

## Strong 2C

The strong two club bid accompanies Weak Two-Bids. Weak Two-bids are popular because they allow you to preempt more often (making it difficult for the opponents to bid when it's their hand) **AND** because they provide a good description of your hand (making it easier for your partner to bid when he has strength). To play a Strong 2C and Weak Two-Bids, you and your partner must agree to change the meaning of **all four** opening Two-Bids. These agreements allow you to use one bid 2C cover all strong hands, which come up infrequently. While using other two level bids to show hands that occur more often. The new meanings are:

- **2C** = Artificial and forcing, showing a Strong Two in a suit (or notrump) to be named at your next bid. 2C forces the partnership to at least 3 of a major. To decide whether or not you should open a Strong 2C, you can use the same general guidelines you would follow for old-fashioned [Strong Two-Bids](#).
- **2D, 2H, 2S** = Good 6-card suit, 5-11 pts., *no more than one Ace or King outside your suit*. A Weak Two is a preempt, but tends to be more constructive than a 3-bid.
- **2NT** = 20-21 balanced, no singleton, no more than one doubleton, may include a 5 card major.

Today we will just be discussing the 2C bid and response. We will cover weak twos in another class.

### Guidelines for Opening a Strong Two

To open a Strong Two Clubs (2C), you should have:

- A 21+ HCP points hand. You may open with fewer points if your suit is long and strong and your hand meets the other requirements.
- A good, 5+-card suit (preferably a 6-card suit, especially if it's a minor).
- Good quick tricks and controls in the other suits (aces, kings or shortness).
- Playing strength to take at least 8 1/2 to 9 tricks if your suit is a major; 9 1/2 to 10 tricks if your suit is a minor.

**If you have a strong, balanced hand**, choose a notrump opening bid or sequence:

Balance Hand Point Range	Bidding Sequence
12-14	1x-1y; 1NT (open normal, rebid 1NT)
15-17	1NT
18-19	1x-1y; 2NT (open normal, rebid 1NT)
20-21	2NT
22-23	2C-2y; 2NT (open 2C, rebid 2NT)
24-26	3NT

## Evaluating your hand

♠AKQ1083 ♥Void ♦KQJ10 ♣A63

**Open 2C.** This is only 19 pts., but you expect to take 10 tricks if partner has nothing.

♠A ♥KJ ♦KQJ10872 ♣AK3

**Open 2C.** You have 9 sure playing tricks, and good chances for more. 3NT is a possible final contract.

♠5 ♥AKJ104 ♦KQJ102 ♣AK

**Open 2D.** You plan to bid 2H at your next turn. If you have two long suits of equal length, always start with the higher-ranking suit.

♠QJ ♥AQ8542 ♦KQJ ♣AQ

**Open 1H.** This is 21 pts., but your values are "soft" and your suit needs help. If partner doesn't have enough to respond to a 1-bid, you probably can't make a game contract.

## Responses to a Strong 2C Opening

- **2D** = A "waiting" bid that lets the 2C opener describe his hand. You can bid 2D with a negative hand (0-7 pts.) or a better hand that has no clear-cut action.
- **2H, 2S, 3C, 3D** = Positive response (7+ pts.) & good 5+-card suit (AK, AQ or KQ).
- **2NT** = 8-10 pts., balanced distribution.

After 2D (the most common response), opener will bid his long suit. You can then bid naturally (raise his suit with support or bid a 5+-card suit of your own).

These are the only responses, as you want to give partner space to describe their strong hand.

