



2c Openings

And Responses

The Ancient Practice of Strong 2 Bids

Before the strong 2♣ bid was invented, all opening bids at the 2-level were strong two bids, natural and forcing.

The benefit of the strong 2♣ bid is that it can be played in conjunction with weak two bids, which occur more frequently and preempt the opponents.



2C Opening Bid

The 2c opening bid is a cornerstone of Standard American bidding. It is strong and artificial, promising either:

22+ HCP with a balanced hand, or

17+ HCP and no less than "a trick short of game" with an unbalanced hand

"A trick short of game" means at least 9 playing tricks with a 5+ card major (i.e. one trick shy of making 4♥/♠), or at least 10 playing tricks with a 5+ card minor (i.e. one trick shy of making 5♣/♦).

Some players relax this requirement to be 8 1/2 and 9 1/2 playing tricks, respectively.

Note that few players use the old "game-in-hand" requirement anymore, so an opening 2C isn't 100% forcing to game. You should, however, agree that unless the 2C opener rebids 2NT, the auction is forced to at least 3 of a major or 4 of a minor.



Examples

♠ AKQ

♥ AK6

♦ A32

♣ KT94

Holding 23 points, open 2♣ and plan to rebid 2NT.

♠ AKQ987

♥ AK6

♦ A32

♣ 5

With 20 points and 9 tricks (6 spades, 2 hearts and 1 diamond), this hand should open 2♣ and plan to rebid 2♠.



Examples

♠ 5

♥ KQJT

♦ AK

♣ AKT987

With 20 points and 10 tricks (5 clubs, 3 hearts and 2 diamonds), this hand should open 2♣ and plan to rebid 3♣ .

♠ AKQJ987

♥ AKT

♦ 653

—

This hand "only" has 17 HCP but is a trick short of game (7 spades, 2 hearts). Open 2c and plan to rebid 2♠ .



Put Your Hand to the Test

So what type of hand should you have for a strong 2♣?

With a balanced hand, your decision is easy because you can rely on high-card points. If your range for an opening 2NT is 20-21, you need 22 points to open 2♣ and rebid 2NT.

Unbalanced hands involve more difficult decisions because you must evaluate your hand in terms of both trick-taking power and defensive strength. In making decisions about whether or not to open 2♣ with a distributional hand, many good players "test" their hand with some combination of the guidelines below:



Put Your Hand to the Test

1. Playing tricks -- at least 8 ½ to 9 tricks if your long suit is a major; 9 ½ to 10 tricks if it's a minor.
2. Defensive strength -- a minimum of three (preferably four) quick tricks.
3. Loser count – You should have more quick tricks than losers.
4. The "two-queens" test -- Do you want to be in game if partner has two queens and nothing else?
5. Rebid problems -- How difficult will this hand be to describe if you open it with a one-bid instead of 2♣?
6. Although high-card points aren't the main factor in evaluating an unbalanced hand, it is important to remember that strong is still the operative word in the convention's name. A strong 2♣ should not be used to describe a preempt-type hand. In practice, your hand will seldom meet many of the guidelines unless it has at least 16-18 honor points.



Quick Tricks vs Losers Rule

Your hand doesn't necessarily have to pass all five of the tests to make a 2♣ opening a good choice. You'll always have borderline decisions where you'll have to use your judgment. But if you're looking for a "tie-breaker" to help you choose an opening bid for a strong, unbalanced hand, one of the most useful guidelines is the loser count (#3 above).

Using this evaluation method, you open 2♣ only with hands that contain more quick tricks than losers. To count your quick tricks, use the standard formula:

- Each ace or KQ combination is 1 quick trick
- An AK is 2
- An unsupported king is ½
- An AQ is 1 ½

Note that quick tricks are not the same as playing tricks. A hand with a solid 9-card suit and no other honors will have nine playing tricks, but only two quick tricks (the AK) and four outside losers.



Counting Your Losers

To determine your hand's total losers, count one for each missing ace, king or queen in each suit of 3 cards or more (up to a maximum of three in any suit). In shorter suits, count only missing aces (for singletons) or aces and kings (for doubletons).

- Voids, singleton aces, AK doubletons and suits headed by AKQ have no losers.
- Ax and Kx are each one loser.
- Any lower doubleton (including Qx) counts as two.

