

DEFENSIVE BIDDING

After a Weak Two Bid

A Standard Version presented by Mike Savage

Db1 = Usually shows a good opening hand or better and support for at least the unbid major(s) or it might be a hand with a great 6-card or longer suit and much better than opening values. Rarely, it could be a big hand, too strong to overcall **2NT** but intending to bid no-trump on his *next* turn.

Overcall at the 2-level = Shows a good 5-card or longer suit, normally with at least opening values.

Overcall at the 3-level = Shows a good opening hand along with a good (usually 6-card) suit.

Jump overcall at the 3-level = Shows a 6/7-card suit with one or no losers and a very good hand.

2NT = Shows a balanced hand with at least 15/16-18/19 HCP, usually with two stoppers in their suit.

3NT = Shows about 8-1/2 plus running tricks, usually based on a long, solid suit (normally a minor) and at least one stopper in the opponent's suit.

4 of an unbid major = Shows a long (normally at least 7-card) very good suit and nine or ten winners.

Over 2D:

2D-3D Option # 1:

Michaels—shows at least 5-5 in the majors with opening values or more. Asks partner to bid his longer major. If weak, partner should choose between **3H** or **3S** but with some useful values and a fit, he should bid game (**4H** or **4S**). Responder could also bid **3NT** with stoppers and a nice hand with no fit. If the Michaels bidder has a super hand, he can bid game over **3H** or **3S**.

If you choose this option, you may miss some no-trump games when all (or almost all) you need is for your partner to have a stopper in the opponent's suit. On the other hand, you can show 5-5 or better in the majors at the 3-level instead of only at the 4-level.

Option # 2:

Asks partner to bid **3NT** with a diamond stopper and is normally based on a long solid suit.

If he doesn't have a stopper, he can bid **4C**, asking partner to pass if *that* is his suit or correct.

Or if you want to be in game in partner's suit, bid **4D**. Partner will bid game (or slam) in his suit.

If you choose this option, with 5-5 in the majors, you are forced to cue-bid at the four-level, double or just overcall one of your majors (usually spades) and hope for another chance to bid.

However, you can get to **3NT** when you only need a stopper in their suit.

2D-4C = Shows clubs and a major, at least 5-5 and a very good hand. If responder bids **4D**, that asks partner to bid his major. After (**2D**) **4C-4D-4H** or **4S**: **4NT** should be 6-card Roman Key-card.

2D-4D If you chose Option # 1 above, my recommendation for the meaning of this bid is:

Shows a very strong Michaels bid (5-5 or better in the majors) with a *void* in diamonds.

This would simplify Blackwood and make bidding easier for partner after a diamond raise.

If you chose Option # 2 above:

Shows a very strong Michaels bid (5-5 or better in the majors). Unless interested in slam, partner should choose between **4H** and **4S**. Bidding **4NT** should be Six Card Roman Key-card.

Over 2H or 2S:

2H-3H or **2S-3S** = Asks partner to bid **3NT** with a stopper in the bid major. If you don't have one, bid **4C**; or if you want to be in game in partner's suit, bid **4D**. Partner will raise or correct.

2H/2S-4C or **4D** = Shows the bid minor and the unbid major, at least 5-5 and a very nice hand.

2H-4H or **2S-4S** = Shows both minors, at least 5-5 and slam interest.

2H/2S-4NT = Shows both minors, at least 5-5 with no particular slam interest.