

# BENJAMINISED ACOL - INTRODUCTION

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*This short series of 3 lessons is designed for players who have an interest in playing duplicate bridge in a club where most competitors use some variation of 'Weak Twos'*

*'Weak Twos' are essentially a mini pre-empt but the advantage of Benji Acol is that you can still use the traditional Acol system of 'Strong Twos'.*

*A further advantage of Benji is that it offers you the benefit of three very tight ranges for opening bids of 2NT. Although I have not included a separate page on the 2NT opening it is clearly shown in tables on pages 6 and 7.*

*I have, on a number of pages, offered reminders about the criteria you should already be using to open 1 of a suit.*

*Page 11 is not included in the series of lessons as this includes a very complicated defence called 'Lebensohl'. Lebensohl should only be considered by long established partnerships playing in serious competitions. It is not for general club players. A simple defence is shown on page 4.*

*You may also find the Ogust responses to be too difficult. Alternatives are included.*

*Page 10 includes another variation on Weak Twos. It is simpler and allows you to open a weak 2♦ as well as 2♥ and 2♠ BUT - - it means that 2♣ becomes your ONLY strong bid, to cover 23+, game forcing hands AND 8 playing trick hands.*

*Best of luck - Neil & Inga*

# BENJAMINISED ACOL, THE SYSTEM

Albert Benjamin devised Benjaminised Acol in the 1950's, as a tool to combat the US Bridge Team's weak two system that was wreaking havoc in International Competitions.

Known generally as '**Benji Acol**' this system attempts to get the best out of playing *weak twos* while retaining all the advantages of playing *strong twos*. Indeed they now offer you the opportunity of showing a nine playing trick hand in clubs/diamonds which you couldn't do in traditional Acol, and your strong balanced hands can be bid more precisely than in traditional Acol.

## Opening Bids

2♣	=	An 'Acol two' in any suit. (or a balanced 21/22)
2♦	=	23+ points or game force. (equivalent to the 2♣ in Acol).
2♥	=	6-10 points with a six card heart suit.
2♠	=	6-10 points with a six card spade suit.
2NT	=	<b>19/20 Balanced.</b> ( <i>Agree these NT ranges with partner</i> )

The ranges for **2NT bids/rebids** can vary and need to be agreed with your partner.

*We suggest-*  
2NT opening = 19/20

2C - 2D  
2NT = 21/22

2D - 2H  
2NT = 23/24

After a 2♣ opening 2♦ is a forced relay bid (No choice)

## The 2♣ opener's rebids

2♥	=	eight playing tricks in hearts. (Forcing for 1 round. Proceed as in traditional Acol.)
2♠	=	eight playing tricks in spades. (Forcing for 1 round. Proceed as in traditional Acol.)
3♣	=	nine playing tricks in clubs.
3♦	=	nine playing tricks in diamonds.
2NT	=	<b>21/22 balanced</b> ( <i>Agree these NT ranges with partner</i> )

After a 2♦ opening 2♥ is a negative (0-7)

## The 2♦ opener's rebids (after a 2♥ response)

2♠	=	5+ spades (forcing to game)
3♣	=	5+ clubs (forcing to game)
3♦	=	5+ diamonds (forcing to game)
3♥	=	5+ hearts (forcing to game)
2NT	=	<b>23/24 balanced</b> ( <i>Agree these NT ranges with partner</i> )

## Responding to an opening bid of 2♣

2♦ = relay (no option, whatever the strength or shape of the hand.) (NOT a negative!)

## Responding to an opening bid of 2♦

2♥	=	0-7 negative. (Opener proceeds as after 2♣-2♦ in traditional Acol.)
2♠/3♣/3♦/3♥	=	8+ and a five card suit.
2NT	=	8+ balanced.

# BENJI ACOL, THE WEAK 2 OPENING BID

## The 'Weak Two' bids

Essentially, 'Weak Twos' are mini pre-empts.

Traditional pre-emptive bids are based on a 7 card suit, and opened at the 3 level.

Natural 4 level pre-empts are rarely played by inexperienced players but can be considered.

Although such pre-empts are difficult to counter, they do not crop up frequently.

On the other hand, weak hands with 6 card suits are much more common. Previously such hands would be passed and although a chance to overcall may have occurred, their pre-emptive value was lost.

## Variations on these two level pre-empts include:

There are a number of systems that use weak twos. The most prevalent are:

1. **Weak twos** in the majors. The most popular variation is **Benjaminised Acol** or **Benji** for short.
2. A three way **multi two diamond** bid. (Thankfully rare in the North East.)
3. **Weak twos** in diamonds, hearts & spades. (Where 2♣ has to cover all strong hands.)