There are a few distinctions you'll want to make with this formula. Technically, suits of Axx, Kxx and Qxx (or longer) each have two losers, but these obviously aren't comparable holdings. For this reason, you should count a queen-high suit as three losers unless it also contains the jack or it's a long suit that's likely to be trumps.

Another exception is a holding of AJ10(x). Even though you're missing the king and queen, this suit is usually counted as only one loser because of the 75% chance of a successful double finesse (this assumes, of course, that you'll be able to lead the suit from partner's hand).



Counting Your Losers

Count losing tricks only for the first three cards of each suit (The 4th, 5th, 6th etc. cards in a suit are taken as winners.) With three or more cards in a suit count the A, K and Q as winners; anything lower is a loser. With two cards in a suit count the A and K as winners; anything lower is a loser. With one card in a suit count the A as a winner; anything lower is a loser. There are never more than three losers in a suit. There are never more losers in a suit than the number of cards in the suit .



Counting Your Losers

Cards held in suit	Losers	Cards held in suit	Losers
J T 9	3	8 6 3 2	3
A 7 5	2	A 7 5	2
K 6 4	2	Q J T 4	2
K Q 8	1	K Q 7 4	1
A K T	1	A Q 6 4	1
A K Q	0	A K Q 8 6	0
J 5	2	Q 9 (*2 card suit)	2
A 2	1	K (*singleton)	1
A K	0	A	0
T 9 8 7 4 3	3	A 8 7 5 4	2
K J 8	2	K Q 7 4 2	1
A Q 6 4 3 2	1	A K Q 9 7 3 2	0
Q J (*2 card suit)	2	K Q (*2 card suit)	1
Void	0		



Try Your Evaluation Skills

What's your opening bid with the following hands?

1. ♠ AK5 ♥ 6 ♦ KQ987654 ♣ 8

2. ♠ AKQ10975 ♥ Void ♦ AQJ10 ♣ 52



Try Your Evaluation Skills

What's your opening bid with the following hands?

1. ♠ AK5 ♥ 6 ♦ KQ987654 ♣ 8

Open 1D. You could count this as 9 playing tricks (7 diamonds and 2 spades), but you should have at least $9\frac{1}{2}$ when your long suit is a minor. And even 9 tricks is optimistic-if partner doesn't have a fit, you could easily have 2 (even 3) diamond losers. Since you have only 3 quick tricks and 4 losers, it's better to open with a 1-bid and hope to describe your playing strength later in the auction.

2. ♠ AKQ10975 ♥ Void ♦ AQJ10 ♣ 52



Try Your Evaluation Skills

What's your opening bid with the following hands?

1. ♠ AK5 ♥ 6 ♦ KQ987654 ♣ 8

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2. ♠ AKQ10975 ♥ Void ♦ AQJ10 ♣ 52

Open 2♣. You have dead-minimum honor strength, but this hand qualifies on all other counts -- 10 playing tricks, 3 ½ quick tricks vs. 3 losers, and you expect to make 4S opposite a 4-point hand (in this case, a Yarborough will be sufficient). The losing doubleton is a liability, but that alone shouldn't talk you out of opening 2♣ if the rest of the hand is "right".



Try Your Evaluation Skills

4. ♠ AKJ ♥ K ♦ AQ6 ♣ KJ8643

5. ♠ A ♥ A105 ♦ AK98764 ♣ A3



Try Your Evaluation Skills

4. ♠ AKJ ♥ K ♦ AQ6 ♣ KJ8643

Open 1♣ (some would even try 2NT). Although you have plenty of points and defensive tricks for a strong opening, how high do you really want to be if partner can't scrape up a response to 1C? Your suit is so weak that you can't count playing tricks, and you have more losers (5) than quick tricks (4). It's true that if partner holds the "right" two queens (hearts and clubs), you might make 3NT, but it's seldom wise to base your decision on the chance that partner has specific cards for you.

5. ♠ A ♥ A105 ♦ AK98764 ♣ A3



Try Your Evaluation Skills

4. ♠ AKJ ♥ K ♦ AQ6 ♣ KJ8643

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5. ♠ A ♥ A105 ♦ AK98764 ♣ A3

Open 2C. Many would choose a 1♦ opening, mainly because your suit is a minor and the hand counts to only 9 playing tricks (6 diamonds and 3 aces). However, you have more quick tricks than losers, and holding all four aces is a big plus. The deciding factor here is your possible rebid problems. If you start with 1♦ and partner responds 1♠, you could risk the minor distortion of a 2♥ reverse. But what if partner instead responds 1♥? The only 100% forcing bids you'll have available (4NT notwithstanding) are jump shifts to 2♠ or 3♣, both of which are major distortions of your distribution.



