4♥/4♠
Double = Takeout of suit bid
Other suit bids are Natural

After 2♦ - Pass -Pass
Bid as over a weak 2♦.