

HOW TO USE YOUR 2♣ OPENING WHEN IT IS YOUR ONLY STRONG BID
(NON Multi-2 Method)

When your only strong bid is 2♣ showing a strong hand, it is useful to be able to distinguish between a hand that is game force (23+ or game in hand) and an unbalanced hand which has 21-22 or is one trick short of game or 23-24 balanced **The following assumes you will still use 2NT to open 21-22.**

After 2♣: 2♦ (alerted -waiting bid) Opener's rebids are:

2♥ **Artificial 23+ HCP or 3-losers in the majors or 2-losers in the minors or 25-26 Balanced**

2♠ **Natural, Game Force, 5+ Spades**

3♣ / 3♦ / 3♥ / 3♠ **Unbalanced 21-22 HCP or 1 trick short of game**

2NT **23 –24 HCP Balanced**

Thus opener's 2-level **suit** rebids are stronger than the 3-level. The reason for this is that generally unbalanced hands with 4-losers or 21-22 HCP are looking for 1 quick trick. If your partner has nothing he/she can pass and everything being equal, you should make 9 tricks. If you are showing a game force bid and your partner has one quick trick or two quick tricks or points, you may be looking at slam depending on your distribution.

OPENING WITH A GAME FORCE BID:

2♣: 2♦

Opener

2♥ **Artificial 23+ HCP or game in hand (Could be Hearts, Clubs, Diamonds or NT).**

Responder:

2♠ **Artificial** alerted (what is it?)

Opener bids 3♣ / 3♦ / 3♥.
(game in ♣, ♦, or ♥)

or

Opener rebids 2NT 25/26

Responder decides contract. With 2 quick tricks, slam may be possible. With no quick tricks, put partner to game in his suit.

Responder decides contract. 3♣ is Stayman. If you play transfers to the majors after 2NT, the responses are the same except you must bid game.

2♣: 2♦

Opener's rebid 2♠
(game in spades)

Responder decides contract. With 2 quick tricks check out slam

OPENING WITH UNBALANCED 21-22 OR 4-LOSER OR BALANCED 23-24

2♣: 2♦

Opener

3♣ / 3♦ / 3♥ / 3♠ (4-loser or 21-22)
(you can only have 3 losers with
the minors or a minimum of 21HCP)

With no quick tricks and few points, Pass
With 1 quick trick and/or good distribution and support put
partner to game. With 2 or 3 quick tricks check out slam.

2♣: 2♦

2NT 23-24

Responses the same as opening 2NT except you need less points.