

Requirements For Opening 2C

- You have more quick tricks than losers.
- You are within one trick of game in your own hand.
- You would be sick to your stomach if partner passed your one-bid.
- With 22+ HCP always open 2C. (Some play 21+ or even 20+ HCP)
- With a 1-suiter and 9+ tricks, open 2C.
- With a 2-suiter or 1 ½- suiter and 8+ tricks
 - Not Preferred: Some open 2C
 - Preferred: Others will not open 2C (unless 22 HCP) but, rather, bid the first suit then jump shift in the second suit in order to show both suits.
- If 23-24 HCP and balanced, open 2C then rebid 2NT
- If 25-27 HCP and balanced, open 2C then rebid 3NT
 - Most players open 3NT as the "Gambling 3NT".
- If 28-30 HCP and balanced, open 2C then rebid 4NT.

Simplified Responses - 2D Waiting

- 2D* = 4+ HCP (usually one control of an A or K)
- 2H* = less than 4 HCP (a "double negative")
- Other bids are positive and show a great suit (with a big balanced hand use 2D Waiting)
- Long and strong:
 - 2S = spades
 - 2NT* = hearts
 - 3C = clubs
 - 3D = diamonds
- When RHO overcalls
 - Double* = no values (less than 4 HCP, same as "double negative")
 - Pass* = some values (4+ HCP with at least an A or K, same as 2D waiting)
 - Bidding a suit = long and strong

Regular Responses - 2D Waiting

- 2D* is waiting. May have anywhere from nothing up to a great hand.
- Responder's rebids of a "second negative" or "cheapest minor rebid" show 0 - 4 HCP:
 - 3C* over opener's 2H/2S
 - 3D* over opener's 3C
 - 3NT* over opener's 3D

- Any non-jump rebid by the responder that isn't a "second negative" shows 4+ - 8 HCP.
- A positive response shows 1 ½ quick tricks or 8+ HCP. Usually having a hand with values for a positive response, it is better to first bid 2D, then show positive response. This allows opener to show his suit at the two-level.
- After a 2D response, a jump rebid by responder shows a positive response.
- It is best to not bid 2D and instead make a positive response on the first bid if: (1) a very good suit like KQJxxx or better, or (2) a 2-suiter. Otherwise bid 2D first.
- If responder's first bid is not 2D, responder is showing a positive response.

Control Responses

In response to opener's strong 2C bid responder bids controls using step responses.

Controls: Ace = 2; King = 1

Responses to 2C:

- 2D* = 0 or 1 (less than 6 points)
- 2H* = 0 or 1 (6+ points)
- 2S* = 2
- 2NT* = 3 (three Kings)
- 3C* = 3 (one Ace and one King)
- 3D* = 4
- 3H* = 5

If LHO Overcalls at Two Level:

- Doubling the opponent's overcall is for penalty. Passing the overcall is a negative response (0 or 1 control with less than 6 points).
- Passing, then, is the first of a series of step responses to show controls.
- The cheapest bid* which includes 2NT would then show 0 or 1 control (6+ points)
- The next cheapest bid* would then show 2 controls, etc.

If LHO Overcalls at Three Level or Higher:

- Showing controls are off:
- Double* = no values (less than 4 HCP)
- Pass* = some values (4+ HCP with at least an A or K)

Showing 2nd Negative

- Responder's rebids of a "second negative" or "cheapest minor rebid" show 0 - 4 HCP:
 - 3C* over opener's 2H/2S
 - 3D* over opener's 3C
 - 3NT* over opener's 3D

* = bid must be alerted