

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
6+ onelevel, 10+ 2 level, new suit NF
Lower CUE or RDBL=LIM(+)+3, Higher CUE=LIM(+)+4(+)
Jump raise = mixed 4(+) trump about 6 to 9 points
Jump shift = NAT F
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 Syson
R/O 10-16 2C asks size/shape (STAY) other bids Syson
1S,p,2S,2NT=H+m
TRF to opener suit = shortness
JUMP OVERCALLS (Style; Responses; Unusual NT)
PRE – NV vs V could be very light 0 – 7, V vs NV better 6-10
2nt = 2 lower unbids, strength varies
Reopen: 2NT=19-21, suit = 6+, opening bid
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1M, 2M=OM+m(5+,5+); then D=INV+, 2NT asks m with values, 3C=P/C [4]
1m, 2m=5+, 5+ Ms any strength, then 3 M= mixed
1M, 3M asks stopper [21]
VS. NT (vs. Strong/Weak; Reopening;PH)
2C=Ms, then 2D asks better; 2D=1M, 2H=H+m, 2S=S+m
Vs Strong x=Xcard M, longer m or 1 m; vs Weak X= PEN
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X=T/O, CUE=5+OM, 5+m, 4C=mm, 4D= strong OM,
4M=strong 5+OM, 5+m; after X, 2NT asks better minor, maybe
Start of bad hand, 3 level bid = values
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X=MM, 1NT=mm same after 1C,p, 1D
After overcall, 1NT=CUE
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL followed by X=PEN, Pass followed by X=Cooperative,
RDBL followed by support = 3 card raise M
1M, X, 3M = mixed 4(+) M about 6 to 9, 2NT= LIM (+) 4 in M

