

LA DÉFENSE À DES CONVENTIONS SPÉCIALES (en anglais seulement)

ACBL Website – DEFENCE DATABASE Under “Tournaments / General Information”

Defence Database

This database contains approved defenses to methods permitted under the [ACBL Mid-Chart](#). When playing in an event governed by the ACBL Mid-Chart, you may refer, during the bidding and/or play, to any defense contained herein to a Mid-Chart method being used by your opponents (you may also refer to your own defensive method).

If you choose to play a method permitted by the Mid-Chart, you are required to:

- I. Pre-Alert the method prior to the start of the auction on the first board.
- II. Have a complete written description of the method available for your opponents.
- III. Except for those methods on the Mid-Chart designated by an asterisk (*), have a copy of an approved defense available for your opponents should they wish to use it. If there is no approved defense for the method you wish to play, you may not use that method until such time as you have submitted a defense to ACBL and that defense has been approved (except for those methods designated by an asterisk (*) on the Mid-Chart, which do not require a suggested defense).

The intent of these requirements is to permit responsible pairs a reasonable amount of freedom to determine the methods they wish to play while insuring that no advantage is gained from a method that is unknown and/or whose submitted defense is inadequate.

Convention and Defense Approval

Approval Committee Members: Chip Martel, Jeff Meckstroth, Barry Harper. This sub-committee is also responsible for approving experimental methods to be added to the ACBL Mid-Chart and for approving defenses to Mid-Chart methods to add to the ACBL Defense Database. The committee is unlikely to approve requests for artificial openings that do not promise length in the suit bid or any weak openings for 2 board segments.

All proposals must include:

1. a complete description of the method, including responses and rebids and what happens in competition,
2. a detailed defense including initial actions, responses to the initial actions (including in competition), actions after opening-P- bid/P (and responses there to), delayed actions such as opening-P-bid- P-P/bid

Submissions missing these details will not be approved.

ACBL website

Tournaments / General Information

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1. DEFENSES to OPENING BIDS

Versus 2♥ Opening which is 3-suited, short diamonds, 11-15 (Can be 4-3 in majors)

Rating: 2 boards per segment/round

Double = 5+ hearts, generally opening hand or better

2♠ = Natural, generally opening hand

2NT = 15-17 balanced

3♣ = Strong diamond overcall

3♦ = Normal diamond overcall

3M = Natural and strong

3NT = To play

2♥ - Pass - Pass; or 2♥ - Pass - 2♠ :

Double = Takeout (basically for diamonds and other major)

2♠ = Natural, 10-16

2NT = Strong NT

3♣ = Strong diamond overcall

3♦ = Normal diamond overcall

3♠ / 2♥ = Natural and strong

3♥ / 2♠ = Natural Three-level cuebid = 5 - 5+ in diamonds and the other major

2♥ - Pass - 3♣ :

Double = Takeout

4♣ = Michaels (5 - 5+ in the majors)

4♦ = 5 - 5+ in diamonds and a major

Other bids are natural

Opening Four of a Minor

Showing an Unspecified Solid Major

Rating: 2 boards per segment/round

4 clubs shows a solid major, at least AKQxxxx, with an outside Ace or King
4 diamonds shows a solid major without an outside Ace or King
Responder's major-suit bids are pass or correct
4 diamonds by responder is constructive.

Defense:

In direct seat: All Bids Natural
Double = T/O of their major (could be as little as 11 HCP)
Double then Double when their fit is found = T/O 16+ HCP
Pass then double is takeout
4NT = minors

In third seat: All Bids Natural
Double of 4 diamonds is lead director.
Double of 4 of a major is takeout of opener's major or lead director of other major. (opener will clarify by passing or correcting)
Pass then double is takeout
4NT = minors

2♣ OPENING BID

Rating: 12 boards per segment/round

The 2♣ opening bid shows a hand with: 5M332 shape. A, K or Q in the five-card major. 9-12 HCP (1½ QT plus something to a barren 2½ QT).

♠Kxxxx ♥Kxx ♦QJx ♣xx -- pass
♠Kxxxx ♥KQx ♦Qxx ♣xx -- open 2♣
♠Axxxx ♥Kxx ♦xxx ♣Ax-- open 2♣
♠Axxxx ♥KJx ♦xxx ♣Ax -- open 1♠

Responses:

2♦ bid your major.

For sign off or various strong hands.

2M non-forcing.

2NT natural invitation, non forcing.

3NT to play.

3m non-forcing.

3M strong and forcing, only promises 5-card suit. Rebid 3NT with doubleton, raise with 3-card support, control bid with 3-card support and good hand.

4m natural slam try, requests control bidding.

4M to play.

2♣-2♦-2M-?

P to play.

2NT asks for further description.

3♣ 5233 or 2533 min .

3♦ 53xx or 35xx min .

3♥ 5233 or 2533 max.

3♠ 53xx or 35xx max .

New suits after 3m are non-forcing, after 3M are forcing.

3m natural and forcing.

3oM natural slam try.

3M invitational.

2♣-(DBL)-?

Pass requests opener to bid his suit if 4th hand passes. Subsequent doubles by responder are for penalty

RDBL shows willingness to play 2♣ redoubled. This may just be long clubs, or it may be somewhat gambling with a good hand. Subsequent doubles by responder are for penalty.

2x natural, non-forcing.
2NT natural invitation.
3♦/♥/♠ natural, forcing.

