

2C OPENING

Strong, artificial and game-forcing except: 2C-2D; 2NT

RESPONSES:

2D*	0 or 1 control
2H*	2 controls
2S*	3 or more controls
2NT->3H*	Transfer to next higher suit: AKJxxx, AQJxxx, KQJxxx (or longer)
3S*	Any one-loser 6+-card suit
3NT*	Any solid 6+-card suit
4x	Two loser 7- or 8-card suit

[where an ace is two controls; a king is one]

RELATED SEQUENCES:

2C	2D*
2H*	Hearts (second suit possible) OR balanced game force (unrelated to hearts)
2S	Natural, game-forcing (9+ tricks)
2NT	23-24 HCP, semi-balanced
3m	Natural, 10+ tricks
3M	4M/5+D, game force
3NT	Solid C or D or S, no slam, 9+ tricks, stoppers
4C	5=4=0=4, game force (responder's 4D="unbiddable" extras for M; 4NT same for clubs)
4D	5=4=4=0, game force (responder's 5C="unbiddable" extras for M; 4NT same for D)
4M	Signoff, too many controls missing (responder may bid with side void)

2C	2D*
2H*	Hearts (second suit possible) OR balanced game force (unrelated to hearts)
	2S*
2NT	Relay
	Balanced
3C	One-suited heart two-bid inappropriate for jump to 3NT
3D	Hearts and diamonds
3H	Hearts and secondary spades (3S=S, 3NT=H positive, 4H=weak preference)
3S	Hearts and clubs (4C=C, 4D=H positive, 4H=weak preference)
3NT	Hearts, no slam, 9+ tricks, stoppers
4x	Hearts and void (AKx AKQJxxx KQ10 ---; looking for help in side suits)

2C	2D*
2H*	Hearts (second suit possible) OR balanced game force (unrelated to hearts)
	2NT*
	6+S
	3C
	6+C (but 7+ if headed by the jack or worse)
	3D*
	6+D with (H support)
	3H*
	6+H
	3S*
	5+H/5+m very weak (3NT=NF, 4C=INQ [4D=H+D/4H=H+C], 4D asks SPL [4H=C/4S=D/4NT=S], 4H=signoff, 4S asks for queens [0/minor/H/both])

2NT->3H show a long suit headed by at best the king or queen-jack; else go via "normal" 2S)

2C	2D*	
2S	3NT*	Any SPL for spades (4C asks ... 4D/4H/4S+=C/D/H SPL
	4x*	FIT jump (Q10xxx or better, with at least Hxx of spades)
2C	2D*	
3C	3D*	Artificial, opener may introduce four-card major, play notrump from right side,
etc.		
	jump-shift*	SPL raise of m, might be only three trumps as 3C is very strong
2C	2D*	
3D	3H	NAT; NOTE: opener does NOT have a 4H/6+D hand
	jump-shift*	SPL raise of m, might be only three trumps as 3C is very strong
2C	2M*	
2NT		Wide variety of balanced and quasi-balanced hands, allowing implementation of "2NT" structure. If opener later asks for controls, first step is 0 after 2D response, 3 after 2S response, but over specific 2H (2 controls), responder shows queens by number 0/1/2.
2C	2S*	
3H	4H	F1; 3+ controls and a fit=slam zone

After 2C-3x: "take" by opener, new suit by responder is shortness, else 3NT or (weakest) self-raise

IN COMPETITION

2C	(DBL)	RDBL	0/1 control
		Pass	2+ controls, unsuitable for a different action
		2x	1+ controls, QJ10xx or better
		2NT+	As w/o competition
2C	(2D)	DBL	0/1 control
		Pass	2+ controls, unsuitable for a different action
		2M	1+ controls, QJ10xx or better
		2NT+	As w/o competition
2C	(2H+)	DBL	Weak (0-4 or so)
		Pass	At least semi-positive values, FG
		2S	2+ controls, QJ10xx or better
		2NT+	As w/o competition
2C	(2x)	Pass	(Pass)
DBL			"BAL" cooperative takeout
2NT			Stoppers (system on)
Suit bid			NAT, FG (or not quite, if you prefer)
Cue			Two suits, FG
Jump 4M (theirs)			NAT, NF
2C	(P)	2D*	(2x/3x)
DBL			Takeout
Pass			PENALTY DBL or a balanced hand not suitable for a notrump bid or for a takeout double [reopening double=takeout, others=natural]
2C	(P)	2M*	(any): All DBL=PEN