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /5 th 3 rd from 6, 5 th from 7	Same Sxx if raised	
NT	4 th or 2 nd bad suit	3 rd , Sxx if raised,	
Subseq	3 rd or 5 th or ATT	Same	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), Ax(+)	AKJ(+), AK(+)	
King	AK, KQ(+)	KQ109 ask unblock or c	
Queen	QJ(+)	KQx(+), KQJx(+), QJx	
Jack	J10(+), KJ10(+)	J10x, QJx(+) HQJx(+)	
10	109(+), K109(+), Q109(+)	109x, J10x(+), HJ10(+)	
9	9x,	H109(+), 109x(+)	
Hi-X	Sx, xxSx, xxSxxx	SSx, xSxx, xSxxx, xxxSx	
Lo-X	xxS, xxxxxxS	HxS, HxxS, HxxSx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo=ENC	Lo/Hi=E	Lo=ENC
Suit 2	Lo/Hi=E	S/P	Lo/Hi=E
3	S/P		
1	Lo=ENC	Lo/Hi=E	Lo=ENC
NT 2	Lo/Hi=E	S/P	Lo/Hi=E
3	S/P		S/P
Signals (including Trumps): vs NT – Smith on next lead unless count matters if either plays high, like lead; Some SP in trump suit; if Singleton In dummy play SP			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light			
Converting C RESP to D does not show extra values			
RESP X through 4 S, NEG through 4H; SUPP through 3 M;			
Most X are T/O or cooperative, higher level more cooperative			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
NEG and RESP to 4 S			
X of 3 rd suit shows 4 th suit			
1x, ANY, 1NT, X = RESP			
MAX X			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: USBF
PLAYERS: Beth Palmer and Sylvia Shi
EVENT/Women
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card M, semi-F NT; 1NT 14-16, 15-17, 2/1 FG
Open 11 or 12 BAL, 10-11 UNBAL, RESP may be very weak
Wide range overcalls
PRE– wide range, 3 rd seat opener and PRE could be light
1M, P, 2C = FG, NAT or BAL could be 2 C with 3 card in M
1NT could have 5 card M or 6 Card m
1 m usually denies 5 card M; usually open 1C 3-3 or 4-5 m
Usually open 1D 4-4 m;
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2D = Multi Weak two in M (3-10 points may have 5 cards) [1]
2H = Hearts + m, 3 – 9 [2]
2S = Spades + m, 3 – 9 [2]
1m, p 2H = Mixed Raise (6 – 9, 4 + trumps) or BAL INV
1D or 1 H, p, 2S = C INV
TRF RESP over 1 M, DBL
TRF RESP over (1x) 1M (DBL)
SPECIAL FORCING PASS SEQUENCES
3x, DBL, 5X = F VUL v not VUL
IMPORTANT NOTES
In COMP, RESP in lower suit than 1 st suit is NF 1D, p, 1S, 2H, p,p,3C = NF, all responses asking for singletons are up the line
PSYCHICS: very rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4S	NAT	1M=NAT, can bypass D, 1NT=6-10, 2NT=F, 3NT=15-17, 2H=11-12 INV or mixed; 2C=F to 2NT or 3C, 1m, 2S=INV C	1C, 1M, 1NT 2C= INV plus checkback; 2D=FG checkback; 1C, 1H, 1S 2C={R} 2D=FG [5] [14][27][29]	1m, x, 2NT = mixed, [16][28]
1♦		3	4S	NAT	1M=NAT, 1NT=6-10, 2NT=F; 3NT=15-17, 2H=11-12 or mixed; 2S=INV in C; 3C=weak	Same as 1C	[16][28] 1m, x, 2NT= mixed
					2D= F to 2NT or 3D	2D=FG [5] [14]	
1♥		5	4S	NAT	3C=LIM, 3D=FG not slam, 3M=Mixed [7, 8, 9,15 1NT=Semi-forcing, 2NTFG with fit, 3S=ART SPL	[11][25][26][30]	Maybe 4 3 rd 4 th , 2C, 2D [10] [9] [11][23][28]
1♠		5	4S	NAT	Same, 3NT ART SPL [6, 7, 8, 9,15	[11][25][26][30]	Same as H [9,10,11,23,28
INT				14 – 16 (some 13) rare sing H	2C=STAY, 2D, 2H=TRF, 2S=C or INV, 2NT=D or mm, 3C =ask 5 or 4 cd M, 3D=mm, 3H=31(54),	TRF and next step = relay; TRF and new suit = NAT, mild slam; STAY, 2M, 3OM=ART	Syson after X, 2C (not MM) 32 After bids at 2 level, 3C=STAY,
				15-17 3 rd seat V, 4 th seat	3S=13(54), 4S=INV 5+C, 4NT=INV 5+D	sing, 4C=BAL slam try, 4D=RKCB [31]	3D, 3H = TRF INV+ [19, 20]
2♣		0		Strong, ART	2D=waiting	[17], 2C, 2D, 3C, 3D waitng	[18]
						2C, 2D, 3M = 4M and 5+D	
2♦		0		Multi 0-10 5 or 6 card M [3]	M= P/C, 2NT asks, 4C=bid one below, 4D=bid suit	[1]	
2♥		5		5 H and 4/5+m [3]	2S=NAT, NF, 2NT=asks, 3C=P/C, 3D= G/T [2]	After 2NT – 3C, 3D=min, 3H=max w C,	After X, 3C, 3D=same;
						3H=max w C, 3S=max with D	OM=NAT, 2NT= own suit see
2♠		5		5 S and 4/5+m [3]	SAME as 2H	Same as 2H	XX=values, pass and X=PEN
2NT				19+-21 rare singleton H	3C- STAY, 3D, 3H, 4D, 4H TRF; 3S=(R), 4C- BW [22]	3C, 3D, 3M=4 in M, 5 OM, after 3S, 3N	
3♣		6			3D=(R) [12]{13}		
3♦		6			[13]		
3♥		6			[13]		
3♠		6			[13]		
3NT				Solid m; No A/K in 1 st or 2nd	4C P/C, 4D asks shortness		
4♣		7		PRE			
4♦		7		PRE			
4♥		6		PRE	usually more than 6 unless 2 suiter		
4♠		6		PRE	usually more than 6 unless 2 suiter		
4NT				Blackwood			
5♣		7				HIGH LEVEL BIDDING	
5♦		7				RCKB, with Trump Q ask, Signoff F if have 3/4 key cards	
5♥						4C jump after NT = A asking except after 2M resp to 2C	
5♠						Kickback – 4 suit +1 = RCKB, 3NT=mild slam try after M fit [30]	
						Exclusion RCKB; Last train cue before game might not have suit, just invite	
						If partner shows shortness, CUE=A or no wasted values, comp x=1step, p=2 nd	
						Past our suit x=even, p=odd [33] CUE= 1 st or 2 nd round control –bid up line	