2♣-(2♦)-?

DBL asks opener to bid his major.
new suits to play.
2N natural invitation.
3M natural, forcing.

2♣-(2M)-?

DBL cooperative penalty.
new suits to play.
2N natural invitation.
cue-bid strong raise of opener's suit.
4m natural, slam-try.
2♣-(3x)-?

DBL penalty.
new suit natural, forcing.
cue-bid (over minor suit) asks opener to bid his suit.
(over 3M) slam try in opener's suit.

After 2♣-(P)-2♦-(DBL)

Opener passes with a minimum or bids his major with a maximum. A redouble by responder asks opener to bid his suit. After either route to 2M, 2NT by responder asks for opener's doubleton and other continuations are as if the auction had started 2♣-2♦-2M without interference.

After 2♣-(P)-2♦-(2M)

Opener doubles if the opponents bid his suit, passes otherwise. If 2nd hand passes (over a pass or double), the bidding proceeds as if the auction had started 2♣-2♦-2M without interference and double by responder is for penalty.

After 2♣-(P)-2♦-(3m)

Opener passes. Then: 3M or 4♥ by responder is pass or correct; double is for penalties.

Suggested Defense

DBL 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.

2M Natural. An advance in the other major is a cuebid.

2NT 16-18 balanced. Advance as to a 2NT opening bid.

3m Natural.

3M Strong. An advance in the other major is a cuebid.

4m 5+-5+ in the suit bid and a major (4♦ over 4♣ asks; 4♥ over 4♦ is pass or correct).

After 2♣ - Pass - 2♦:

DBL 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.)

2M Natural. An advance in the other major is a cuebid.

2NT 16-18 balanced. Advance as to a 2NT opening bid.

3m Natural.

3M Strong. An advance in the other major is a cuebid.

4m 5+-5+ in the suit bid and a major (4♦ over 4♣ asks; 4♥ over 4♦ is pass or correct).

After 2♣- Pass - 2♦ - DBL; 2M:

DBL Balanced invitation.

2♠ Natural.

2NT Puppet to 3♣ (pass or new suit is signoff at three-level; cuebid is Stayman with a stopper; 3NT shows a stopper).

3♣ Natural, invitational.

3♦ Natural, invitational.

3oM Natural, invitational.

3M Stayman without a stopper.

3N Natural, no stopper.

After 2♣- Pass - 2♦ - DBL; Pass:

Pass Interest in defending 2D doubled. A later cuebid shows a game force with diamonds.

2M Natural.

2NT Puppet to 3♣ for signoff or game force with clubs, or game force in a major (pass is signoff; 3♦ is game force with clubs; 3M is natural and forcing; 4M natural).

3♣ Natural, invitational.
3♦ Stayman.
3M Natural invitation.
3N Natural.

After 2♣- Pass - 2♦- DBL; Pass - Pass - RDBL:

Direct bid is natural with 17+; Pass then double is 19-20 balanced; Pass then pass shows 13-15 balanced.

After 2♣- Pass - 2♦- DBL; Pass - Pass - RDBL - Pass; 2M:

DBL Penalty.

3♣ Diamonds and clubs, invitational.

3♦ Natural invitation.

3M Game force with diamonds.

3oM Long diamonds, plus four cards in bid major, game force.

After 2♣- Pass - 2♦- Pass; 2M:

DBL Takeout.

After 2♣- Pass - 2♦- Pass; 2M - Pass - Pass:

DBL Takeout.

After 2♣- Pass - 2M:

DBL Takeout for minors. Double followed by 3M asks advancer to bid 3NT with a stopper.

2NT 16-18, balanced. 3m by advancer is signoff; 3♥ is game force with clubs;

3♠ is game force with diamonds; 4M is natural.

3m Natural.

3M Natural.

After 2♣- Pass - 2M - DBL; Pass:

2♠ Natural.

2NT Puppet to 3♣ for signoff or game force with a minor, or showing stoppers in both majors (pass or 3♦ is signoff; 3♥ is game force with clubs; 3♠ is game force with diamonds; 3NT shows two stopper; 4M natural).

3♣ Natural, invitational.

3♦ Natural, invitational.

3M Stopper in bid major, no stopper in other major.

3N Natural, no major suit stoppers.

After 2♣- Pass - 3m: (natural and non-forcing)

Treat as 3m opening bid.

After 2♣ - Pass - Pass:

Treat like a weak 2♣. (We suggest DBL = 13-15 balanced; 2♦ takeout; 2M and 3m natural; 2N = 16-18 balanced.)

After 2♣ - DBL - Pass: (request to bid major)

Pass Then bid shows invitational values; pass then double is for penalties.
2♦/♥/Í To play.

2NT Puppet to 3♣, then:

Pass weak with clubs.

3♦ Stayman.

3M Stopper in bid major, no stopper in other major.

3N Stopper in both majors.

3x Natural and forcing.

3NT Natural, no major suit stopper.

After 2♣ - DBL - RDBL: (interest in playing 2♣)

2♦/♥/Í To play.

2NT Diamonds, at least invitational values.

3♣ Stayman, game-forcing, continuations as after 2NT-3♣.

3♦/♥ Transfer, at least invitational values.

3Í Game forcing, no diamond stopper.

3NT Natural, stoppers in both majors

4m Strong invitation.

4M Natural.

4NT Blackwood.

