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## Two Club Opening

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		DESCRIBE	RESPONSES/REBIDS
2♣	_____ to _____ HCP		
	Strong <input checked="" type="checkbox"/> Other <input type="checkbox"/>		In Comp: X = weak
2♦	Resp: Neg <input type="checkbox"/> Waiting <input checked="" type="checkbox"/>		Cheapest 3-level Rebid = 2nd neg

One of my big pet peeves is the notion of putting a number of points on a 2♣ opening. As you can see, I refuse to put a range onto the convention card.

If balanced, I can easily give you a range. Since I would open 2NT with 20-21, I have to open 2♣ with 22+. So, when balanced with 22 or more, the opening bid is 2♣ (followed by a rebid of 2NT or 3NT). [[Kokish relay](#) is not part of [LC Standard](#).]

If unbalanced, the HCP range is a matter of judgement. I do need some aces and kings--I wouldn't open 2♣ with, say 10 spades to the AKQJ and no other high cards. I would open 2♣ with this "18" point hand: ♠A K Q 10 8 7 6 ♥A Q 3 2 ♦K 2 ♣--. I couldn't stand the thought of 1♣-P-P-P. I would not open 2♣ with this "22" count: ♠AKJ2 ♥AKJ2 ♦2 ♣AQ32. It will be too hard to show this hand after starting with 2♣; I'll risk that it doesn't go 1♣-P-P-P.

### Responses

I am strongly against step or control responses (they take up too much space and often wrong-side the contract). While I don't mind using 2♥ as an immediate "bust," I prefer:

2♦ = Waiting (0+ HCP -- any distribution). This leaves room for opener to further describe his hand.

When would I not respond with the catch-all/waiting 2♦? Only with a good hand and a good suit. By good, I mean 8+ HCP and a decent (two+ top honors) 5+ card suit. So, I would respond 2♥ to 2♣ with, say: ♠32 ♥AQJ87 ♦K32 ♣432.

After the 2♦ waiting bid, opener's rebids (other than in notrump) are a one-round force. The only way to stop short of game (other than 2♣-2♦-2NT) is if responder offers a "2nd negative." After opener bids a suit, the cheapest new suit on the 3-level is [artificial](#) and allows responder to pass if opener repeats his suit. Examples of auctions with 2nd negatives where the partnership can stop below game:

2♣-2♦-2♥-3♣-3♥

2♣-2♦-3♣-3♦-4♣

These "stop in a partscore" auctions come up once a decade.

If responder does anything other than issue a 2nd negative, the partnership is forced to game. If responder uses a 2nd negative and then repeats his "suit," it is natural. For example, 2♣-2♦-2♥-3♣-3♥-4♣ means: "I am cancelling the 2nd negative and showing you that I really have clubs" -- something like: ♠32 ♥2 ♦J 4 3 2 ♣K J 9 8 7 6

If responder raises opener's rebid, the principle of fast arrival is used. So, 2♣-2♦-2♥-4♥ is weak (maybe ♠32 ♥Q32 ♦8765 ♣Q432), while 2♣-2♦-2♥-3♥ is stronger (maybe ♠A2 ♥Q32 ♦Q10876 ♣543).

### 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.

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