## Jeff Sapire

## 2C opening bid and Responses

A 2C opening is the big bid in most systems. It shows $23+$ pts OR any hand that has 9 or more tricks. It's almost game forcing with one exception. (Note: $\mathrm{O}=$ Opener $\mathrm{R}=$ Responder)
Some examples:
$\wedge K x \vee A K J x x x$ - A10 \&AKJ
^AKQxxx $\downarrow$ - $-A K 10 x ~ \& A K Q$
$\wedge A K x x \vee A J x \diamond A K 10 x * A x$
$\uparrow A K x x \vee A \vee A K Q J 10 x \approx K x$
^AK $\downarrow$ AKQJ10xxx $\downarrow$ Kx $\& x$
^AKJ10x $\vee$ AKQJ10 ャ Ax \&x
$\uparrow A K x \vee A x$ Ax \&AKQ109x
So on all these hands we would begin with 2C and develop things from there.

## BALANCED AND UNBALANCED HANDS

All hands in bridge can be categorised as balanced or unbalanced. After a 2C opening it's the same. The balanced hands always rebid some number of no trumps, while the unbalanced hands always begin with a suit. Balanced hands are 4333 or 4432 or 5332 .

## The balanced hands

Opening 2NT is a balanced 20-22, so 2C followed by 2NT must be more.
$\wedge A K J x \vee K J x * A K 10 x * A x \quad O p e n 2 C$ and rebid 2NT, showing 23-24. This is the ONLY situation where R can pass after a 2 C opening (correct with $0-1 \mathrm{pts}$ ).
$\wedge$ AKJ $\vee$ KJx AK10x $\& A Q x \quad$ Now $2 C$ followed by a jump to $3 N T$ shows 25-28. This is quite a wide range, the reason being that we do not want to go higher, even with 28pts, if partner has nothing. Remember that in the play, it's much more difficult to play the hand with all the points on the one side. One cannot get to dummy to take finesses and play up to honours, making it tough to develop suits and tricks.
-AKJ $\vee K Q J$ AK10x *AKQ You may never see a hand like this, but if you do, open 2C and rebid 4NT, showing 29-31 (may as well be prepared!). This is not Blackwood though. If you do have a hand where you want to just ask about aces, bid a suit FIRST and THEN go 4NT.

## The unbalanced hands

Open 2C and then bid your long suit first. All bidding is natural now, and your first suit will ALWAYS be a 5 card suit or longer.
$\wedge$ AKQxx $\vee \times$ AK10x $\approx A K Q \quad$ Open 2C and then begin describing your hand by bidding spades first. If partner supports you that's fine - if not, your next bid will be diamonds.
^AKQxxxx vx $A K Q ~ \& K Q$
This time bid spades and then repeat them.
$\uparrow A K x x \vee A \diamond A K \approx K Q J 10 x x \quad$ After 2C, your first bid is 3C, showing clubs - remember, 2C did not show anything in clubs initially, just some UNDEFINED very strong hand. After that, depending on what happens, you will introduce your spades. (One's $2^{\text {nd }}$ suit can be a 4 card suit)
$\wedge A Q J x x \vee A \vee A K x x x \approx K Q$
2 C , then spades and then diamonds

## RESPONSES TO 2C

There are a number of ways to respond, but l'd suggest the following, mainstream method.
2 D - this is essentially the NEGATIVE response, showing 0-6pts. With 7+pts we make a POSITIVE response by bidding a suit. BUT, in the world of 2C, ALL INITIAL SUITS are 5 cards or longer, so with enough points for a positive, but no 5 card suit, we have to start with 2D.

2D

Axxxx $\vee x$ x $x x x$ \& $Q x x$
$\uparrow x x \vee x$ AJxxxx *xxxx
 2D

2D first, and show the suit next time
2D first, without a 5 card suit. You will catch up later and make

## POSITIVE SUIT RESPONSES

We need $7+$ pts, AND a 5 card suit, BUT the suit should be of reasonable quality -2 of the top 4 honours is a good guideline.