## When to open a 'Weak Two'

Your hand *should* satisfy the following criteria:-

- 1.) You hold a decent six card **major suit**.
- 2.) You do not hold four cards in the other major.
- 3.) You have 6-10 pts. (or 5-9)
- 4.) You have a hand which is usually an eight loser.
- 5.) You cannot make a one level opening.

**However**

Please remember the suggested criteria for opening 1 of a suit.  
 3 Controls (A=2, K=1)  
 12+ HCPs  
 7 loser

With any TWO of these three criteria in place, consider opening 1 of a suit.

Could any of the following hands be opened 1 of a suit?

1	2	3	4	5	6
♠ J4 ♥ KQ9862 ♦ J965 ♣ 8	♠ AK7432 ♥ 83 ♦ 985 ♣ Q4	♠ 74 ♥ AQ10853 ♦ A1064 ♣ 9	♠ ♥ QJ10974 ♦ K1065 ♣ 732	♠ K98754 ♥ QJ7 ♦ J96 ♣ Q	♠ KQ86 ♥ Q109742 ♦ ♣ 864
7 HCPs x 7 loser ✓ 1 control x	9 HCPs x 8 loser x 3 controls ✓	10 HCPs x 6 loser ✓ 4 controls ✓	6 HCPs x 7 loser ✓ 1 control x	9 HCPs x 8 loser x 1 control x	7 HCPs x 6 loser ✓ 1 control x
<b>Open 2♥</b>	<b>Open 2♠</b>	<b>Open 1♥</b>	<b>Open 2♥</b>	<b>Open 2♠</b>	<b>Pass</b>

Only hand 3 has two of the three criteria for opening 1 of a suit (*and it conforms to the rule of 19\**).

Hand 6 is difficult. IF you open 2♥, it may work but you are never likely to find a spade fit. If you pass, you may get the opportunity to double or to overcall at your next turn to bid.

With any kind of major fit, hand 6 could play well. The hand certainly has little defensive strength.

## \*Rule of 19

Add the number of cards in your two longest suits to your HCPs. If this comes to 19 or more you can open 1 of a suit e.g.

7	8
♠ A10754 ♥ KQ986 ♦ 65 ♣ 8	♠ 109 ♥ KQ986 ♦ AJ106 ♣ 87
9 HCPs x 6 loser ✓ 3 control ✓	10 HCPs x 7 loser ✓ 3 control ✓

Both of these hands conform to the rule of 19 AND they each have two of the three criteria for opening 1 of a suit. Open hand 7. 1♠  
 Open hand 8. 1♥ (Higher ranking of two 5 card suits.)

# BENJI ACOL - RESPONDING TO A WEAK TWO

Under normal circumstances responder should pass opener's mini pre-empt of 2♥ or 2♠ - but occasionally, responder will have a big hand and may want to investigate a game contract even with only a couple of cards in opener's suit. There are a number of ways to develop the auction. Many club players use a precise convention called 'Ogust' responses which I have outlined on the next page.

## Change of suit - Forcing for 1 round?

To develop the auction you *could* agree to play that any suit bid by responder is forcing for one round but remember that a change of suit is likely to show fewer than three of opener's suit. If opener is at the top of the range, s/he would bid any high card feature outside the 6 card trump suit. If weak (5-8) opener will simply rebid the 6 card suit.

## Losing Trick Count

With 3 card support, assume opener's 2♥ or 2♠ to be an 8 loser hand and respond appropriately using LTC. Bid 3 with a 7 loser. Bid 4 with a 6 loser

## Rule of 17

If you find Ogust responses a bit too complicated, you may wish to try the much simpler, rule of 17. After a weak two by partner, add your HCPs to the number of cards you hold in the suit. If the answer is 17 or more, bid game. **I must confess that I have never used this method so cannot vouch for it's success rate.**

*On hand 1, you have 12 HCP + 3 spades = 15.*

*The 'Rule of 17' says no game.*

*"Nonsense" says Larry Cohen, "If partner opened a vulnerable 2♠ (especially in 2nd position), just bid 4♠"*

*It would be laydown opposite as little as:*

♠A109873 ♥K42 ♦62 ♣82

♠ KQ2 ♥ AQJ875 ♦ 3 ♣ 654	♠ J107 ♥ AQ986 ♦ KQ ♣ Q32	♠ 109 ♥ KJ986 ♦ AK106 ♣ A7
12 HCPs 3 of suit PASS??	14 HCPs 3 of suit BID 4S	15 HCPs 2 of suit BID 4S

**Very few things in this game are clear cut. Try it. If it doesn't work consider 'Ogust' on the next page.**

## When Opponents Double

If partner's *Weak Two* is doubled, you should normally pass - even with a singleton or void in the suit. - The opponent's double is a 'Takeout double' and the doubler's partner will usually bid a suit.

