

## 2 Club OPENING BID (Taken from ACBL Data Base)

Rating: 12 boards per segment/round

The 2 Club opening bid shows a hand with: 5M332 shape. A, K or Q in the five-card major. 9-12 HCP (1½ QT plus something to a barren 2½ QT).

♠Kxxxx ♥Kxx ♦QJx ♣xx -- pass  
♠Kxxxx ♥KQx ♦Qxx ♣xx -- open 2 ♣  
♠Axxxx ♥Kxx ♦xxx ♣Ax -- open 2 ♣  
♠Axxxx ♥KJx ♦xxx ♣Ax -- open 1 ♠

Responses:

2 bid your major. For sign off or various strong hands.

2M non-forcing.

2NT natural invitation, non forcing.

3NT to play.

3m non-forcing.

3M strong and forcing, only promises 5-card suit. Rebid 3NT with doubleton, raise with 3-card support, control bid with 3-card support and good hand.

4m natural slam try, requests control bidding.

4M to play.

2♣-2♦-2M-?

P to play.

2NT asks for further description.

3♣ 5233 or 2533 min .

3♦ 53xx or 35xx min .

3♥ 5233 or 2533 max.

3♠ 53xx or 35xx max .

New suits after 3m are non-forcing, after 3M are forcing.

3m natural and forcing.

3oM natural slam try.

3M invitational.

2♣-(DBL)-?

Pass requests opener to bid his suit if 4th hand passes. Subsequent doubles by responder are for penalty  
RDBL shows willingness to play 2♣ redoubled. This may just be long clubs, or it may be somewhat gambling with a good hand. Subsequent doubles by responder are for penalty.

2x natural, non-forcing.

2NT natural invitation.

3♦/♥/♠ natural, forcing.

2♣-(2♦)-?

DBL asks opener to bid his major.

new suits to play.

2N natural invitation.

3M natural, forcing.

2♣-(2M)-?

DBL cooperative penalty.

new suits to play.

2N natural invitation.

cue-bid strong raise of opener's suit.

4m natural, slam-try.

2♣-(3x)-?

DBL penalty.

new suit natural, forcing.

cue-bid (over minor suit) asks opener to bid his suit.

(over 3M) slam try in opener's suit.

After 2♣-(P)-2♦-(DBL)

Opener passes with a minimum or bids his major with a maximum. A redouble by responder asks opener to bid his suit. After either route to 2M, 2NT by responder asks for opener's doubleton and other continuations are as if the auction had started 2♣-2♦-2M without interference.

After 2♣-(P)-2♦-(2M)

Opener doubles if the opponents bid his suit, passes otherwise. If 2nd hand passes (over a pass or double), the bidding proceeds as if the auction had started 2♣-2♦-2M without interference and double by responder is for penalty.

After 2♣-(P)-2♦-(3m)

Opener passes. Then: 3M or 4♥ by responder is pass or correct; double is for penalties.

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### Suggested Defense

DBL 13-15 balanced or any strong hand. 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.

2♦ Natural.

2M Natural. An advance in the other major is a cuebid.

2NT 16-18 balanced. Advance as to a 2NT opening bid.

3m Natural.

3M Strong. An advance in the other major is a cuebid.

4m 5+-5+ in the suit bid and a major (4♦ over 4♣ asks; 4♥ over 4♦ is pass or correct).

After 2♣ - Pass - 2♦:

DBL 13-15 balanced or any strong hand. Note: with a takeout double of a major, pass planning to double on the next round. (2♦ is not in danger of being passed, so strong takeout hands can pass and back in.)

2M Natural. An advance in the other major is a cuebid.

2NT 16-18 balanced. Advance as to a 2NT opening bid.

3m Natural.

3M Strong. An advance in the other major is a cuebid.

4m 5+-5+ in the suit bid and a major (4♦ over 4♣ asks; 4♥ over 4♦ is pass or correct).

After 2♣- Pass - 2♦ - DBL; 2M:

DBL Balanced invitation.

2♠ Natural.

