

Your 2C Bidding Structure

http://home.comcast.net/~kwbridge/bb/b_2c.htm

Part 4 -- Defining Opener's Rebids

You open 2♣ (strong and artificial) and partner responds 2♦ (waiting or semi-positive). What do you rebid with each of the following hands?

1 - ♠AKJ73 ♥8 ♦AKQ ♣AQ73

2 - ♠AQ10875 ♥AQ5 ♦A ♣AQJ

3 - ♠AQJ10976 ♥6 ♦AK ♣AK4

4 - ♠AKQ109832 ♥Void ♦AQ5 ♣A8

5 - ♠AKQJ954 ♥2 ♦AQJ10 ♣7

The standard way to start the description all five hands is to open 2♣, then rebid 2♠. But with such wide differences in trump quality, playing tricks and defensive strength among these hands, a 2♠ rebid doesn't begin to give partner a good picture. You'll usually need at least one or two more bids to clarify which hand type you hold.

The problem comes if you and your partner haven't assigned clear meanings to the 2♣ opener's later rebids. With Hands #2 through #5, for example, you'll have enough room to rebid spades two or three times. But since these are really four different hand types, do you have four different ways to show them?

To solve this problem, many players have added a few simple agreements that allow the 2♣ opener to more accurately describe hands like these with his first and second rebids. They take advantage of jumps to the three and four levels to distinguish between solid and non-solid suits and maximum and minimum playing strength.

Non-jump suit bid (2♣-2♦-2♥ / 2♠ / 3♣ / 3♦)

This starts the description of a "standard" 2♣ opener (Hand #1 above). If opener's first rebid is a major, it shows either a 5-card suit or a longer, non-solid suit. If it's a minor, it strongly implies a 6-card or longer suit (which may or may not be solid).

Note that even though opener needs only a 5-card suit for this auction, it tends to imply a one-suited or distributional hand. For more balanced hands, even those with a 5-card major, you may want to choose a notrump rebid instead. With a hand like ♠AJ1052 ♥AQJ ♦AQ ♣KQ10, opening 2♣ and rebidding 2♠ wouldn't be incorrect. Many players, however, would rebid 2NT to emphasize the balanced strength, take advantage of the good tenaces, and limit their point count.

To show extra length (Hand #2), opener rebids his suit at his next turn. This auction -- 2♣-2♦ / 2♠-3♣ / 3♠- shows a 6-card or longer suit, but does not insist that it be trumps. The final contract is still open to negotiation and may be in notrump or partner's suit.

For hands with more powerful (but not solid) suits and playing strength (Hand #3), opener starts with the low-level rebid, then jumps to game at his third turn. This auction -- 2♣-2♦ / 2♠-3♦ / 4♠-sets trumps, but tells partner your suit has a loser. Any further bid by responder (even in a suit he's shown earlier in the auction) is a cuebid for slam in opener's suit.

Jump to 3 of a major (2♣-2♦-3♥/3♠)

One good agreement for opener's jump is to use it for a powerhouse with long, solid trumps and good controls (Hand #4). It sets trumps and promises a suit that should play for no losers opposite a singleton -- at least AKQJxx or AKQxxxx (or AKJxxxxx if you have the courage). This agreement can also extend to minors, but because a jump to 4♣ or 4♦ uses up so much bidding room (and takes you past 3NT), you should have an exceptional hand to use it.

After opener's jump, responder cuebids his cheapest ace or king. Without one, he raises to 4 of opener's suit with a potential ruffing value (at least a doubleton trump and an outside doubleton). With no controls and no ruffing value, responder rebids 3NT. This will never be the final contract (opener will always go back to his suit), but it warns partner that your hand isn't suitable for any higher contracts.

You can see how well this works with Hand #4 above. After 2♣-2♦-3♠, if responder answers with 3NT, 4♥ or 4S, you'll know he has neither of the kings you need and you can stop safely in game. If he instead bids 4♦ (showing the diamond king but not the club king), you'll bid 6♠. And if he bids 4♣ over your jump, you can look for the grand slam -- you'll follow with a 4♥ cuebid and if partner can now bid 5♦ to show a second king, you can bid your almost-laydown 7♠

Other uses for opener's jump (2♣-2♦-3♥/3♠/4♣/4♦)

Another interesting treatment is to use opener's jump to show a 4-4-4-1 hand. To identify his singleton, opener jumps into the suit directly below it -- 2♣-2♦-3♠ shows a singleton club, 2♣-2♦-4♦ shows a singleton heart.

Other players are successful in using jumps to pinpoint two-suited hands. The method you and your partner choose depends on your personal preference. The key is to decide on some useful meaning for opener's jump and not leave it as an idle bid.

Jump to game in a major (2♣-2♦-4♥/4♠)

Opener's immediate jump to game shows a minimum with 9-10 playing tricks and long, solid trumps. It tells partner your 2♣ opening was based more on playing strength than high-card points and warns him against bidding on unless he has excellent controls.

As with the jump to 3 of the major, there's no looking for new trump suits after this auction. Any further bid by responder is a cuebid for slam in opener's suit. Responder should pass with just kings and queens, but bid on with a hand that could potentially contribute two tricks. After 2♣-2♦-4♠, you should pass with ♠763 ♥KJ4 ♦K9 ♣QJ1093. However, a hand like ♠3 ♥1086543 ♦K9 ♣A1053 is worth a 5♣ cuebid.

Handling interference

With more and more opponents willing to overcall after 2♣ opening, it's also important to discuss how you'll handle competition. There are a number of different approaches you can use after an opponent makes a direct overcall of your opening 2♣. One simple set of agreements for responder's bids is:

- **New suit** = A strong suit (two of the top three honors, usually with 6+ cards).
- **Cuebid** = Positive response, 4-4-4-1 distribution, singleton in the overcalled suit.
- **Pass** = Any other semi-positive hand (two queens or better).
- **Double** = Immediate double-negative (less than two queens).

Most frequently, responder will pass the overcall and let opener describe his hand. After the auction:

You	LHO	Partner	RHO
2♣	2♥	Pass	Pass

the meanings of opener's rebids can be:

- **New suit** (2♠, 3♣, 3♦) = One-suited hand. Jumps (to 3♠ and 4♠) can carry the same meanings as described above.
- **2NT** = Two-suit takeout. Responder bids the cheapest suit he's willing to play in; if opener corrects, it shows the other two suits.
- **Cuebid** (3♥) = Three-suit takeout (4-4-4-1, singleton or void in the opponent's suit).
- **Double** = A strong notrump hand. This shows balanced distribution, but doesn't have to promise a stopper in the overcalled suit. Responder can pass for penalties or bid on with standard notrump sequences (Stayman and transfers).

If the overcall instead comes on opener's right, as in:

You	LHO	Partner	RHO
2♣	Pass	2♦	2♠

you can use the same agreements as above for opener's new suit, cuebid and 2NT bids. A direct double, however, should be penalty, since opener can make a forcing pass to show a fairly balanced hand.