STRONG OPENING BIDS

This page is written in the context of

THREE WEAK AND ONE STRONG

Opening bids of 2♦, 2♥ and 2♠ are weak and natural
(5 to 10 points and a six-card suit)

2♣ is artificial, strong, and forcing

THE 2♣ OPENING BID

This bid is artificial and forcing.

At a beginner level partner should always respond 2♦ (artificial relay),
(other systems of responses might apply as you progress.)

and opener will show the nature of his/her hand with his/her next bid.

BALANCED HANDS

(No 6-card suit - not 5-4 shape - not 4-4-4-1)

Up to 19 points -	**open one of a suit and rebid in no trumps**
20-22 points -	**open 2NT**
23-24 points -	**open 2♣ and rebid 2NT**
25-26 points -	**open 2♣ and rebid 3NT**

The sequence 2♣ - 2♦ - 2NT is the only 2♣ sequence which can be passed below game level.

UNBALANCED HANDS

(6-card suit or at least 5-4 shape)

With any unbalanced hand of 22+ points (and some hands with fewer points - see below - many club partnerships require 23+ points).

open 2♣ and rebid in your longest suit - (at least 5 cards) - game-forcing.

With 19 to 21 points

and at least 5-4 shape (usually 5-4, 5-5, or 6-4)

Open one of your longest (or higher-ranking if equal) suit.
Jump rebid in your second suit - forcing to game.

with a single-suited hand (at least 6-card, and no secondary 4-card suit)

If you need 2 tricks from partner to make game
then open one of the suit - jump rebid to game-level.

If you can count 9 tricks in your hand (could be as few as 16 points)
then open 2♣ and rebid in your suit - game-forcing.

2♣ FOLLOWED BY A SUIT REBID

is always forcing to game.

It promises either a five-card suit and twenty two or more points
or a 6-card suit, 9 or more tricks, and 16 or more points

Note that the 2♣ opening is a very rare bid - save it for something special.
If it is not worth a game in its own right it will usually be better to bid it by a slower route.