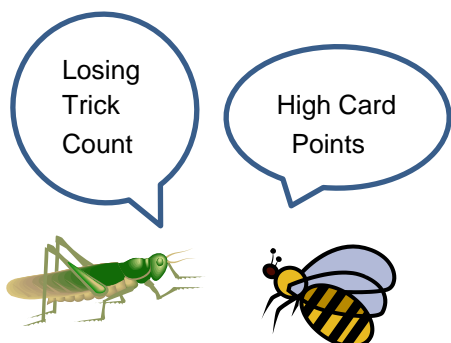


# Bidding BIG 2 Club Openers

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Type 1	<b>K T x</b> <b>A K Q</b> <b>A Q x x</b> <b>K J x</b>	22+ Point Balanced or Square
Type 2	<b>A J x</b> <b>A K Q 9 x x x</b> <b>A K</b> <b>x</b>	Suit driven, 9 playing tricks or 3 or 4 losing trick count

You need an opening bid that partner can not pass!  
In modern bidding systems, this is the 2 Club opener. Bid 2C for two kinds of hands: [1] a square or balanced hand with 22+ high card points, or [2] a distributional hand that has 8 1/2 or 9 playing tricks (one short of game in a major). Some partnerships will bid 2C with 3 losing trick count hands (LTC) or even 4 TLC hands.

With a two suited hand, you may want to consider bidding one suit, then jumping in the other suit. Some pairs will use the 2C opener with many of these hands!

## Five Systems for Responding to 2C

Traditional	2D	"Waiting bid" (second bid of 3C often signals a "bust" hand)
Traditional Extended	2D 2H,2S 2NT	Waiting, or... Generally a five card suit with two controls, 7+ points Ten or more points
"Steps"	2D 2H ! 2S ! 2NT !	0-3 Hcpts, artificial but not alerted under new ACBL rules 4-6 (! = alert! ) 7-9 10-12
Game Force	2D 2H ! 2 S 2NT !	Promises a King or better, GF bid (no alert) No Ace or King (not a game forcing bid) Five spades and 7+ points Five card Heart suit and 7+ points
Controls	2D 2H ! 2S ! 2NT ! 3C !	Either 1 King or no Kings (no alert) Either two Kings or just 1 Ace A King and an Ace Three Kings Four "points" where a K=1 and A=2



N Colo August 2014

## Second Bid By Opener

### Type 1 Hands

K T x  
A K Q  
A Q x x  
K J x

### Opener's Next Bid Clarifies the Point Range

2NT	22 to 24 points Responder treats this like a 2NT opener, all systems and transfers are ON (staymen, puppet, Jacoby, Texas)
3NT	25 to 27 points. Note this is not "to play" bid. It tells a specific high card point story
4NT	28 to 30 Aren't you glad partner can't pass 2C Note this is not asking, just showing points

### Type 2 Hands

A J x  
A K Q 9 x x x  
A K  
x

### Opener clarifies his hand by bidding a suit

2H, 2S	Shows 5 or more cards and invites further exploration
3 level	Suggests a longer and solid suit
4S, 4H	Likely a single suited hand with 7 solid "trump"

## Second Bid by Responder

Did partner limit his hand with 2N?

Responder can pass 2N with a minimal hand. But remember, with 5 card or longer major, a transfer might be better. 3C can be regular Staymen or Puppet. With a square hand and 4+ points bid game. Where are your point boundaries?

If partner bids a suit at the 2 level?

Bid artificial 3C to show a "bust" hand, partner will place the contract.

With some values, you can show a suit or bid 2NT.

When responder's first bid creates a game force auction, you can go slowly patterning out your hand. Note, in a GF auction, 3C is not a bust!

If partner bids a suit at the 3 level?

With appropriate values and support, raise to game. With values elsewhere, bid another suit at the 3 level or bid 3NT. You should know if you have slam potential.

If partner bids 4 Hearts or Spades?

Think Type 2 hand. Partner may not need any trump support. Most partnerships think this suggests a good suit and responder support is not critical. Responder must have extra values to bid on...generally asking for Aces or controls, or by partnership agreement, bidding first round controls.