1992 Fall NABC

The 1992 Fall NABC in Orlando got off to a rousing start when this hand was dealt in the first session of the Open Pairs:

♠ Void ♥ 6 ♦ AKQJ98754 ♣ 832

In first seat, with both sides vulnerable, what's your call?

The recommended opening with this type of hand is 5♦, or perhaps a gambling 3NT for those who play that convention. Several creative souls, however, came up with more imaginative calls, including a strong 2♣. Is this a psych?

The result at many of these tables was a director call when the opponents questioned the legality of the 2♣ opening (this hand generated five committees after the session, all at tables where the auction began with 2C). ACBL laws forbid psyching an opening of a strong, artificial bid -- including a strong 2♣ and a Precision 1♣ -- so the question before the committees was: Is this a psychic 2♣ opening?

The answer depends in part on the bidder's intent. If a committee believes the opener chose 2♣ to intentionally deceive his opponents, the committee would probably rule it an illegal psych and adjust the score. But if opener could convince the committee that he honestly evaluated this hand as a legitimate strong 2-bid, the score might stand. In practice, a committee would probably give a novice the benefit of the doubt but would expect an experienced player to know better.



Problem #1: Preempt-type hands

If you and your partner consider any 9-trick hand to be worth a 2♣ opening, then this hand might qualify as "legal". Whether or not it's a wise choice is another issue. This hand type -- lots of playing tricks, but little defense -- is one of several that create special problems when opened with a strong two-bid.

Opening 2♣ with a hand that most players would open with a 1-bid (or even a preempt) runs several risks. The more immediate one is deceiving partner. On the hand above, partner will average about 10 high-card points, and if he has a few quick tricks, you won't be able to stop him below slam. And if your next 2♣ opener is a 25-pointer, you'll have a hard time convincing partner that his scattering of kings and queens will make a slam this time.



Problem #1: Preempt-type hands

If your 2♣ opening doesn't promise some minimum defensive strength, you'll also have some awkward problems when the opponents compete. Responder won't be able to take strong action until opener clarifies his hand type, and neither partner will be able to make a forcing pass or a penalty double with any certainty.

A third, and perhaps more serious, problem is that your non-standard opening may illegally mislead your opponents. So even if you get a good result, it may be overturned, or you may incur a penalty for improper system announcement.



Problem #2: Two-suited hands

Two-suited hands, especially those with both minors, are some of the most difficult to bid with the 2♣ convention (and one of the reasons forcing-club systems were developed). Because 2♣ uses up so much bidding space, expert players will stand on their heads to avoid opening 2♣ with a minor two-suiter.

Consider a hand like ♠ Q ♥ AQ ♦ AKJ53 ♣ KQJ74. Your first instinct may be to open 2♣, since you have 22 points and your quick tricks (4 ½) do outnumber your losers (4). An optimist might even count this as 9 ½ tricks, but the deciding factor here is your rebid problems. To show both your suits after a 2♣ opener, you'll have to go the 4-level, which may be too high. The best way to safely and accurately describe this hand is to open 1♦, then jump-shift into clubs.



Problem #2: Two-suited hands

Even 5-4 and 6-4 minor-suited hands can cause problems. If you open 2♣ with ♠ AQ ♥ A ♦ AJ109 ♣ AQ10873 and follow with 3♣, what do you do over partner's 3♥, 3♠ or 3NT rebid? You could be missing an excellent diamond fit, but you don't have room to show your second suit or to get a good idea of partner's strength. Better to open this hand 1♣ and hope for a response, then reverse into diamonds.

Your strategy should be different, however, when you have a major two-suiter. Any of the hands above would be a good 2♣ opener if even one of the 5+-card suits were a major. Since your first rebid with these hands will usually be at the 2-level, you should have room to show both your suits after a 2♣ opening.

Problem #3: Minor one-suiters

You'll also want to make distinctions between majors and minors when you hold a strong one-suiter. For example:

♠ Void ♥ KQJ10865 ♦ AK82 ♣ KQ

This hand has 4 quick tricks, only 3 losers, and counts to 9 playing tricks -- all adequate for a 2♣ opening with a major.

