

Weak 2-suiter Openers (Major and a minor)

2♥ Opener

Shows 5 hearts and 4+ minor Not Vul, but 5+ minor if Vulnerable, 6-10 HCP – should have honours in your two suits (especially the suit opened).

Responses:

2♠	= 6+ card suit, 0-13 HCP, non-forcing
2NT	= 14+ HCP, 1 round force
3/4/5♣	= pass or correct – bidding as high as you are prepared to go
3/4/5♦	= 6+ suit, to play – bidding as high as you are prepared to go
3♥	= pre-emptive, 3+ support
3♠	= 6+ suit, invitation to game
3NT	= to play, may have a solid minor suit
4♥/♠	= to play, game values or pre-emptive
4NT	= Roman Key Card Blackwood (Lesson 13), agreeing hearts as trumps

Opener's rebids:

After 2♠:

- Pass (partner has little interest in your hand)
- Raise in spades with 3-card support and maximum
- Bid your minor only if it is a 6-card suit

After 2NT:

- Bid your minor with a minimum hand
- Bid 3♥ with a maximum and clubs
- Bid 3♠ with a maximum and diamonds
- Responder then makes the decision on the final contract

After 3/4/5♣:

- Pass if your suit is clubs or correct to diamonds

2♠ Opener

Shows 5 spades and 4+ minor Not Vul, but 5+ minor if Vulnerable, 6-10 HCP – should have honours in your two suits.

Responses:

These are the same as for a 2♥ opener except:

3♥	= 6+ suit, to play
3♠	= pre-emptive, 3+ support
4NT	= Roman Key Card Blackwood, agreeing spades as trumps

Opener's rebids: These are the same as for a 2♥ opener

After 2NT:

- Bid your minor with a minimum hand
- Bid 3♥ maximum, with spades and clubs
- Bid 3♠ maximum, with spades and diamonds
- Responder then makes the decision on the final contract

After 3/4/5♣:

Pass if your suit is clubs or correct to diamonds

Responder's rebids after their 2NT enquiry:

Where opener shows a minimum

- return to opener's major to play
- Bid of a new suit natural and forcing to game
- Any bid of game to play

Where opener shows a maximum (all bids forcing to game)

- bid of a new suit natural and forcing to game
- After opener's second suit 4NT is Roman Key Card Blackwood in opener's major

With interference:

NB: All doubles by either opener or responder are penalties.

After 2♥

(X)	XX	= values, all further doubles are penalties
		Any other bid is the same as after a pass

(2♠)	X	= Penalty
	2NT	= System on – forcing enquiry (not NT invite)
	3♥	= competitive
	3/4/5♣	= pass or correct
	3/4♦	= natural and competitive

After 2♠

(X)	all bids as above
-----	-------------------

(2NT/3♣/♦/♥)	X	= Penalty
	3♥	= 5+ card suit, natural forcing for one round
	3♠	= competitive
	3/4/5♣	= pass or correct
	3/4♦	= natural and competitive

Sometimes interference means you **cannot invite** to game and you need to decide how high to bid.

eg: 2♥ – (2♠) – 3NT? X?
 2♠ – (3♥) – 3♠? 4♠? 3NT, X

Make your decision based on your major fit – the better the fit the higher you can go.