

## Strong 2C opening

The most common (by far) method

### 2♣-2♦ Waiting

Using 2♣-2♦ waiting, you will find that on almost all hands the response is 2♦. When would you not respond 2♦? With a good hand **and** a good 5 card suit, you can respond in the suit.

What is "good?" At least 8 HCP and usually 2 of the top 4 honors. Don't respond in a suit of Axxxx or K10xxx. Don't make a positive response with only 6 HCP even if the suit were good enough. If I don't have a good 5+ card suit **and** 8 HCP, respond 2♦--waiting.

(Don't respond 2NT even with notrump shape/stoppers/points--risking playing notrump from the wrong side and also taking away opener's room).

### OPENER'S REBID

With a balanced hand, this is easy. 2♣-2♦-2NT shows 22-24 balanced (assuming a 2NT opener would have 20-21). With 25-27, rebid 3NT. (After these notrump rebids, [Stayman](#) and transfers are on.)

With an unbalanced hand, opener names his long suit. This is FORCING, but NOT GAME FORCING

It is important to study that last sentence. A 2♣ opener is not a game force. For one, 2♣-2♦-2NT can end the auction. Also, 2♣-2♦-ANY SUIT ... will usually lead to game, but not 100% of the time. More on this later.

If the auction begins 2♣--NOT 2♦ (in other words, any response other than 2♦), then all bids are natural and at least game must be reached.

## Alternative 2C response system

Opening Bid 2c 19+ HCP Balanced or Unbalanced  
Responder

2d 0-4 HCP

2h 9+ HCP

2s 5-8 HCP Balanced Transfer to NoTrumps

2nt 5-8 HCP 5+ Clubs Transfer to Clubs

3c 5-8 HCP 5+ Diamonds Transfer to Diamonds

3d 5-8 HCP 5+ Hearts Transfer to Hearts

3h 5-8 HCP 5+ Spades Transfer to Spades