Switch the diamonds and hearts, though:

♠ Void ♥ AK82 ♦ KQJ10865 ♣ KQ

You'll fare better with a 1♦ opening. One reason is that when you open 2♣ and show a minor suit, partner will count on you to have at least 9 ½ tricks. Another important consideration is that a 2♣ opener makes it very difficult, and sometimes impossible, to find a 4-4 major-suit fit, which is a real danger on this hand. If partner has 4 hearts, a 1♦ opening may be the only way you'll get him to bid the suit.



Problem #4: Three-suited hands

The real bane of the 2♣ bidder's existence is the strong 4-4-4-1 pattern. Players solve this problem in a number of ways, one of which is to open 2NT. This works best when your singleton is an honor and it's in a minor suit.

With a hand like this:

♠ KQ93 ♥ AQJ4 ♦ AQ105 ♣ K

2NT is fairly safe -- partner isn't likely to be bidding a club game, and your singleton king does offer a feeble stopper for notrump. Add a queen to this hand, and you would open 2♣ and rebid 2NT.

However, change the hand to

♠ 3 ♥ AK109 ♦ AQJ4 ♣ AK75

An opening 2NT is more of a distortion and incorrect. Since your singleton is a major and not an honor, there's too great a chance that partner will have 6-card length and insist on game (or slam) there. Also, with all your honors outside the singleton, your hand becomes more suitable for a trump contract. Open 1♦. The playing strength of this hand could cause you to miss a good slam.



Problem #4: Three-suited hands

♠ 3 ♥ AK109 ♦ AQJ4 ♣ AK75

The most common way to deal with three-suited hands of up to 22 points is to start with a 1-bid. With the hand above, if partner can't respond to your 1♣ or 1♦ opening, you probably haven't missed anything. Even if you have, you may still find it; the opponents, who rate to hold a fair number of spades, may overcall or balance. Your real dilemma comes when you hold far too much strength to risk a 1-bid.

With ♠ 3 ♥ AKJ8 ♦ AK86 ♣ AKQ4, most players open 2♣, then rebid 2♥ (or maybe 2NT, if the singleton is a minor). These auctions often require good guessing and skill in playing 4-3 fits, but thankfully, we see these 4-4-4-1 powerhouses only rarely.

There are some handy conventions to make this type of hand easier to bid. One is Roman 2♦, which shows a 4-4-4-1 with 17-24 points; opener's rebids then identify his singleton. Another interesting approach is to play a jump rebid by the 2♣ opener shows this pattern with a singleton in the next higher suit (with the above hand, the auction 2♣-2♦-3H would show the singleton spade).



Responding to 2♣

One important area for discussion is responder's conventional responses and rebids. The once-common 2♦ negative response (which showed 0-7 points) is used by few players today. Modern bidding has given us lots of new choices, each with advantages and disadvantages.

When designing your system, it's often helpful to find out which conventions and treatments are popular among good players. Some interesting answers came from a survey. Those who answered the survey ranged from intermediate-level players to world champions.

When asked what general structure they used for responses to a strong 2♣ in their favorite partnership, they offered the following answers (with the percentage of "votes" for each):

36% -- 2♦ semi-positive, 2♥ immediate double negative

25% -- Control-showing step responses

21% -- 2♦ waiting, cheaper minor second negative

10% -- 2♦ negative, 2♥ balanced positive

4% -- Point-count step responses

4% -- Other artificial systems

Here's a quick look at the three most popular responding structures:

2♦ Waiting or Semi-Automatic

With this widely used approach, responder almost always bids 2♦ to give the 2♣ opener maximum room to describe his hand. Exceptions are rare; responder bids his own suit only when it's very strong and he has otherwise positive values. Most partnerships also include a way for responder to show an ultra-weak, "second-negative" hand later -- usually by bidding the cheaper minor (some also use cheapest suit or 2NT).

The advantages of 2♦ waiting are that it's simple and it saves bidding space. The drawback is that responder has fewer opportunities to describe his strength and suit length and may find it difficult to catch up later in the auction.

This is the option that 21% said they used in the survey mentioned above.