After 2♣ - DBL - 2♦:

DBL Penalty.

suit One round force .

3♦ Cuebid.

After 2♣ - DBL - 2M: (natural and non-forcing)

DBL Penalty.

2NT Puppet to 3♣ for signoff or game force with a minor, or showing stoppers in both majors (pass or 3♦ is signoff; 3♥ is game force with clubs; 3Í is game force with diamonds; 3NT shows two stoppers; 4M natural).

3♣ Natural, invitational.

3♦ Natural, invitational.

3M Stopper in bid major, no stopper in other major.

3N Natural, no major suit stoppers.

4M Natural.

3(ANY) OPENING = SOLID SUIT

usually a minor

Rating: 2 boards per segment/round

Double = Strong NT or better.

3NT = Majors.

Other bids = Natural.

Later double of 4 of a minor by either hand = Takeout.

Double of 3NT = Penalty.

1♥ Heart Opening Transfer to 1♠ (5+ Spades, 11-21 HCP)

RATING: 12 BOARDS PER SEGMENT

THE METHOD

A 1♥ opening bid shows 5+ spades and approximately 11-21 HCP (i.e. the same as a Standard American 1♠ opening bid).

Responding Structure

The 1♥ transfer opening is forcing to 1♠; it may not be passed. When responder accepts the transfer by bidding 1♠, that shows a hand with fewer than 6 HCP and says nothing about distribution: it is equivalent to a Standard American pass of a 1♠ opening bid.

Higher responses are similar to Standard American:

1NT	6-10 HCP, non-forcing
2♣/♦/♥	natural and forcing to 2♠ with 10+ HCP
2♠	3+ spades with 6-10 point in support of spades
2N	4+ spades, game forcing
3♣/♦/♥	strong jump shift
3♠	4+ spades, invitational
3N	13-15 HCP balanced
4♣/♦/♥	4+ spades, singleton or void in bid suit, game forcing
4♠	5+ spades, blocking

After Interference

When the interference is 1NT or higher, we treat the opening bid just as if it were a Standard American 1♠ opening bid. Our methods over suit overcalls include: negative doubles through 4♥, new suits forcing, cue-bid shows a limit raise or better, fit showing jumps (except four of the opponent's suit which is a splinter), preemptive jump raises to 3♠ and 4♠, unusual vs. unusual (reversed so that the cheaper cue-bid is a constructive bid in the 4th suit and the higher cue-bid is a raise), and natural NT bids which are nonforcing. When the opponents overcall 1NT, we play new suits non-forcing and raises preemptive, double is for penalties.

We recommend that opponents treat our transfer opening of 1♥ as a Standard American 1♠ opening and use their regular defensive methods, including a double which is takeout of spades. When the opponents employ this method, we also treat our opening as a Standard American 1♠ opening bid: redouble shows 10+ HCP and implies no fit; 1NT is natural showing about 7-10 HCP; new suits at the two level are natural and constructive, but non-forcing; jumps in spades are blocking; 2NT shows a limit raise or better; and jumps in new suits are fit showing. A 1♠ response shows an inability to bid anything else and indicates that responder would have passed had the auction started with a Standard American 1♠ opening followed by a 2nd seat takeout double. (We use the same methods if the opponent's double shows a balanced hand.)

If the opponents use a 1♠ bid for takeout, we substitute double for redouble, and all other bids are as if the auction had started with a Standard American 1♠ opening followed by a 2nd seat takeout

double. If the opponents choose to use 1♠ to show hearts and a minor: 1NT natural about 7-10, 2NT natural and invitational, 2m natural and forcing, 2♥ is a cue-bid raise, 3♥ is a mixed raise (about 7-9 with 4+ card support), and double suggests penalties.

SUGGESTED DEFENSE

Treat the opening as a Standard American 1S opening bid and use normal defensive methods:

NOTE: After a 1♥ transfer opening, the intervening side's cue-bids is spades, not hearts.

- (1♥)-1NT 16-18 balanced, use methods as after a Standard American (1♠)-1NT
- (1♥)-2♣/♦/♥ natural and limited, use methods as after a Standard American (1♠)-2♣/♦/♥
- (1♥)-2♠ hearts and a minor, use methods as after a Standard American (1♠)-2♠
- (1♥)-2NT minors, use methods as after a Standard American (1♠)-2NT
- (1♥)-3♣/♦/♥ natural with a long suit and weak hand, use methods as after a Standard American (1♠)-3♣/♦/♥
- (1♥)-3♠ stopper asking, usually based upon a source of trick, use methods as after a Standard American (1♠)-3♠
- (1♥)-DBL takeout of spades, use methods as after a Standard American (1♠)-DBL, special consideration must be given to two situations:
 - (1♥)-DBL-(P) An advancer who would have passed for penalties after a Standard American 1♠ opening and a 2nd seat double cannot afford to pass without a willingness to defend 1♥X (based upon intervenor's presumed length). A pass by advancer thus shows a penalty pass of 1♠, but also a willingness to defend 1♥X. With a penalty pass of 1♠, but an unwillingness to defend 1♥X, advancer must bid an appropriate number of NT. In all other respects, use the same methods as after a Standard American 1♠ opening.
 - (1♥)-DBL-(1♠) Since intervenor will get a second chance, advancer is no longer under any obligation to act, so all new suits are semi-constructive (about 6-9). Double is for penalties. In all other respects, the methods are the same as after a Standard American (1♠)-DBL-(P). If (1♥)-DBL-(1♠) is passed back around to intervenor, a second double is also takeout.
- (1♥)-P-(1♠) 4th hand acts as if the opening bid were a Standard American 1S on his right.
- (1♥)-P-(1♠)-P; P Treat this as (1♠)-P-(P), thus a balancing position. Since 2nd hand had a chance to act over 1♥, he will not have a strong hand. Double is strictly takeout (not a good, single suited hand), 1NT is about 11-14, and new suits show less than a direct overcall would.

