

2C and 2H/S OPENINGS

NOTE THAT 2M OPENINGS ARE JUST MAXIMUM 2C OPENINGS WITH A MAJOR; SEE 2C-2D-2M FOR CONTINUATIONS OVER 2M OPENINGS.

2C Req's:

- 5+C-4M or 6C-5M minimum
- 6+C, maybe 4D, 12-16

2M Req's:

- 5+C-4M or 6C-5M maximum

Definitions of Minimum and Maximum: A **minimum** has 3-6 controls and is not too concentrated or strong. A **maximum** has 4-7 controls, 14-16 HCP, and concentrated strength, guaranteeing trick-taking power.

Responses to 2C:

- 2D = invit+ relay
- 2M/3C = nf
- 2N = invit
- 3D/3M = invit, good suit
- 4m = pree [book: 4D = RKC for C]
- games = to play
- 4N = BW

Treat 2H and 2S Openers as after 2C-2D-2M.

1. NON-RELAY STRUCTURE

2C

- 2H (2S = nat misfit min, 2N = max misfit, 3C = misfit, 3D = 5d max, 3H = invit, NSJ = void, 3NT = gamb, 4C = invit w/ 7+C and 2H)
- 2S (same as above except 3H = 5H min)
- 2N/3C (pass = nat, 3C = NF, 3 new = spl or 5-cards[rebid] max, 3N = max, 4c = invit/(pree/3C), 4D = 5-6 max, 4M = 5-6 min)
- 3D/H/S (3N = NF, 4C = misfit, 3NSS = search for 3NT QGF, 4NSS = Q slam try, NSJ = void, games = to play)

2H

- pass = nat
- 2S = nat, NF (pass = nat, 2N = 5-4 misfit, 3C = 6-4 misfit, 3D = 5440 misfit, 3H = 5-6, 3S/4C = invit, 4D = 5440 d void)
- 2N relay (see relays)
- 3C = nf
- 3D = nat, nf
- 3H/S/4C = invit
- 4D = splinter
- games = to play

2S (same as over 2H except 3H = nat invit, 3S = invit, 4D = spl, 4H = to play)

2. RELAY STRUCTURE

2C all (7222, 6331, 7321, 7330, 6-4d, 7-4d) and minimum (4+h, 4+s, 6322)

.2H natural (with 4-4 majors bid best one)

with SS clubs and a major instead bid 3NT over 2NT relay

Note: 2NT is the RELAY

[**BOOK: NON-RELAYS** - suit = invit (if H then broken), JS = splinter for major]

..3C 5422 (now raise or 4C = invit, 3S = GF [supp with an honor])

[Book: 3D asks stoppers (3H = D contrl or no contrls [3S asks: 3N/4C = D/no]

... 3S = stop in oM only, 3N = both side stops. Relays continue.), 3 op suit =

... invit, 3oM = nat GF]

..3D 5431 or 5440 (now 4C = invit)

Note: 3N not to play (to sign off, must relay or do so on prior round)

ANTI-RELAYS: relays cont. on 4-level if suprise hand

3S "Diamonds" bid 3N unless 4D **3N "Spades"** pass unless 4S

.3S hi sing .3N lo sing .4C hi void .4D Z-5C lo void

..3H 6-4 hi short (.3N 6421 .4C Z 6430)

..3S 6-4 lo short (..4D 6421 ..4H Z 6430)

..3NT **special SS 6 clubs** with 4h or 4s, then 4C asks dist(hi/lo sing, hi/lo void Z) and 4D relays for controls

..4C 7-4 (.4H eq short .4S hi short .4N Z lo short)

..4D 6511 ..4H 6520 (then hi/lo short Z to 4M only [if H, then shape incomplete])

.2S natural

[**BOOK: NON-RELAYS** - see above with 2H]

.3C 5422 (3S invit, 3H GF asks for Hx support, 4C invit [Book: see above])

.3D 5431 or 5440 void hearts (.3S hi sing .3N low sing .4C h void)

[Book: Anti-relays, see above]

.3H 6-4 hi short (.3N 6421 .4C Z 6430)

.3S 6-4 lo short (..4D 6421 ..4H Z 6430)

.3NT **SS exception see after 2H**

.4C 7-4 (.4H/S/N Z eq/hi/lo short)

.4D 6511 .4H 6-5 hi void .4S 6-5 lo void

.2N 6322 minimum, 3D relays for (223/232/322, no Z), else 3C = nf, 3M/4C = invit, 4D = F, 4M = to play

.3C the rest (6331, 7321, 7222, 4d) of the minimums

[Book: 3M = 5+ crds F, 4C = invit, 4D = splinter, games to play]

.3H lo short or 7222

.3N 7222 .4C 6331 .4D Z 7(32)1/7330

.3S mid short

..4D 6c, 3+ d's ..4H Z 7c

.3N hi short

.4D 6c, 3+ d's .4H Z 7c

.4C 7-4 eq short .4D 7-5 hi short .4H Z-5C 7-4 lo short

MAXIMUMS FROM HERE DOWN:

.3D 4d (now 3S GF asks for honor support, 4m = nat invit)

.3S hi short (..4D sing ..4H Z void)

.3N lo short (.4D sing .4H Z void)

[Book: above are 6-4's. 4C+ are 7-4's eq/hi/lo short Z-5C]

.3H lo short or 7222

.3N 7222 .4C 6331 .4D Z 7(32)1

.3S mid short (..4D 6331 ..4H Z 7(32)1)

.3N hi short (.4D 6331 .4H Z 7(32)1)

.4C 7330, then relay or 4M "pass unless void" (.4H lo short .4S mid short .4N Z-5C hi short)

.4D/H/S Z-5C 6-5d eq/hi/lo short

2H maximum h-c canapes

as over 2C.2H
2S maximum s-c canapes
as over 2C.2S

Relay Breaks after 2C-2D

NS is invit with broken suit(3S = GF), NSJ = splinter, 4C = invit, games = to play.

4C exception

4C, when not a relay, is invitational, even in a GF auction.

Strength-Showing Stage

After shape is known, opener may ask about strength and controls with a relay.

STRENGTH SHOWING RESPONSES

If holding a major, max/min is known so show controls directly.

If not holding a major, show max/min.

Step 1 = min (12-14, 3-6 K)

K ask (3, 4, 5, 6Z)

Step 2+ = max(14-16) 4, 5, 6, 7Z

After Strength-showing, the next relay is DCB.

3. COMPETITION

All relays off.

2C

(X)

XX 10+ HCP, F to 2N, followed by (NS = F1, 2N = invit)

NS = NF, 4C = pree, NSJ = pree

3C = pree (3X = spl or 6-5[rebid].. assume splinter but raise on 3 or 4 little)

(O/C)

X = neg, Q = GF grope, NS = F, 2N = invit, 4C = nf

3C = nf (3X = spl or 6-5[rebid].. assume splinter but raise on 3 or 4 little)

2M

(X takeout)

NSS = NF, XX = GF invites X with 3 trump, 2N = invit, 3C/4C = nf

(O/C)

X = pens, 2N = invit, NS = F, 3/4C = nf

After relays have started:

After 2C-2D-(X), continue relays but P = 4 step and XX = 5 step.

After 2M-2N-(X/3m), relays on.

After 2C-2D-(o/c), no relays but F to 2NT.

4. PASSED HAND BIDDING

2C-2D

2M-2NT invit, not relay

2N-3D invit, nat

3C-3D stopper, QGF

2C-2N/3C-3X = assume splinter but maybe 6-5 so raise on 3-4 little

2M - ? = same as UPH structure