

2♦ Opening Showing 5-4 in Majors, Weak, with known 5 card Major

Rating: Minimum 2 boards per segment/round

Five Card Heart Suit Defense:

Generally ♠ bids are natural (unless responder shows ♥'s), ♥ bids are Cue bids

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 overall of weak 2♥

2♥ = Both minors
2♠ = Artificial, game force
3♥ = Stopper
2NT = Invitational
3♣/3♦ = Weak
3♠ = Natural

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

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♥ = Cue bid
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♥ = minors

After 2♦ - Pass - Pass

Bid as over weak 2♦ opening, but 2♥ = Spades & Clubs

After 2♦ - Double - 3♥/3♠ / 4♥/4♠

Double = values

4♥ over 3♠ = Cue bid

3♠/4♠ over 3♥/4♥ = Natural

After 2♦ - Pass - 2♥/2♠/3♥/3♠ - Pass - Pass

Double = Takeout

After 2♦ - Pass - 2♥/2♠ - Pass - Pass

Major Suit Bid = Natural

Note: Hearts bid shows full values because couldn't bid hearts naturally immediately over 2♦

Five Card Spade Suit Defense:

Generally ♥ bids are natural (unless responder shows ♥'s), ♠ bids are Cue bids

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 overcall of weak 2♥

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♠ =	Cue bid
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♠ = minors

After 2♦ - Pass - Pass

Bid as over weak 2♦ opening, but 2♠ = Hearts & Clubs

After 2♦ - Double - 3♥/3♠ / 4♥/4♠

Double =	values
4♥ over 3♠ =	Natural

3♠/4♠ = Cue bids

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♦

Five Cards Both Majors Defense:

All major suit bids are Cue bids

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
3♣/3♦ = Natural, non-forcing
3♥ = Clubs
3♠ = Diamonds

2♥ = Both Minors

2♠ = Good Overcall in a minor

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

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

After 2♦ - Double - Pass (to play)

2♥/2♠ = Cue bid, showing a stopper
2NT = Natural, Invitational
3♣ = Natural, competitive

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♠ except cheapest bid of other Major shows the minors

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♥ = minors

After 2♦ - Pass - Pass

Bid as in direct position over a Weak 2♦