There is one additional options for those faced with a 1♥ transfer opening: a 1♠ bid. We recommend this optional treatment:

- (1♥)-1♠ 5+ hearts and 5+ in a minor, weak, a sort of mini-Michael's. Advancer can bid any number of hearts to play or bid 1NT to ask intervenor to bid his minor; new minor suit bids are natural and non-forcing; 2♠ is invitational in hearts; 2NT is natural and invitational; game bids are to play. After advancer's 1NT, new suits and raises by advancer are non-forcing, 2♠ is invitational in intervenor's minor and 2NT is natural and invitational. If responder bids over 1S♠ advancer's NT bids are natural and NF; 2m, 3m and 4m (unbid minor) are pass or correct; and cue-bids (spades or a suit bid naturally by responder) agree hearts.

2. DEFENSES TO WEAK PREEMPTS

Basic Concepts vs. Artificial Preempts

Direct double of a bid below 2NT shows 13-15 (balanced or semi-balanced) or a strong hand. Any other double which is your side's first non-pass call is for takeout. After an overcall when their suit is unknown, bidding the cheaper minor is an artificial force (like a cuebid). If the preempt could be either strong or weak, assume the weak meaning.

Versus 2♠ opening

which is a preempt in a minor

Rating: 6 boards per segment/round

Double = 13-15 or good 18+ balanced or unbalanced.

Note: No direct bid for a 3-suiter exists, usually you pass and make a takeout double later. However, with an 18+ 3-suiter you may double directly to guard against a pass of 2♠

2NT = 16-18 (Respond as to a 2NT opening).

3♣ = Majors (3♦ asks for 5-card suit, bid singleton with 5-5 and extras).

3♦ = Hearts. Bid 3♥ if you would pass a 3♥ overcall; 4♣ = cuebid.

3♥ = Spades. Bid 3♠ if you would pass 3♠ overcall; 4♣ = cuebid.

3♠ = Shaped hand with minor. Responses:

3NT = To play.

4♣ = To play 4♣ or 4♦.

4♦ = Asks for minor.

Responses: 4♥ = clubs. - 4♠ = diamonds.

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

After 2♠ - Double - (Pass=spades): Bid as after a takeout double of a weak 2♠.

After 2♠ - Double - 3X:

Pass = Non-forcing on a 13-15 HCP doubler.

Double = Responsive.

Suit = Natural and invitational.

4X = Cuebid.

After 2♠ - Double - bid - Pass - Pass: or

After 2♠ - Double - Pass - Pass - bid:

Double = 18+

Suit = Natural, 18+.

Cuebid = 3-suiter, short in their suit, 18+.

After:

2♠ - Pass: Later doubles by second hand are takeout of suit doubled, 11-17.

2♠ - Pass - Pass: All bids are the same as in immediate position except that point count is a bit lower. Similar continuations apply.

2♠ - Pass - 2NT: Bid as to a 2NT which shows a minor preempt.

2♠ - Pass - natural suit: Bid as to an opening 3-bid.

2♠ - Pass - 3 or 4 of minor which is pass or correct: Double is takeout, suits natural.

Versus 2♥ opening

which is weak with both majors

Rating:

2 boards per segment/round (5-5)

6 boards per segment/round (5-4)

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

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

the same structure except that 2♥ - Pass - 2♠ - 3♠ is a strong minor 1-suiter looking for a spade stopper for notrump.

AFTER: 2♥ - Pass - 2NT:

Double = Good hand.

Overcall = Natural.

After: 2♥ - Pass - 3X:

Double = Takeout of suit bid

Others = Natural.

AFTER: 2♥ - Double - Pass:

2♠ = Cuebid promising invitational or better values.

2NT = Natural and invitational.

3 of a minor = To play.

3♠ = Natural and invitational

After: 2♥ - Double - 2♠, 3♥ or 3♠:

Double = Responsive

Minors = Natural and constructive.

Other major = Natural and constructive.

NT = Natural and constructive.

After: 2♥ - Pass - 2♠ - Pass - Pass:

Double = Light 3-suited takeout.

2NT = Light hand with both minors.

Versus 2NT opening

which is a weak preempt in a minor

Rating: 6 boards per segment/round

Note: To pass and then double is takeout.

Double = Balanced 14+.

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. Accept if willing to play there; clubs = 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 = Cuebid.

2NT - Double - bid - Pass - Pass:

Double = 17+ balanced.

Suit = Natural, 17+.

Cuebid = 3-suiter, short in their suit, 18+.

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

3 of a suit = Natural, 17+.

4♣ = 4-4-4-1, 18+.

2NT - Double - Pass - Pass - bid:

Pass = 14-17 balanced.

Double = 18+.

Suit = Natural, 17+.

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

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.