Control-showing responses

This approach is popular because it allows responder to show his most important cards (aces and kings) immediately, all in one bid. Counting each king as one control and each ace as two, responder makes one of the following step responses:

2♦ = 0 or 1 control

2♥ = 2 controls

2♠ = 1 ace and 1 king (3 controls)

2NT = 3 kings (3 controls)

3♣ = 4 controls

There are many variations, including one that incorporates point-count into the first two steps -- both 2♦ and 2♥ show 0 or 1 control, but 2♦ limits the hand to 0-4 points and 2♥ promises 5+ (or some players use 0-5 and 6+ point ranges). 2♠ becomes the 2-control response and the other steps are modified accordingly.



Control-showing responses

The disadvantages of control responses are that responder loses the ability to make a natural call at his first turn and may use up extra bidding space, which can make the later auction somewhat tricky. But since the higher steps show slam-oriented responding hands, most partnerships don't worry too much about losing an early level of bidding.

A few players define the steps by just point-count, but this has little value because it makes no distinction between jacks and aces. The 2♣ opener seldom has any need for knowing his partner's total points; information on aces and kings is much more helpful.

25% of the respondents in the survey said they use a form of the control-showing method.

2♦ semi-positive; 2♥ double negative

This is similar to 2♦ waiting, with the exception that responder uses an immediate 2♥ response to show a "double-negative" hand (fewer than 2 queens). A response of 2♦, then, is semi-positive, promising at least two queens or an ace or king. (Some bid 2♦ with only an ace or king and bid 2♥ with 2 queens.)

This offers several advantages. Responder's 2♥ gives opener immediate information about game prospects and makes it easier for you to stop in a part score when it's right. Since the 2♦ response shows forcing-to-game values, both partners can keep the auction low. Also, there's no need for a second-negative response later, so all of responder's rebids are natural.

Since 2♥ isn't available as a natural call, 2NT is used to show a positive response with hearts (5+ cards to 2 of the top 3 honors). A better alternative to this is "reverse transfers", where 2♠ shows a heart positive, and 2NT shows a spade positive. This makes the strong hand declarer if responder's suit becomes trumps.

36% of the respondents in the survey use a form of this method.



Defining Your Other Responses

For those who play 2♦ as waiting, negative or semi-positive, here are the standard meanings (and some popular variations) for responder's other bids:

- Suit response (2♥, 2♠, 3♣, 3♦): Most partnerships require responder to have a near-perfect hand for this bid: at least 5 cards, two of the top three honors, and otherwise positive values. AQxxx and out isn't enough, especially if it's a minor. (Unless you use 2♥ as a bust hand.)
- Jump in a suit (3♥, 3♠, 4♣, 4♦): Many pairs haven't discussed responder's jump, but some play it as a 6-card or longer suit headed by AKQ. A more useful agreement is to define it as a long, strong suit missing the ace or king, with no outside controls (something like a good weak two-bid).
- 2NT: This usually shows a balanced 8-10 or 9-11 points (or, for those who you play 2♦ semi-positive and reverse transfers, a good spade suit). In practice, it's rarely used as a natural bid because it eats up so much space.
- 3NT: Although the standard definition is a balanced 11-12, many of those surveyed said they would never respond 3NT. Instead, some use it to show an unspecified long, solid suit.

Your Convention Card

		DESCRIBE	RESPONSES/REBIDS
2♣	_____ to _____ HCP		
	Strong <input type="checkbox"/> Other <input type="checkbox"/>		
2♦	Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>		

		DESCRIBE	RESPONSES/REBIDS
2♣	_____ to _____ HCP	22+ Balanced	2D=A, K, or 2Qs
	Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/>	8½ to 9½ tricks unbal.	2H=No A, K, or 2Qs
2♦	Resp: Neg <input type="checkbox"/> Waiting <input type="checkbox"/>		2NT=Hearts



2♣ Bidder's Rebid in a Suit

You open 2♣ (strong and artificial) and partner responds 2♦ (waiting or semi-positive). What do you rebid with each of the following hands?

1 – ♠ AKJ73	♥ 8	♦ AKQ	♣ AQ73
2 – ♠ AQ10875	♥ AQ5	♦ A	♣ AQJ
3 – ♠ AQJ10976	♥ 6	♦ AK	♣ AK4
4 – ♠ AKQ109832	♥ Void	♦ AQ5	♣ A8
5 – ♠ AKQJ954	♥ 2	♦ AQJ10	♣ 7



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2 – ♠ AQ10875	♥ AQ5	♦ A	♣ AQJ
3 – ♠ AQJ10976	♥ 6	♦ AK	♣ AK4
4 – ♠ AKQ109832	♥ Void	♦ AQ5	♣ A8
5 – ♠ AKQJ954	♥ 2	♦ AQJ10	♣ 7

The standard way to start the description all five hands is to open 2♣, then rebid 2♠. But with such wide differences in trump quality, playing tricks and defensive strength among these hands, a 2♠ rebid doesn't begin to give partner a good picture. You'll usually need at least one or two more bids to clarify which hand type you hold.



