

## 2♦ Opening Showing a Weak Two in a Major, may have additional Strong Meanings

**Rating: Minimum 6 boards per segment/round**

*Note: Players must have both options available for their opponents.*

### Defense Option One :

2♦ -

Double = Takeout of spades. Respond as you would to a double of a weak 2-bid, including Lebensohl, if used.  
2♥ = Takeout of hearts. Respond as to a double of a weak 2-bid, including Lebensohl, if used.  
2♠, 3♥ = Natural. A response in other major is a cue bid, jumps natural.  
2NT = 16-18. Respond as to a 2NT opening.  
3♣/3♦ = Natural  
3♠ = Strong and natural, 4♥ response is a cue bid.  
4♣/4♦ = 5+/5+ in the suit bid and a major.  
4♦ over 4♣ asks for the major  
4♥ over 4♦ = pass if hearts or correct to spades.

2♦ - P - 2♥/2♠ - P - P - Double

Double = Light takeout of suit doubled. Lebensohl applies if used.

2♦ - P - 2♥ - P - 2♠ - Double

Double = Light takeout of spades

After 2♦ - P - 2♥/2♠

Double = Takeout  
2NT = 15-18HCP. Respond as to 2N opening.  
3M/4M = Natural  
4m = 5+/5+ in that minor and a major  
4♦ over 4♣ = asks for the major  
4♥ over 4♦ = pass or correct major

After 2♦ - P - 2♥ - Double - 2♠

Double = Penalty opposite takeout of hearts.  
3♥ = Natural assuming doubler is short in hearts.  
3♠ = Cue bid asking for spade stopper.

After 2♦ - P - 2♥ - P - 2♠ - P - P -

Double = takeout of spades (same responses as 2♠ -P-P-DBL)

After 2♦ - P - P

same as after a weak 2-bid in Diamonds

After 2♦ - P - 3X

Double = Takeout  
Four of Responder's bid suit shows a two suited hand.  
Other suit bids are Natural

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### Defense Option Two:

2♦ -

Double =	13-15 HCP balanced or any strong hand
	<i>Note: with a Takeout Double of a major, Pass planning to Double on the next round; with a strong hand, Double directly since 2♦ may be passed.</i>
2♥/2♠ =	Natural. Response in other major is cuebid, jump other M is NAT.
2N =	16-18 HCP. Respond as to a 2NT opening bid.
3♣/3♦ =	Natural.
3♥/3♠ =	Strong (other major is a cuebid).
4♣/4♦ =	5 <sup>+</sup> -5 <sup>+</sup> in suit bid and a major.
	4♦ over 4♣ = asks major
	4♥ over 4♦ = pass or correct

After 2♦ - Pass - 2♥/2♠ - Pass - Pass  
 Double = Takeout of bid Major

After 2♦ - Pass - 2♥ - Pass - 2♠  
 Double = Takeout of Spades

*Note: Responses to all these doubles are the same as after a double of a weak 2-bid. Lebensohl applies if you normally play it after 2M - Double - Pass.*

After 2♦ - Pass - 2♥/2♠  
 Double = Takeout of suit bid  
 2 NT = 15-18 HCP, respond as to 2NT opening  
 3♥/3♠ = Natural  
 4♣/4♦ = 5<sup>+</sup>-5<sup>+</sup> that minor + a major.  
           4♦ over 4♣ = asks for Major  
           4♥ over 4♦ = Pass or Correct  
 4♥/4♠ = Natural

After 2♦ - Pass - 2♥ - Double - 2♠  
 Double = Penalty opposite takeout of hearts  
 3♥ = Natural, assuming that doubler is short in hearts  
 3♠ = Cue bid, asking for stopper

After 2♦ - Pass - 2♥ - Pass - 2♠ - Pass - Pass  
 Double = Takeout of spades (respond as to opening 2♠ - Pass - Pass - Double)

After 2♦ - Double - 2♥/2♠ (Pass or Correct)  
 Double = Balanced, at least Invitational values;  
           If Game Forcing, shows stopper only in bid major.  
           Does not deny a 4-card major.  
 2♠ = Natural  
 2NT = Puppet to 3♣ ; signoff or Game Forcing with minor.  
 3♣ = Stayman, Game Forcing, continuations as after 2NT-3♣  
 3♦/3♥ = Transfers, at least Invitational

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3♠ = Both minors, Game Forcing.  
3NT = 11-15 HCP, stopper in both majors.  
4♣/4♦ = Strong invitation.  
4♥/4♠ = Natural.  
4NT = Blackwood.

After 2♦ - Double - 2♥/2♠ - 2NT - Pass

3♣ = 13-15 HCP Balanced  
3♦ = to play  
3♥ = clubs, game-forcing  
3♠ = diamonds, game-forcing  
3NT = BAL with stopper only in major opponent did not bid

3♦/3♥/3♠ = 18+ HCP, Natural, Game Forcing  
3NT = 18-23 HCP, Natural

After 2♦ - Double - Pass/Redouble (where Pass/Redouble tends to show diamonds):

2♥/2♠ = To play  
2NT = Puppet to 3♣ with 13-15 HCP  
3♦ = forcing, club 1-suiter  
Other bids = Natural, with clubs as second suit

3♣ = Stayman, game-forcing, continuations as after 2NT – 3♣  
3♦/3♥ = Transfers, at least invitational  
3♠ = Game forcing, no ♦ stopper.  
3NT = 11-15, stoppers in both majors, natural  
4♣/4♦ = Strong invitation.  
4♥/4♠ = Natural  
4NT = Blackwood

After 2♦ - Double - 2♥/2♠ - Pass – Pass

Double = 18+ HCP

After 2♦ - Double - 3X

Double = Responsive/"Cards"  
Suit bid = One round force  
4X = Cuebid

After 2♦ - P - 3X

Double = Takeout  
Four of Responder's bid suit shows a two suited hand.  
Other suit bids are Natural

After 2♦ - Pass - 4♥/4♠

Double = Takeout of suit bid  
Other suit bids are Natural

After 2♦ - Pass - Pass

Bid as over a weak 2♦.