Versus transfer preempts (whether 1 or 2 under the suit bid)

Rating: 2 boards per segment/round

Note: Direct bids are sound. Delayed bids are lighter.

After a 2-level transfer preempt:

Double = 13-15 balanced or strong.

2NT = 16-18, Respond as after a 2NT overcall of a weak 2-bid.

Cuebid = Takeout of suit shown.

3NT = Tricks.

Others = As over an opening preempt in suit shown.

AFTER:

2X - Double - bid: Double = Responsive.

2X - Pass - 2 or 3 of suit: As over an opening preempt.

2X - Pass - 2 or 3 of suit - Pass - Pass: Double = Penalty

After a 3- or 4-level transfer preempt:

Double = 14 +.

Cuebid = Takeout of suit shown.

3NT = Tricks.

Others = As over an opening preempt in suit shown.

AFTER:

3X - Double - bid: Double = Responsive.

3X - Pass - 3 or 4 of suit: As over an opening preempt.

3X - Pass - 3 or 4 of suit - Pass - Pass: Double = Penalty.

Defense to Weak Flannery 2 Hearts

Rating: 2 boards per segment/round

Defense to 8-12 HCP Flannery 2 Heart *

- 2H** - X (Takeout of Hearts: 10 hcp+ or 18 hcp+ w/good suit) *
- 2H** - 2S (Natural 5+ good spades. 10 - 17 HCP) *
- 2H** - 2NT (Balanced 15 - 18 HCP; with Hearts stopped, may not have Spades stopped) *
- 2H** - 3C/D (Clubs/Diamonds - Natural. 12 - 17 HCP) *
- 2H** - 3H/S (Asking for a Heart/Spade stopper for No Trump) *
- 2H** - 3NT (A stopper in Hearts and, at least, one other suit (Qxx, xxxx) and a strong 6+ minor) *

2H - P - **P** - ? *

2H - P - **2S** (to play) - ? *

2H - P - **2NT** (forcing) - ? *

2H - P - **3C** (to play) - ? *

2H - P - **3D** (to play) - ? *

2H - P - **3H** (preemptive) - ? *

2H - P - **3S** (preemptive) - ? *

2H - P - **2S** (to play) - P **P** - ? *

2H - P - **2NT** (forcing) - P **3C** - ? *

2H - P - **2NT** (forcing) - P **3D** - ? *

Summary of Light Flannery 2H Opening *

2H *

2H - 2N (Asking for Description) *

2H- ... 4C/4D – Key Card for H/S *

Defense to 8-12 HCP Flannery 2 Heart

2H - X (Takeout of Hearts: 10 hcp+ or 18 hcp+ w/good suit)

2H - Dbl (Lebensohlish responses)

P (willing to play **2H**)

P – Penalty for Hearts

2S – Natural, to play

raise or 2NT shows 19-21 balanced
new suit = 18+ with suit.

2N – relay to 3C

3C – 10 to 16 HCP

P – clubs to play

3D – diamonds to play

3H – 4 spades and a heart stopper

3S – Invitational with spades

3N – game values, no heart stopper.

3D – good diamonds 18+ HCP

3H – worried about hearts for NT, 19+ HCP

3S – good spades 18+ HCP
 3N – Natural, 18+ HCP
 4C/4D – natural to play
 3C / D – natural, forcing to 3N or 5 C/D
 a follow-up cue bid of a major shows shortness.
 3H – stayman without a spade stopper
 3S – 5+ spades, game forcing
 3N – Natural, denies a heart stopper
 4C / D - Natural
 4H – undefined
 4S – natural
 4N - Blackwood
 5C / D – natural

Rdbl (willing to play 2HXX or dbl the opps) - ?

P – no preference, leaving decision to partner.
 2S – natural
 2N – relay to 3C
 3C – 10 – 16 HCP
 P – clubs to play
 3D – diamonds to play
 3H – 4 spades and a heart stopper
 3S – Invitational with spades
 3N – game values, no heart stopper.
 3D – good diamonds 18+ HCP
 3H – worried about hearts for NT, 19+ HCP
 3S – good spades 18+ HCP
 3N – Natural, 18+ HCP
 4C/4D – natural to play
 3C/D – natural, forcing
 3H – 4 spades and no heart stopper
 3S – game forcing with spades
 3N – game values, no heart stopper
 4C/D – natural
 4H – undefined
 4S – natural
 4N – Blackwood
 5C/D – Natural

2S (preference)

Double – Responsive (minors)
 2N – relay to 3C
 3C – 10 – 16 HCP
 P – clubs to play
 3D – diamonds to play
 3H / S – forcing to 3N or 4 of a minor, no stopper
 in bid major
 3N – stoppers in both majors.
 3D – natural 18+ HCP
 3H – worried about hearts for NT, 19+ HCP
 3S – worried about spades for NT, 19+ HCP

3N – Natural, 18+ HCP

4C/4D – natural to play

3C / D – natural, forcing to 3N or 5 of a minor
a 3 level major denies a stopper for NT.

3H / S – worried about the bid major for NT, forcing to 5 of a minor

3N – Natural, denies stoppers in either major.

4C/D – natural

4H/S – undefined

4N – Blackwood

5C / D – natural

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.

3C / D – natural to play

3H – 4 spades, forcing to game

3S – natural, forcing

3N – Natural

4C/D – natural

4H – undefined

4S – natural

4N – Blackwood

5C / D – natural

3C (to play)

D – Responsive (spades and diamonds)

3D – natural to play

3H – 4 spades, forcing to game

3N – Natural, hearts stopped may not have clubs stopped

4C – diamonds and spades, slam interest.