SUPPLEMENTAL NOTES SHI/PALMER

C. Bids that may require a defense

Note 1. Responses to Multi

2M/3M = P/C, if correcting the more we bid the better our hand is

2D, 2NT – 3C very bad, then 3D ask M

2D, 2NT - 3D = MIN with H, 3H=MIN with S, 3S=MAX with H, 3NT= MAX with S

2D, 3m to play

2D, 4C = bid one below M

2D, 4D = bid M

2D, Pass does not show D

After X, Pass does not show D, other bids same as above, XX = good hand

2D, X, p,p then XX=H, 2H=S

2D, 2M/3M, X=P/C

Note 2 Response to 2H and 2S

2H/2S = 5 M and 5+ m (nv vs V in first, 4 m allowed)

2H, 2S = non forcing

2S, 3H = non forcing

2H/S, 2NT = forcing relay

Then 3C/3D = min, then 3M = slam try, 3OM natural, forcing

3H/3S = MAX with C/D, after 3S, 4C=S/T S, 4D=S/T D

2H/S, 3C = P/C

2H/S, 3D = game try in H/S

2H/S, X, 3C= P/C

3D= INV with H/S

2/3 OM = natural

2NT = own suit

XX = values, opener is allowed to bid, including x

Pass then X = penalty

D Defensive and Competitive Bidding

Note 4

Michaels – a direct cue bid of a minor shows at least 5-5 in MM; a direct cue bid of a M shows at least 5-5 in the other M and one m; wide range of points

After 1 m, 2m, pass 3 M = PRE/Mixed 4 trumps; 3C= H CUE, 3D= S CUE

After 1M, 2M, pass, 2NT asks m and shows values, 3C= P/C, D = support for M with values

BACK of CARD

Note 1. Responses to Multi

2M/3M = P/C, if correcting the more we bid the better our hand is

2D, 2NT – 3C very bad, then 3D ask M

2D, 2NT - 3D = MIN with H, 3H=MIN with S, 3S=MAX with H, 3NT= MAX with S

2D, 3m to play

2D, 4C = bid one below M

2D, 4D = bid M

2D, Pass does not show D

After X, Pass does not show D, other bids same as above, XX = good hand

2D, X, p,p then XX=H, 2H=S

2D, 2M/3M, X=P/C

Note 2 Response to 2H and 2S

2H/2S = 5 M and 5+ m (nv vs V in first, 4 m allowed)

2H, 2S = non forcing

2S, 3H = non forcing

2H/S, 2NT = forcing relay

Then 3C/3D = min, then 3M = slam try, 3OM natural, forcing

3H/3S = MAX with C/D, after 3S, 4C=S/T S, 4D=S/T D

2H/S, 3C = P/C

2H/S, 3D = game try in H/S

2H/S, X, 3C= P/C

3D= INV with H/S

2/3 OM = natural

2NT = own suit

XX = values, opener is allowed to bid, including x

Pass then X = penalty

Note 3 In 4th seat, 2D, 2H, 2S are intermediate, 2NT asks

Note 4

Michaels – a direct cue bid of a minor shows at least 5-5 in MM; a direct cue bid of a M shows at least 5-5 in the other M and one m; wide range of points

After 1 m, 2m, pass 3 M = PRE/Mixed 4 trumps; 3C= H CUE, 3D= S CUE

After 1M, 2M, pass, 2NT asks m and shows values, 3C= P/C, D = support for M with values

Note 5

1NT Rebid = 11-13 except after 3rd seat opening VUL or 4th seat opening then 11-14