The Auction After 2NT Rebid

If partner opens 2♣ and rebids 2NT after a 2♦ response, we can use similar methods to those after a 1NT opening bid:

RESPONSES AFTER 2♣-2♦-2NT

- 3♣ Stayman
- 3♦ Transfer to hearts
- 3♥ Transfer to spades
- 3NT To play in game
- 4♣ Gerber (ace asking)
- 4NT Invitational to slam
- 6NT To play in slam



The Auction After 2NT Rebid

For example, consider how the auction might go if these are the combined East-West hands:

WEST
♠ K Q 7 2
♥ A 8
♦ A Q J 2
♣ K Q J

EAST
♠ J 10 6 4
♥ 7 2
♦ K 6 4 3
♣ 9 5 2

WEST	NORTH	EAST	SOUTH
2 ♣	Pass	2 ♦	Pass
2NT	Pass	3 ♣	Pass
3 ♠	Pass	4 ♠	All Pass

With 22 high-card points, West starts with 2 ♣ and rebids 2NT after the 2 ♦ waiting response. East has only 4 high-card points but that should be enough for game when West has at least 22. With a four-card major suit, East uses the Stayman convention, 3 ♣. West shows a four-card spade suit and East raises to game.

In Competition

Responder's double of an overcall shows a terrible hand (0-3). Pass by responder shows a game-forcing hand. Responder's free bid shows 8+ HCP and a good 5+card suit. If they overcall and opener doubles, it is takeout.

WEST	NORTH	EAST	SOUTH
2C	2H	X	PASS

WEST	NORTH	EAST	SOUTH
2C	2H	PASS	PASS

WEST	NORTH	EAST	SOUTH
2C	2H	2S	PASS

WEST	NORTH	EAST	SOUTH
2C	2H	PASS	PASS
X			



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WEST	NORTH	EAST	SOUTH
2C	2H	X	PASS

WEST	NORTH	EAST	SOUTH
2C	2H	PASS	PASS

WEST	NORTH	EAST	SOUTH
2C	2H	2S	PASS

WEST	NORTH	EAST	SOUTH
2C	2H	PASS	PASS
X			

EAST=0-3 POINTS



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2C	2H	X	PASS

WEST	NORTH	EAST	SOUTH
2C	2H	PASS	PASS

WEST	NORTH	EAST	SOUTH
2C	2H	2S	PASS

WEST	NORTH	EAST	SOUTH
2C	2H	PASS	PASS
X			

EAST=0-3 POINTS

EAST=GAME FORCING HAND



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2C	2H	X	PASS

WEST	NORTH	EAST	SOUTH
2C	2H	PASS	PASS

WEST	NORTH	EAST	SOUTH
2C	2H	2S	PASS

WEST	NORTH	EAST	SOUTH
2C	2H	PASS	PASS
X			

EAST=0-3 POINTS

EAST=GAME FORCING HAND

EAST=GOOD SPADE SUIT



In Competition

Responder's double of an overcall shows a terrible hand (0-3). Pass by responder shows a game-forcing hand. Responder's free bid shows 8+ HCP and a good 5+card suit. If they overcall and opener doubles, it is takeout.

WEST	NORTH	EAST	SOUTH
2C	2H	X	PASS

WEST	NORTH	EAST	SOUTH
2C	2H	PASS	PASS

WEST	NORTH	EAST	SOUTH
2C	2H	2S	PASS

WEST	NORTH	EAST	SOUTH
2C	2H	PASS	PASS
X			

EAST=0-3 POINTS

EAST=GAME FORCING HAND

EAST=GOOD SPADE SUIT

WEST=TAKEOUT DOUBLE



Resources

https://www.bridgebum.com/strong_2c.php

<https://www.betterbridge.com/misc/StandardArticles/Standard200505.pdf>

http://kwbridge.com/bb/b_2c.htm

<https://www.larryco.com/bridge-articles/two-club-opening>

<https://www.larryco.com/bridge-articles/general-approach-2c-opening-part-2>