# What is your opening bid with these hands?

Hand 1	<b>A K J</b> <b>Q J x x</b> <b>A Q x</b> <b>K J x</b>	With 21 high card points and a square hand, 2NT is the most descriptive opening bid! Let's not forget the basic 2NT opener.
Hand 2	<b>A Q x x x</b> <b>(void)</b> <b>A K</b> <b>A Q J x x x</b>	This a "2 loser" hand. Some would open 1S then jump in clubs. Others would open 1C then bid spades twice to show 5 spades and a longer club suit (probably 6 card). Opening 2C makes it harder to show this kind of hand, but some will go that route. What is your partnership agreement on two suited hands?
Hand 3	<b>K Q J T x x x x</b> <b>A</b> <b>x</b> <b>A Q J</b>	This is a classic "3 loser" with a solid single suit. You can open 2C and then bid 3S or 4S depending upon your partnership agreements. You need two critical key cards in partners hand to make a slam contract. Note it will be hard to get to partner unless he has the diamond ace, trump ace, or king of clubs.
Hand 4	<b>A</b> <b>A Q J x x x x</b> <b>(void)</b> <b>A K Q x x</b>	A powerful "1 loser", with prospects for slam in Hearts or clubs. I would be bold. Bid 2C, then hearts and then 6 clubs (partner pick which slam you like!). What would you do? Would your partner understand?
Hand 5	<b>x</b> <b>Q J T x x x x x x</b> <b>A K</b> <b>x</b>	Not a lot of points here. 2C might fool partner. Opponents may have game in spades! I might open this 4H to jam the bidding. If partner has any Ace or the King of trump, you have game. But, down 1 may still be a good result.
Hand 6	<b>Q J T x</b> <b>A K x</b> <b>A K Q</b> <b>Q J x</b>	A 22 point square hand. Open 2C then rebid 2NT to precisely define this nice hand. Partner has many options and can guide you to a good contract.
Hand 7	<b>A Q x</b> <b>A K J x x</b> <b>K J</b> <b>J x x</b>	This is no 2C opener. Bid 1H and then jump to 2NT to show a hand with 18-19 points. Partner should be able to decide where to place the contract. Get your partner involved in the bidding.
Hand 8	<b>K J</b> <b>A K Q J</b> <b>Q J x x</b> <b>A K Q</b>	Open 2C and then bid 3 NT ! You have 26 points and a square hand. Give partner the good news.

Your partner opened 2 Clubs! You are in a team game, vulnerable. Both you and your partner should independently write their answers, then compare.

		Partner Opens 2 Clubs, You bid?	Partner Opens 2C, what do bid after opener bids....
A	<b>K J T x x</b> <b>(void)</b> <b>Q x x</b> <b>J x x x x</b>	With steps? With GF? With controls?	2 NT? 2 or 3 Hearts?
B	<b>x x x x</b> <b>Q J x</b> <b>x x x</b> <b>x x x</b>	With steps? With GF? With controls?	2 NT?
C	<b>A K x</b> <b>x x</b> <b>J x x x x x</b> <b>K x</b>	With steps? With GF? With controls?	2 or 3 Hearts?
D	<b>Q x x</b> <b>J x x</b> <b>J T x</b> <b>J x x x</b>	With steps? With GF? With controls?	2 NT? 2 or 3 Spades?
E	<b>Q J T x x x x</b> <b>x x</b> <b>K x</b> <b>A x</b>	With steps? With GF? With controls?	2 NT? 2 or 3 Hearts?
F	<b>K x x x x</b> <b>x</b> <b>K</b> <b>K J x x x x</b>	With steps? With GF? With controls?	2 NT? 2 or 3 Hearts? 3 NT?

Answers	A	B	C	D	E	F
Steps?	2H!	2D	2NT!	2D	2NT!	2NT!
GF?	2D or 2S	2H (no GF)	2D	2H (no GF)	2D	2D
Controls?	2D	2D	3C!	2D	2S!	2NT!
After 2NT?	3H (trans)	Pass or 3NT	6NT?	3NT	4H trans, then slam?	3H (trans) then 3NT ?