

2♦ Opening Showing 5-4 in Majors, Weak

Rating: Minimum 6 boards per segment/round

Defense:

Directly over 2♦

Double = 13-15 or 19+ HCP Balanced or 18+ HCP Unbalanced
Second Double = 19+ Takeout oriented

2NT = 16-18 HCP, Balanced or Semi-Balanced
Bid as over 2NT opening

2♥ = Natural
2♠ = Cue bid
3♣/3♦ = Natural, one round force
3♠ = Natural, Game Forcing

2♠ = Both minors
3♥/3♠ = Stopper
2NT = Invitational
3♣/3♦ = Weak

3♣/3♦ = Natural, non-forcing
3♥/3♠ = Cue-bid, showing a stopper

3♥/3♠ = Stopper, asking for stopper in other Major (long minor)
3NT = Natural, tricks
4♣/4♦ = Strong, 6+ in bid minor, 4+ other minor
4♥/4♠ = Natural (sets up forcing pass)

NOTE: After a one-suited action, Double by advancer is Responsive; after 2♠ for the minors, Double by advancer is Penalty (our hand type is closer to being revealed).

After 2♦ - Double - Pass (to play)

2♥ = Natural, competitive
2♠ = Natural, competitive
2NT = Natural, Invitational
3♣ = Natural, competitive
3♦ = Game forcing, Cue bid
3♥/3♠ = Natural, Invitational

After 2♦ - Double - Pass/Redouble (pick a Major)
Bid as over 1NT - 2♦ (Majors) except

2NT = Natural, Invitational
3♣/3♦ = Forcing

After 2♦ - Double - 2♥/2♠
Bid as over 1NT - 2♥/2♠

After 2♦ - Pass - 2♥/2♠
Bid as over weak 2♥/2♠ opening including Lebensohl responses to Double and conventional responses to 2NT overcall, except 2♦ - Pass - 2♥/2♠ - 3 of unbid major = minors

After 2♦ - Pass - Pass
Bid as over weak 2♦ opening

After 2♦ - Double - 3♥/3♠ / 4♥/4♠
Double = values
4 of Bid Major = Cue bid
Unbid Major = Natural

After 2♦ - Pass - 2♥/2♠/3♥/3♠ - Pass - Pass
Double = Takeout

After 2♦ - Pass - 2♥/2♠ - Pass - Pass
Major Suit Bid = Natural

Note: Spades bid shows full values because couldn't bid spades naturally immediately over 2♦