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^.Jxx \veeAQxxx * xx *xxx
2H
# KQJxx \veeAQxxx *xx &x 2S (the higher always with 2 five card suits)
AKxx vxxx *xx &AKxxx
^xx 『xx &AQJxxx &Kxx
```

3C
3D now, remember 2D would be the negative

## AGREEING SUITS AND FINDING FITS

The BEST advice here is this - when partner shows a suit, support immediately with 3 or more, because the quicker the fit is found, the easier it is to make decisions about games and slams.

- K10x $\downarrow x$ - Jxxxx *xxx 2C-2D; 2S-? Raise to $3 S$
$\rightarrow$ J10x $\downarrow x$ AJxxxx $\approx x \quad$ 2C-2D; 2S-? Same thing. Don't bother to introduce the diamonds - you have a spade fit so tell partner right away.
 a hurry to raise to the 4 level in a minor. Spades may be a playable spot, or perhaps 3NT. Bid 3S and await developments. If partner bids 3NT you will pass.


## CATCHING UP AFTER A 2D RESPONSE

Players tend to worry that with enough points for a positive response, but no 5 card suit - how will partner know later they actually have a good hand if they start with 2D?
$\boldsymbol{\wedge}$ K10x $\vee$ AKxx $\quad$ Jxxx $\boldsymbol{\star x} \quad$ 2C-2D; 2S-? Raise to $3 S$ and see what partner does. If they sign off in 4S, continue with 4NT and take partner to slam yourself
ヵKQ10x $\vee$ Ax Jxxx *xxx $\quad$ 2C-2D; 2H-? Bid 2 S now and wait for partner's next bid. Remember, you can ALWAYS go on later to show you have the extra values.

## Bits and pieces

After 2C-2D; 2NT (23-24) 3C is still Stayman, and transfers are still ON as per usual.
Over interference - if opponents intervene, then $R$ can pass with a negative ( $0-6$ ), bid suits as a positive, and double for penalties. If intervention comes from opener's right hand opponent, he bids normally, and can make a FORCING PASS if stuck (R must bid)
Always go slowly with 2 C auctions - don't jump around all over the place. Remember, they are forcing to game unless it goes $2 \mathrm{C}-2 \mathrm{D}$; 2 NT .

## BIDDING HANDS

## BALANCED HANDS

Hand 1

| WEST EA |  |
| :---: | :---: |
| a $A K x$ | a ${ }^{\text {d }}$ xxx |
| $\checkmark$ KQJx | $\checkmark$ Axxx |
| -KQJx | - Xx |
| \& $A x$ | \% $x$ xx |


| West | East |
| :---: | :---: |
| 2 C | 2 D |
| 2 NT | 3 C |
| 3 H | 4 H |

After 2C and a 2NT rebid, R (Responder) can still use Stayman.
System is ON (Stayman and transfers after opener rebids 2NT)

## Hand 2

| a Axx | A Qxxxxx |
| :---: | :---: |
| - AQxx | $\bullet \times x$ |
| - KQJ | - $x x$ |
| \& AK | \% Axx |


| West | East |
| :---: | :---: |
| 2 C | 2 D |
| 2 NT | 3 H |
| 3 S | 4 S |

Over 2NT, east transfers to spades, and continues to 4S (with 6 of them).

## Hand 3

| - AJx | A KQx |
| :---: | :---: |
| $\checkmark$ KQJ | $\checkmark$ Ax |
| -KQxxx | - J10x |
| * AK | \& Xxxxx |


| West | East |
| :---: | :---: |
| 2 C | 2 D |
| 2 NT | 6 NT |

East knows there are at least 33 points, so goes straight to slam.

Hand 4

Here, west's rebid of 3NT shows 23-24 (not 25-28 as it's not a jump)

Hand 5

| A AQxx | A. $K x x$ |
| :---: | :---: |
| $\checkmark$ KQJx | $\checkmark \mathrm{xx}$ |
| - AKQ | - Xx |
| \& Kx | \& AQJxxx |


| West | East |
| :---: | :---: |
| 2 C | 3 C |
| 3 NT | 6 NT |

3NT shows 23-24, so east can see there are enough points for slam. 6C or 6NT should be comfortable, but east goes for the safer (and higher scoring) contract.

Hand 6

| A AQxx | A | xxx |
| :---: | :---: | :---: |
| - KQJx | $\checkmark$ | Jxx |
| - AKJ | , | Xxx |
| \& Kx | \& | xxxx |


| West | East |
| :---: | :---: |
| 2 C | 2 D |
| 2 NT | Pass! |

This is the ONLY time where responder can pass and stay out of game; where they have 0 or 1pts opposite 23-24.

## UNBALANCED HANDS

Hand 7

| ${ }^{4} \mathrm{X}$ | a Qxx |
| :---: | :---: |
| - AKQ10xx | $\bullet \times x$ |
| - AKQ | - Xxx |
| \& KQJ | \& Axxxx |

*5C = 1 or 4 key cards

| East | West |
| :---: | :---: |
| 2 C | 2 D |
| 2 H | 3 C |
| 3 H | 4 H |
| 4 NT | $5 \mathrm{C}^{*}$ |
| 6 H |  |

When east supports hearts after the rebid, west tries for slam, needing 1 key card.

## Hand 8

| a AKQxx | $\cdots \times$ |
| :---: | :---: |
| $\checkmark$ AJx | $\checkmark$ Kxx |
| - AKQx | - Xxx |
| \& $x$ | \& QJxxxx |


| West | East |
| :---: | :---: |
| 2 C | 2 D |
| 2 S | 3 C |
| 3 NT |  |

Here, opener has a close decision; whether to show the diamonds or bid 3NT. Either is okay but I prefer 3NT, because if west doesn't bid it, east may not be able to.

## Hand 9

| A A AQxx | A KJJxx |
| :---: | :---: |
| $\checkmark$ AK | $\checkmark$ Xx |
| - KQJ10x | - Axx |
| $\therefore K Q$ | \% $x$ xx |


| West | East |
| :---: | :---: |
| 2 C | 2 S |
| 4 NT | 5 H |
| 6 S |  |

After the positive 2S response, west should go straight to KeyCard and take over. (Big fit and lots of stuff outside).

## Hand 10

| a AKJxxx | A Q10xx |
| :---: | :---: |
| $\checkmark$ Kx | $\checkmark$ Axx |
| -KJ | - AQxx |
| * KQJ | \& xx |

* negative OR waiting bid
**2 key cards without the queen

| West | East |
| :---: | :---: |
| $2 C$ | $2 D^{*}$ |
| 2 S | 4 NT |
| $5 \mathrm{H}^{* *}$ | 6 S |

## Hand 11

| a AKQJxxx | A Xx |
| :---: | :---: |
| $\checkmark$ Qx | - xxxx |
| - AKx | - Qxxxx |
| \& $x$ | \& $x x$ |


| West | East |
| :---: | :---: |
| $2 C$ | $2 D$ |
| $2 S$ | $3 D$ |
| $4 S$ |  |

West has 19pts, but 9 SURE tricks, so opens 2C. Over 3D, he has a pot at 4S, needing very little for game (either any ace, or HK or DQ)