4D – natural, invitational

4H – pick a game in spades or diamonds (weaker than 4C)

4S - natural

4N – Blackwood

5C – undefined

5D – natural

3D (to play)

D – Responsive (clubs & spades)

3H – 4 spades, forcing to game

3S – natural, invitational

3N – Natural

4C – natural, invitational

4D – clubs and spades, slam interest.

4H – pick a game in spades or clubs (weaker than 4D)

4S - natural

4N – Blackwood

5C – natural

3H (to play)

D – responsive
3S – natural, forcing to 3N
3N – Natural
4C/D – natural, forcing.
4H – ability to play game in 2 suits
4S – natural
4N – Blackwood
5C/D – natural

3S (to play)

D – Responsive (minors)
3N – Natural
4C/D – natural, non-forcing.
4H – key card for clubs
4S – key card for diamonds
4N – Undefined
5C/D – natural

4H (to play)

D – 8 – 11 HCP, balanced
4S – to play
4N – pick a minor
5C/D – natural

4S (to play)

D – 8 – 11 HCP, balanced
4N – pick a minor
5C/D – natural

1. **2H - 2S (Natural 5+ good spades. 10 - 17 HCP)**

Pass

3C/D – natural forcing
3H – limit+ for spades
3N – natural
4C/D/H – splinters
4S – natural

2. **2H - 2NT (Balanced 15 - 18 HCP; with Hearts stopped, may not have Spades stopped)**

Pass

3C/3D – natural, to play
3H – stayman
3S – natural, forcing
3N – natural, to play
4C/4D – natural forcing
4H – undefined
4S – natural
4N – quantitative

5C/D - natural

3. **2H - 3C/D (Clubs/Diamonds - Natural. 12 - 17 HCP)**

Pass

3H – stopper ask
suits @ the 3 level (3D/3S) natural forcing
3N – natural
raises natural
suit jumps to the 4 level - splinters

4. **2H - 3H/S (Asking for a Heart/Spade stopper for No Trump)**

Pass

3N – suit stopped
4C – pick your minor
4D/H/S – cue bids on way to 5 of minor

5. **2H - 3NT (A stopper in Hearts and, at least, one other suit (Qxx, xxxx) and a strong 6+ minor)**

Pass

4C – pick your minor
4D/H/S – cue bids on way to 5 of minor

2H - P - P - ?

Double - Take Out of Hearts. 10 HCP+ or 15 – 18 balanced or 15+ with a good suit, Lebensohl applies

2 Spades - Natural 5+ spades. 10 - 14 HCP

2 No Trump - Balanced 12 - 15 HCP; with Hearts stopped.

3C/D – natural, to play

3H – Stayman

3N - natural

3 Clubs/Diamonds - Natural. 9 - 14 HCP

3 Hearts/Spades - Asking for a stopper for No Trump.

3 No Trump - A stopper in Hearts and, at least, one other suit (Qxx, xxxx) and a strong 6+ minor.

2H - P - 2S (to play) -?

Double - Take Out for the minors. 10 HCP+ or 18 HCP+ with one minor, Lebensohl applies

2 No Trump - Balanced 15 - 18 HCP;.

Pass

3C/D – natural, to play

3H – Stayman

3N - natural

3 Clubs/Diamonds - Natural. 10 - 17 HCP

3 Hearts/Spades - Asking for a stopper for No Trump.

3 No Trump - A stopper in Spades and, at least, one other suit (Qxx, xxxx) and a strong 6+ minor.

2H - P - 2NT (forcing) - ?

Double – Take Out for the Minors.

3 Clubs/Diamonds - Natural. 10 - 17 HCP

3 Hearts - Asking for a stopper for No Trump.

3 Spades - 10 - 17 HCP; 6+ good spades

3 No Trump - A stopper in Hearts and, at least, one other suit (Qxx, xxxx) and a strong 6+ minor.

2H - P - 3C (to play) - ?

Double – Take out (for spades and diamonds).

3 Diamonds - Natural. 10 - 17 HCP

3 Hearts - Asking for a stopper for No Trump.

3 Spades - 10 - 17 HCP; 6+ good spades

3 No Trump - A stopper in Clubs and, at least, one other suit (Qxx, xxxx) and strong 6+ Diamonds.

2H - P - 3D (to play) - ?

Double – Take out (for spades and clubs).

3 Hearts - Asking for a stopper for No Trump.

3 Spades - 10 - 17 HCP; 6+ good spades

3 No Trump - A stopper in Diamonds and, at least, one other suit (Qxx, xxxx) and strong 6+ Diamonds.

2H - P - 3H (preemptive) - ?

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

3 Spades - 12 - 17 HCP; 6+ good spades

3 No Trump - Natural

2H - P - 3S (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 No Trump - Natural

2H - P - 2S (to play) - P

P - ?

Double - Take Out for minors. 8 - 15 HCP

2 No Trump - Balanced 10 - 12 HCP; with Spades stopped.

3C/D – natural, to play

3N - natural

3 Clubs/Diamonds - Natural. 8 - 14 HCP

2H - P - 2NT (forcing) - P

3C - ?