2NT Puppet to 3♣ (pass or new suit is signoff at three-level; cuebid is Stayman with a stopper; 3NT shows a stopper).

3♣ Natural, invitational.

3♦ Natural, invitational.

3oM Natural, invitational.

3M Stayman without a stopper.

3N Natural, no stopper.

After 2♣ - Pass - 2♦ - DBL; Pass:

Pass Interest in defending 2D doubled. A later cuebid shows a game force with diamonds.

2M Natural.

2NT Puppet to 3♣ for signoff or game force with clubs, or game force in a major (pass is signoff; 3♦ is game force with clubs; 3M is natural and forcing; 4M natural).

3♣ Natural, invitational.

3♦ Stayman.

3M Natural invitation.

3N Natural.

After 2♣- Pass - 2♦ - DBL; Pass - Pass - RDBL:

Direct bid is natural with 17+; Pass then double is 19-20 balanced; Pass then pass shows 13-15 balanced.

After 2♣ - Pass - 2♦ - DBL; Pass - Pass - RDBL - Pass; 2M:

DBL Penalty.

3♣ Diamonds and clubs, invitational.

3♦ Natural invitation.

3M Game force with diamonds.

3oM Long diamonds, plus four cards in bid major, game force.

After 2♣- Pass - 2♦ - Pass; 2M:

DBL Takeout.

After 2♣ - Pass - 2♦ - Pass; 2M - Pass - Pass:

DBL Takeout.

After 2♣ - Pass - 2M:

DBL Takeout for minors. Double followed by 3M asks advancer to bid 3NT with a stopper.

2NT 16-18, balanced. 3m by advancer is signoff; 3♥ is game force with clubs; 3♠ is game force with diamonds;

4M is natural.

3m Natural.

3M Natural.

After 2♣ - Pass - 2M - DBL; Pass:

2♠ Natural.

2NT Puppet to 3♣ for signoff or game force with a minor, or showing stoppers in both majors (pass or 3♦ is signoff; 3♥ is game force with clubs; 3♠ is game force with diamonds; 3NT shows two stopper; 4M natural).

3♣ Natural, invitational.

3♦ Natural, invitational.

3M Stopper in bid major, no stopper in other major.

3N Natural, no major suit stoppers.

After 2♣ - Pass - 3m: (natural and non-forcing)

Treat as 3m opening bid.

After 2♣ - Pass - Pass:

Treat like a weak 2♣. (We suggest DBL = 13-15 balanced; 2</FONT >♦ takeout; 2M and 3m natural; 2N = 16-18 balanced.)

After 2♣ - DBL - Pass: (request to bid major)

Pass Then bid shows invitational values; pass then double is for penalties.

2♦/♥/♠ To play.

2NT Puppet to 3♣, then:

Pass weak with clubs.

3♦ Stayman.

3M Stopper in bid major, no stopper in other major.

3N Stopper in both majors.

3x Natural and forcing.

3NT Natural, no major suit stopper.

After 2♣ - DBL - RDBL: (interest in playing 2♣)

2♦/♥/♠ To play.

2NT Diamonds, at least invitational values.

3♣ Stayman, game-forcing, continuations as after 2NT-3♣.

3♦/♥ Transfer, at least invitational values.

3♠ Game forcing, no diamond stopper.

3NT Natural, stoppers in both majors

4m Strong invitation.

4M Natural.

4NT Blackwood.

After 2♣ - DBL - 2♦:

DBL Penalty.

suit One round force .

3♦ Cuebid.

After 2♣ - DBL - 2M: (natural and non-forcing)

DBL Penalty.

2NT Puppet to 3♣ for signoff or game force with a minor, or showing stoppers in both majors (pass or 3♦ is signoff; 3♥ is game force with clubs; 3♠ is game force with diamonds; 3NT shows two stoppers; 4M natural).

3♣ Natural, invitational.

3♦ Natural, invitational.

3M Stopper in bid major, no stopper in other major.

3N Natural, no major suit stoppers.

4M Natural.

( The above is taken from ACBL Defense Data base page)