

2♣ Opening Bid showing either a strong hand or a weak 2 in diamonds

Rating: Minimum 2 boards per segment/round

Defense:

Double = 13-15 balanced or big hand.
2♦ = Takeout double of diamonds.
Bids of 2♥ or higher should be played as versus a weak 2♦.

After 2♣ - Pass - 2♦: Calls are 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♥ or 2♠ = Natural, to play.
2NT = Natural, invitational.
3♣, ♥, ♠ = Natural, invitational.
3♦ = Game forcing cuebid.

After 2♣ - Double - 2♦ - Pass - Pass:

Double = 19+ HCP, balanced.
Bids = Natural and strong.
Jump bids = Natural and forcing.