Double - Good Clubs

3 Diamonds - Natural. 8 - 14 HCP

2H - P - 2NT (forcing) - P

3D - ?

Double - Good Diamonds

Summary of Light Flannery 2H Opening

Light Flannery 2H – (8) 9-11 (12) hcp; 453(4)1(0) or 451(0)3(4)

With 8 hcp, must have a low singleton or void, points must be working & heart suit must be good. A good 12 hcp should be opened 1H.

6. **2H**

Pass - prefer hearts
2S – prefer spades
2N – forcing, asks for description
3C/3D – to play, No fit for majors
3H/3S – preemptive
3N – to play
4C – Key Card for Hearts
4D – Key Card for Spades
4H/4S – To play

7. **2H - 2N (Asking for Description)**

3C – 451(0)3(4)
3D – invites game or slam
3H – min
Pass/3S/3N/4H/4S to play; 4C/4D – KCB for H/S
3S – max
Pass/3N/4H/4S to play; 4C/4D – KCB for H/S
3N – max, 4504
Pass/4C/4H/4S to play; 4D – KCB for H; 4N – KCB for S
3D – 453(4)1(0)
Pass/3H/3S/3N/4H/4S to play; 4C/4D – KCB for H/S
3H – 4522 min
3S – 4522 max

8. **2H- ... 4C/4D – Key Card for H/S**

1st Step – 0 or 3
2nd Step – 1
3rd Step – 2
4th Step – 2 + Q

2♥ or 2♠ showing a 5+ card major and a 4+ card minor

Rating: 2 boards per segment/round

Description: 2♥/♠ shows ___(3HCP)-___(14HCP)(Maximum range of 7 HCP), 5 or more cards in the bid major and 4(or5) or more in an undisclosed minor. Qxxxx-xx-xx-Kxxx would be opened 2S as would KJxxx-xx-x-KJxxx. There are no other requirements for the bid other than the min-max HCP and 5 or more cards in the major opened and a 4+ (or 5+) card side suit in a minor. It is permissible to have 5 cards in the major opened and 6 cards in the minor.

In direct seat you treat the opening bid exactly as you would a regular weak 2 in the major opened.

Other auctions please see below.

2♥/♠-Pass-3 ♣: is pass or correct for the minor

- Dbl: take out of major opened,
- 3Q: cue bid asking for a stopper
- 3NT: Natural

2♥/♠-Pass-3 ♦: is pass or correct for the minor

- Dbl: take out, of major opened,
- 3Q: cue bid asking for a stopper
- 3NT: Natural

2♥/♠-Pass-2NT: asks for further inquiry

- Dbl: take out of major opened, Dbl should be similar to hand you would dbl an Ougust response of a weak 2. Like 15+ balanced or a classic take out of the major; like a 4-4-4-1 with the singleton in the major.
- 3Q: Michaels

2♥/♠-DBL-3m (pass or correct):

- Dbl: responsive dbl, values and no clear direction,
- 3M: asking for a stopper for NT, or ST in a suit,
- 3NT: natural

2M-P-3 ♣-P-P/3 ♦-DBL should be defined as T/O

2M-P-3 ♦-P-P-DBL should be defined as T/O

3. DEFENSES TO WEAK/STRONG PREEMPTS

Basic Concepts vs. Artificial Preempts

Direct double of a bid below 2NT shows 13-15 (balanced or semi-balanced) or a strong hand. Any other double which is your side's first non-pass call is for takeout. After an overcall when their suit is unknown, bidding the cheaper minor is an artificial force (like a cuebid). If the preempt could be either strong or weak, assume the weak meaning.

Defense to MULTI 2♦ Opening

Rating: 6 boards per segment/round

Revised 7/27/08

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

Option One

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.

Pass, then double = Light takeout of suit DBL'd.

2♠, 3♥ = NAT. A response in other major is a cuebid, jumps natural.

2N = 16-18. Respond as to a 2NT opening.

3m = Natural

3♠ = Strong and natural, 4♥ response is a cuebid.

4m = 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.

The following doubles are for Takeout

2♦ - P - 2M – Double. Responses same as after weak 2-bid

2♦ - P - 2M - P - P - Double Lebensohl applies if used.

2♦ - P - 2♥ - P - 2♠ - Double

After 2♦ - P - 2M

Double = takeout

2N = 15-18. Respond as to 2N opening.

3M or 4M = Natural

4m = 5+/5+ in that minor and a major. 4♦ over 4♣ asks for the major; 4♥ over ♦ = pass if hearts or correct to spades

After 2♦ - P - 2♥ - DBL - ♠

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

Option Two

Immediately over 2♦:

DBL = 13-15 BAL or any strong hand

Note: with a T/O DBL of a major, Pass planning to DBL on the next round; with a strong hand, DBL directly since 2♦ may be passed.

2M = NAT. Response in other major is cuebid, jump other M is NAT.

2N = 16-18. Respond as to a 2NT opening bid.

3 of a minor = NAT.

3M = Strong (other major is a cuebid).

4 of a minor = 5⁺-5⁺ in suit bid and a major. 4 (♦ / 4 ♣ asks; 4♥ / ♦ = pass or correct). Note, added suits

(2♦) P (2M/3M/4M): DBL = T/O

All bids are NAT - Even 3M, 4M

(2♦) Pass (2M) Pass

(Pass) DBL

T/O of bid Major

(2♦) DBL (2M) Pass

(Pass) DBL

18⁺

(2♦) Pass (2♥) Pass

(2♠) DBL

T/O of Spades

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)-DBL-(Pass).

