

2♣ Opening Showing a Limited Hand with a Major Suit

Rating: Minimum 12 boards per segment/round

Defense:

Double = 13-15 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♣ may be passed.

2♦ = Natural.
2♥/2♠ = Natural. An advance in the other major is a Cue bid.
2NT = 16-18 HCP balanced. Advance as to a 2NT opening bid.
3♣/3♦ = Natural.
3M = Strong. An advance in the other major is a Cue bid.
4♣/4♦ = 5+-5+ in the suit bid and a major
4♦ over 4♣ = asks
4♥ over 4♦ = pass or correct

After 2♣ - Pass - 2♦:

Double = 13-15 balanced or any strong hand.

Note: with a takeout Double of a major, pass planning to Double on the next round. 2♦ is not in danger of being passed, so strong takeout hands can pass and back in.

2♥/2♠ = Natural. An advance in the other major is a Cue bid.
2NT = 16-18 balanced. Advance as to a 2NT opening bid.
3♣/3♦ = Natural.
3M = Strong. An advance in the other major is a cuebid.
4♣/4♦ = 5+-5+ in the suit bid and a major
4♦ over 4♣ = asks
4♥ over 4♦ = pass or correct

After 2♣ - Pass - 2♦ - Double - 2♥

Double = Balanced invitation.

2♠ = Natural.

2NT = Puppet to 3♣

pass or new suit = signoff at three-level

cuebid = Stayman with a stopper

3NT = Shows a stopper.

3♣ = Natural, invitational.
 3♦ = Natural, invitational.
 3♥ = Stayman without a stopper.
 3♠ = Natural, invitational.
 3NT = Natural, no stopper.

After 2♣ - Pass - 2♦ - Double - 2♠

Double = Balanced invitation.
 2NT = Puppet to 3♣
 pass or new suit = signoff at three-level;
 cuebid = Stayman with a stopper;
 3NT = Shows a stopper.

3♣ = Natural, invitational.
 3♦ = Natural, invitational.
 3♥ = Natural, invitational.
 3♠ = Stayman without a stopper.
 3NT = Natural, no stopper.

After 2♣ - Pass - 2♦ - Double - Pass:

Pass = Interest in defending 2♦X.
 A later cuebid shows a game force with diamonds.

2♥/2♠ = Natural.
 2NT = Puppet to 3♣ for signoff or game force with clubs, or game force in a major
 Pass = Signoff
 3♦ = Game force with clubs
 3♥/3♠ = Natural and forcing
 4♥/4♠ = Natural

3♣ = Natural, invitational.
 3♦ = Stayman.
 3♥/3♠ = Natural invitation.
 3NT = Natural.

After 2♣ - Pass - 2♦ - Double - Pass - Pass - Redouble:

Direct bid = Natural with 17+ HCP
 Pass then Double = 19-20 HCP balanced;
 Pass then Pass = 13-15 HCP balanced.

After 2♣ - Pass - 2♦ - Double - Pass - Pass - Redouble - Pass - 2♥:

Double = Penalty
 3♣ = Diamonds and clubs, invitational.
 3♦ = Natural invitation.
 3♥ = Game force with diamonds.
 3♠ = Long diamonds, plus four cards in bid major, game force.

After 2♣ - Pass - 2♦ - Double - Pass - Pass - Redouble - Pass - 2♠:

Double = Penalty
3♣ = Diamonds and clubs, invitational.
3♦ = Natural invitation.
3♥ = Long diamonds, plus four cards in bid major, game force.
3♠ = Game force with diamonds.

After 2♣ - Pass - 2♦ - Pass - 2♥/2♠:

Double = Takeout.

After 2♣ - Pass - 2♦ - Pass - 2♥/2♠ - Pass - Pass:

Double = Takeout.

After 2♣ - Pass - 2♥/2♠:

Double = Takeout for minors.
3M = Stopper asks for 3NT.

2NT = 16-18, balanced.
3♣/3♦ = Signoff
3♥ = Game force with clubs
3♠ = Game force with diamonds
4♥/4♠ = Natural

3♣/3♦ = Natural.
3♥/3♠ = Natural.

After 2♣ - Pass - 2♥ - Double - Pass:

2♠ = Natural.
2NT = Puppet to 3♣ for signoff or game force with a minor, or showing stoppers in both majors
Pass/3♦ = Signoff
3♥ = Game force with clubs
3♠ = Game force with diamonds
3NT = To play with two stoppers
4♥/4♠ = Natural

3♣ = Natural, invitational.
3♦ = Natural, invitational.
3♥/3♠ = Stopper in bid major, no stopper in other major.
3NT = Natural, no major suit stoppers.

After 2♣ - Pass - 2♠ - Double - Pass:

2NT = Puppet to 3♣ for signoff or game force with a minor, or showing stoppers in both majors
Pass/3♦ = Signoff
3♥ = Game force with clubs
3♠ = Game force with diamonds

3NT = To play with two stoppers
4♥/4♠ = Natural

3♣ = Natural, invitational.
3♦ = Natural, invitational.
3♥/3♠ = Stopper in bid major, no stopper in other major.
3NT = Natural, no major suit stoppers.

After 2♣ - Pass - 3♣/3♦ (natural and non-forcing)
Treat as 3♣/3♦ opening bid.

After 2♣ - Pass - Pass:

Treat like a weak 2 ♣.
Double = 13-15 balanced;
2♦ = Takeout
2♥/2♠/3♣/3♦ = Natural
2NT = 16-18 balanced

After 2♣ - Double - Pass (request to bid major)

Pass then bid = Invitational values
Pass then Double = Penalty
2♦/2♥/2♠ = To play.
2NT = Puppet to 3 ♣
Pass = weak with clubs.
3♦ = Stayman.
3♥/3♠ = Stopper in bid major only
3NT = Stopper in both majors.

3♣/3♦/3♥/3♠ = Natural and forcing.
3NT = Natural, no major suit stopper.

After 2♣ - Double - Redouble (interest in playing 2 ♣)

2♦/2♥/2♠ = To play.
2NT = Diamonds, at least invitational values.
3♣ = Stayman, game-forcing, continuations as after 2NT-3 ♣.
3♦/3♥ = Transfer, at least invitational values.
3♠ = Game forcing, no diamond stopper.
3NT = Natural, stoppers in both majors
4♣/4♦ = Strong invitation.
4♥/4♠ = Natural.
4NT = Blackwood.

After 2♣ - Double - 2♦:

Double = Penalty
Suit Bid = One round force
3♦ = Cue bid

After 2♣ - Double - 2♥/2♠ (natural and non-forcing)

Double = Penalty.
2NT = Puppet to 3♣ for signoff or game force with a minor, or showing stoppers in both majors
Pass or 3♦ = signoff
3♥ = Game force with clubs
3♠ = Game force with diamonds
3NT = To play with two stoppers
4♥/4♠ = Natural

3♣ = Natural, invitational.
3♦ = Natural, invitational.
3♥/3♠ = Stopper in bid major, no stopper in other major.
3NT = Natural, no major suit stoppers.
4♥/4♠ = Natural.