1m, 1M, 1NT, 2C = INV checkback or choice of games, must bid 2D

1m, 1M, 1NT, 2D = FG check back

1m, 1M, 1NT, 3C = to play

1m, 1M, 1NT, 3D = S/T in openers m

Same after 1C, 1D, 1NT

In competition, on after x but not after overcall

1m, 1M, 1NT, 3OM = shortness, 4 cards M and not slam interest but FG

1m, 1H, 1S, 2C = relays to 2D to play or INV

1m, 1H, 1S, 2D = FG

In competition, on after x but not after overcalls

1m, 1M, 1NT, 3OM = shortness, 4 cards first major, FG not usually slam interest

Note 6

1S, 1NT, 2C, 2D - Opener bids 2H with 2 or 3 H or else makes descriptive bid

1S, 1NT, 2C, 2D, 2H, 2S = 9-11 with 2S

1S, 1NT, 2C, 2D, 2H, 3C = good club raise

1S, 1NT, 2C, 2D, 2H, 2NT = INV with 5 H

Note 7

1H, 3S = mini splinter about 10-12, 3NT asks, respond shortness up the line

1S, 3NT = mini splinter about 10-12 4C asks, respond shortness up the line

1H, 3NT = normal spade splinter

Note 8

1M, 1NT, 2NT = next bids are transfers

Note 9

1M, 2C – FG could be only two

1M, 2D = five

2M rebid = six, in comp maybe only five

Note 10

P,p, 1M, p

2C= limit raise with 3 trumps, 2M – no interest, next bid other than 2M=GT

2D = limit raise with 4+ trumps, 2M – no interest, next bid other than 2M=GT

2NT = minors

3C= NAT
3D=NAT

Note 11

After 1M, x or we overcall 1M and they double

2M=0 to 6, with fit

TRF to 2M=6 to 10 usually 3 trumps

3M= mixed 4+ in M and about 6 to 10

Other bids starting with 1NT are transfers – either show that suit or are lead directing with support for M

2N= 4+ in M and LIM or better

XX followed by raise = LIM or better with 3 in M

Note 12

After 3C opening, 3D = relay

After 3H response – pass to play with H

3S – NF with S

3NT – choice of games, pull with bad clubs

4C = slam try

4D= RKCB

Note 13 Preempts

Preempts can be very light. They vary by seat and vulnerability. At favorable in 1st or 3rd could be very light. Could be six card suit. 2nd seat and equal or unfavorable more normal but still on light side. No requirements for certain number of top honors or with regard to outside cards.

Note 14

1m, 1M

3 of suit in between = SPL and about 13-15 – if both suits available, known SPL if not unknown; then 3 M to signoff, bid above M asks shortness – respond up the line

1m, 1M, 3M = 18 or bad 19 BAL unless 1D, 1H then 3H = unknown SPL and about 13-15

Note 15

1M, 2M, 2 next step = GT, other bids = S/T

Note 16

1m, 1NT 2 other minor for majors

Note 17

2C, 2D, 2H = relay to 2S (unless have own bad suit Qxxxxx or worse)

Then after 2S – 2NT = FG 23 + BAL, SYSON

3C= 1 suiter in H, then 3D = negative response
3D = 5+H and D
3H = 5+H and C
3S = 5+ H and S

Note 18
2C, bid , X = 0-4 no Ace

Note 19
2NT asks better m, then bid to play
3NT shows stopper
Direct 3NT denies stopper
TRF at 4 level if can jump

Note 20
1NT, p, TRF, X
XX shows 3 with MAX, suit shows 3 with MIN
1NT, p, 2C, X
2M=4 with C stopper
2D = 5 with C stopper
Pass denies C stopper, then XX asks again
Opener reverses responses 2H = 4 S, 2S = 4H; with both M, opener bids 2NT

Note 21
Defense when opponents show two specific suits (unusual over unusual)
This applies whenever two suits are known
1M, 2NT showing both minors, then 3C = H LIM+, 3D=S LIM+, 3M=NF (simple raise if opener M)

Note 22
2N, 3S – opener usually bids 3NT (unless good support for both m)
Then
4m= one suiter
4M= shortness with both m
4NT = 4-4 or 4, 5 minors BAL
After responses, 4NT by opener to play

2NT, 3C, 3M oM slam try usually that M but might have other M with slam try

2NT, 3C, 3M, 4m slam try NAT with oM, then 4NT to play

Note 23
1M, 1/2y, 2NT = LMT+ with 4
1x, 1M, y, 2NT = LMT+ with 4 but not after 1x, 1M, pass then 2NT= NAT

