

DEFENSIVE BIDDING

After Michaels

The GerryBare/MikeSavage Simplex Version

Michael shows two suits, either both majors or the unbid major and an unknown minor. The meanings of bids by opener's partner after Michaels are rarely discussed so the bids below may be useful to *your* partnership. There are more complex/comprehensive defensive methods after Michaels, not shown here.

Part I: when Michaels is for both majors.

- 1C-2C:** **DbI** = Penalty oriented with good defense against at least one of the majors.
Shows at least invitational values with a fit, otherwise opening values.
2D = Natural and forcing one round.
2H/2S = Shows opening values, unwilling to **DbI 1C-2C** and has stoppers in the suit bid.
Simple: 2NT = Natural and invitational.
Better: 2NT = Artificial; either a very weak or very strong club raise. Semi-forces **3C**.
Responses: **Pass** = weak club raise, **other bids** = natural, showing a forcing raise.
3C/3D = Natural and invitational.
3H/3S = Splinter raise; if partner now bids **3NT**, he *may* not have stoppers in the other major.
3NT = Natural and to play, often with a fit.
- 1D-2D:** **DbI** = Penalty oriented. (All these bids are basically the same as over **1C-2C** above.)
2H/2S = Shows opening values, unwilling to **DbI 1D-2D** and has stoppers in the suit bid.
Simple: 2NT = Natural and invitational.
Better: 2NT = Artificial, either a very weak or very strong diamond raise. Semi-forces **3D**.
Responses: **3D** = weak diamond raise, **other bids** = natural, showing a forcing raise.
3C/3D = Natural and invitational.
3H/3S = Splinter raise; if partner now bids **3NT**, he *may* not have stoppers in the other major.
3NT = Natural and to play, often with a fit.

Part II: when Michaels is for the other major and a minor.

- 1H-2H:** **DbI** = Penalty oriented with defense for at least one (usually two) of the overcaller's potential suits, invitational values with a fit, otherwise will have opening values.
2S = Invitational or better raise in hearts.
2NT = Natural and invitational.
3C/3D = Natural and forcing one round.
3H = Competitive/constructive raise in hearts.
3S/4C/4D = Splinter raises in hearts.
3NT = Natural and to play.
- 1S-2S:** **DbI** = Penalty oriented. (All bids are basically the same as over **1H-2H**, except **3H** & **4H**.)
2NT = Natural and invitational.
3C/3D = Natural and forcing one round.
3H = Invitational or better raise in spades.
3S = Competitive/constructive raise in spades.
3NT = Natural and to play.
4C/4D/4H = Splinter raises in spades.