(2D) Pass (2M) ?

4 of a minor = 5⁺-5⁺ that minor + a major. (4♦ over 4♣ asks for Major; 4♥ over 4♦ = P/ Correct)

2 NT = 15-18 (respond as to 2N opening)

3M or 4M = NAT

(2♦) Pass (2♥) DBL

(2♠) ?

DBL = Penalty opposite T/O of hearts

3♥ = NAT, assuming that doubler is short in hearts

3♠ = Cue bid, asking for stopper

(2♦) Pass 2♥ Pass

(2♠) Pass (Pass) ?

DBL = T/O of spades (respond as to opening 2♠ -P-P-DBL)

(2♦) DBL (2M) ? (where 2M is P/C)
DBL = BAL, at least INV values; if FG stopper only in bid major.
Does not deny a 4-card major.

2♠ = NAT.

2NT → 3♣; signoff or FG w/ minor.

3♣ = Stayman, FG, continuations as after 2NT-3♣

3♦ or 3♥ = Transfers, at least INV

3♠ = Both minors, FG.

3NT = 11-15 HCP, stopper in both majors.

4 of a minor = Strong invitation.

4M = NAT.

4NT = Blackwood.

(2♦) DBL (2M) 2NT

(P)

3♣ = 13-15 BAL

3♦, ♥, ♠ = 18+, NAT, FG

3NT = 18-23, NAT

(2♦) DBL (2M) 2NT

(P) 3♣ (P) ?:

3♦ = to play

3♥ = clubs, game-forcing

3♠ = diamonds, game-forcing

3NT = BAL with stopper only in major opponent did not bid

(2♦) DBL (Pass or RDBL) ? (where P/RDBL shows or tends to show diamonds):

2M = To play

2NT = Clubs (forces 3♣ with 13-15, then 3♦ = forcing club 1-suiter, others NAT, with clubs)

3♣ = Stayman, game-forcing, continuations as after 2NT - 3♣.

3♦ or 3♥ = Transfers, at least INV.

3♠ = Game forcing ART, FG, no ♦ stopper.

3NT = 11-15, stoppers in both majors NAT

4 of a minor = Strong invitation.

4M = NAT.

4NT = Blackwood.

(2♦) DBL (3X) ?

DBL = PEN.

Suit = One round force.

4X = Cuebid

(2♦) Pass (Pass) ?

Bid as over a weak 2D.

Versus 2♠ which shows the minors

Rating: 2 boards per segment/round

Double = Balanced 13-15 or 19+.

2NT = Balanced 16-18. Respond as to 2NT opening.

3♣ = Majors only 5-4 (3♦ asks for five-card suit).

3♦ = Majors 5+ - 5+, (4♣ = heart slam try, 4♦ = spade slam try).

3M = Natural (4♣ response = cuebid).

After: 2♠ - Double - 3 or 4 of a minor:

Double = Responsive.

Majors = Natural, non-forcing.

Minors = Cuebid.

After: 2♠ - Pass - 2NT:

Double = 14+ balanced or strong unbalanced.

3-level bids = As over 2♠ directly.

2♠ - Pass - 3 or 4 of a minor:

Double = Takeout.

Minor Suit Namyats

Rating: 2 boards per segment/round

Our opening 4 NTbid shows a strong opening of 5 in a minor. The bid is forcing and is used in conjunction with natural 5 of a minor preempts, which show lesser hands.

Recommended possible, direct defensive actions include the following :

X - Major suit takeout

5 of a suit- Natural

5Nt - Slam worthy two suiter

Recommended possible delayed defensive actions include the following

:

X – Three suit takeout

5 of a suit – Two suit takeout including a minor

5Nt- Slam worthy two suiter including a minor

All initial actions, except natural overcalls, suggest enough defensive strength to defeat a five level contract and create a forcing auction. Subsequent suit bids are natural and forcing; subsequent doubles are penalty; and Q-bids promise controls. Where an initial bid shows an indeterminate two suiter, subsequent bids are pass or correct.

Versus an opening bid of 2♣ which shows either a strong hand or a weak 2 in diamonds

Rating: 2 boards per segment/round

Double = 13-15 balanced or big hand.

2♦ = Takeout double of diamonds.

Bids of 2♥ or higher should be played as you now play versus a weak 2♦.

This includes follow-up auctions:

After: 2♣ - Pass - 2♦:

As over a weak 2♦ opening.

After: 2♣ - Pass - 2M or 3 of any suit:

Double = Takeout.

Overcalls = Natural.

After: 2♣ - Pass - 2♦ - Pass - Pass:

Double = Penalty.

After: 2♣ - Double - Pass:

Pass = Neutral, could be just a weak balanced hand.

2♦ = Cuebid, does not promise a rebid.

2♥ or 2♠ = Natural to play.

2NT = Natural invitational.

3X = Natural invitational.

After: 2♣ - Double - 2♦:

Double = Responsive. Bids of 3♦ and higher by doubler show the big hand.

2♥ = Natural to play.

2♠ = Natural to play.

2NT = Natural invitational.

3♣, ♥, ♠ = Natural invitational.

3♦ = Game forcing cuebid.

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

Double = 19+ balanced.

Bids = Natural and strong.

Jump bids = Natural and forcing.