Note 24

1S, 1NT, 2M, 2NT then 3M to play, 3C FG relay to 3D

Note 25 1M, 3D forcing to game not much slam interest

1M, 3D, 3NT choice of games

1M, 3D, 3H – asks shortness

Note 26

1S, 1NT, 3C – maybe ART, then 3D asks – 3H = 4, 3S = 6+, 3NT = S and C

1H, 1NT, 3S = ART, 6+ H, FG

Note 27

1m, 1M, 2M – next step asks, responses 3 in M with MIN, 3 in M with MAX, 4 in M with MIN, 4 in M with MAX – after 3 in M with MIN can play partner m or M; after 4 in MAJ with MIN can play 3 M; after 3 in M with MAX, bid not m or M asks shortness; after 4 in M with MAX, bid not m or M asks range

Note 28

In comp, jump = 6+ card suit and 5 to 10

Note 29

1m, 1NT, 2M= shortness in other M, INV

1m, 1NT, 2NT=shortness in C, INV

Note 30

When M suit found at 3 level, GF and no one has bid natural NT and not in competition

Then 3M+1 = non serious cue bid, 4 level serious cue bid

Note 31

1NT, TRF, after opener responds, responder bids new suit, mild slam try; next steps asks shortness, skip step asks shortness with support for M

1NT, 2S, 2NT=MIN, 3C= MAX

Then 3M = shortness

3D = balanced with C or short D, next step asks, first response balanced with clubs

Note 32

After bid at 2 level, 2NT asks for partner's better minor, maybe start of bad hand

Note 33

After x of keycard ask other than 4NT, answer = 1st or second round control; pass no control in that suit, then xx asks partner to answer;

Note 34

Defense to 2NT both minors

X=good hand, then 3C=STAY

3C=MM better H

3D=MM better S

Note 35

Defense to Multi 2D

2♦ 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
4m = 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

Revised 6/17/2015

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

Defense Option Two:

2♦ -

- 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♦ may be passed.
- 2♥/2♠ = Natural. Response in other major is cuebid, jump other M is NAT.
- 2N = 16-18 HCP. Respond as to a 2NT opening bid.
- 3♣/3♦ = Natural.
- 3♥/3♠ = Strong (other major is a cuebid).
- 4♣/4♦ = 5'-5' in suit bid and a major.
- 4♦ over 4♣ = asks major
- 4♥ over 4♠ = pass or correct

After 2♦ - Pass - 2♥/2♠ - Pass - Pass
Double = Takeout of bid Major

After 2♦ - Pass - 2♥ - Pass - 2♠
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♦ - Pass - 2♥/2♠
Double = Takeout of suit bid
2 NT = 15-18 HCP, respond as to 2NT opening
3♥/3♠ = Natural
4♣/4♦ = 5'-5' that minor + a major.
4♦ over 4♣ = asks for Major
4♥ over 4♠ = Pass or Correct
4♥/4♠ = Natural

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

After 2♦ - Pass - 2♥ - Pass - 2♠ - Pass - Pass
Double = Takeout of spades (respond as to opening 2♠ - Pass - Pass - Double)

After 2♦ - Double - 2♥/2♠ (Pass or Correct)
Double = Balanced, at least Invitational values;
If Game Forcing, shows stopper only in bid major.
Does not deny a 4-card major.
2♠ = Natural
2NT = Puppet to 3♣ ; signoff or Game Forcing with minor.
3♣ = Stayman, Game Forcing, continuations as after 2NT-3♣
3♠/3♥ = Transfers, at least Invitational

Revised 6/17/2015

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

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 - 2♥/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♦.

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2♥ Opening showing 5-4 Majors, weak

Rating: Minimum 6 boards per segment/round

Basic Defense:

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

After 2♥ - Pass - Pass and 2♥ - Pass - 2♣:

Same as above except that 2♥ - Pass - 2♣ - 3♣ is a strong minor 1-suiter looking for a spade stopper for No Trump.

After 2♥ - Pass - 2NT:

Double = Good hand.
Overcall = Natural.

After 2♥ - Pass - 3X:

Double = Takeout of suit bid
Other calls = Natural.

After 2♥ - Double - Pass:

2♣ = Cue bid promising invitational or better values.
2NT = Natural and invitational.
3 of a minor is to play.
3♣ = Natural and invitational

After 2♥ - Double - 2♣, 3♥ or 3♠:

Double = Responsive
Minors = Natural and constructive.
NT = Natural and constructive.
Other major is Natural and constructive

After 2♥ - Pass - 2♣ - Pass - Pass:

Double = Light 3-suited takeout.
2NT = Light hand with both minors.