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.
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.