The only times you should consider bidding after RHO doubles are:

1. When you also hold a six or preferably a seven card suit and a void in partner's suit after the double.
2. When you are weak and short in the other suits and can make it harder for opponents by raising the suit.

Otherwise never rescue! e.g. 2♥ X 3♣ = non-forcing, showing a 7+ card suit.  
2♥ X 4♥ = pre-emptive raise with no defensive tricks.

## Defence to Weak Twos

If opponents open a Weak Two, the simplest defence is to treat the bid as if it were a 1 level suit bid.

1. Double for Takeout (Shortage in the opponent's suit, and opening values.)
2. Suit Overcalls: 10+ points & a 6-card suit (or good 5-card suit.)
3. 2NT Overcall: 16-19 points balanced or semi-balanced WITH at least one stop in the bid suit.

# BENJI ACOL - OGUST RESPONSES TO WEAK TWOS

When partner has opened a 'weak two' in hearts or spades, read it as an eight loser.  
Your options as responder are as follows :-

- With fewer than three of partner's suit and fewer than 16 H.C.P.s - generally pass.
- With three cards in opener's suit you can continue the pre-empt according to the L.T.C.
- **2NT** is 'OGUST' showing game interests.  
It is asking partner for a clearer definition of the strength of the suit AND the hand.

A strong SUIT is defined as having **two of the top three honours**. i.e. AK or AQ or KQ.  
A strong HAND is defined as having **9/10 H.C.P.s**.

So after an opening bid of 2♥ or 2♠ by partner - **2NT is forcing and asks for more definition**.  
Opener will rebid as follows:

- 3♣ = WEAK pts. and WEAK suit  
 3♦ = WEAK pts. and STRONG suit ..... **MINOR = MINIMUM POINTS (5-8)**
- 3♥ = STRONG pts. and WEAK suit  
 3♠ = STRONG pts and STRONG suit ..... **MAJOR = MAXIMUM POINTS (9/10)**
- 3NT = A K Q x x x ( Top three honours )

or for the brave/foolish warriors who bid 'weak twos' with only five card suits you could agree to play 3NT as showing only five cards and maximum pts.

*When you play with a new partner DOUBLE CHECK that you are playing Benji, and whether or not you are playing Ogust responses. This IS a partnership game and bidding misunderstandings can cause embarrassment.*

**Partner opens 2♥ How do you respond? at Love All**

♠ K6  
♥ J7542  
♦ 9  
♣ K10942

**Bid 4♥**  
*A pre-emptive jump to game with no defensive values.*

♠ AQ63  
♥ 2  
♦ Q975  
♣ KQ42

**PASS**  
*No fit or chance of game anywhere.*

♠ A3  
♥ 842  
♦ AQ94  
♣ KQ42

**Bid 2NT**  
*Ogust with interest in bidding game .*

♠ 5  
♥ KJ6  
♦ AKJ43  
♣ A972

**Bid 2NT**  
*Ogust with a real chance of slam.*

**You open 2♠ - Partner responds 2NT at Love All**

♠ AQ8732  
♥ 4  
♦ K43  
♣ 642

♠ QJ9862  
♥ 753  
♦ Q8  
♣ K6

♠ KJ9872  
♥ Q53  
♦ 9  
♣ K65

♠ AQ10872  
♥ 73  
♦ J542  
♣ 8

♠ AKQ872  
♥ 73  
♦ 1095  
♣ 86

**What is your rebid?**  
**Cover the answers shown below.**

**Rebid 3♠**  
*Strong suit  
Strong hand*

**Rebid 3♣**  
*Weak suit  
Weak hand*

**Rebid 3♥**  
*Weak suit  
Strong hand*

**Rebid 3♦**  
*Strong suit  
Weak hand*

**Rebid 3NT**  
*Top 3 honours*

# BENJI ACOL - THE 2♣ OPENING

## A Recap on Strong Twos in Traditional Acol

In traditional Acol all 2 level opening bids are STRONG.

STRONG openings are often described as 'Extended Rule of 25' where *the minimum allowed is any one or more of:*

- (a) any hand of at least 16 HCP,
- (b) any hand meeting the Rule of 25 (*number of cards in 2 longest suits + HCPs*)
- (c) a hand that contains at least 12+ and at least eight clear cut tricks.

***BUT despite the definition, please understand that only a FEW strong hands should be opened at the 2 level.***

*These are NOT hands that you should open at the 2 level!*

♠ AKJ842
♥ KJ6
♦ Q
♣ A92

♠ Q4
♥ KJ6
♦ AKJ1043
♣ A9

*Open 2♣ because you have 23+ HCPs*

♠ AK
♥ KJ6
♦ AKJ53
♣ A94

*Open 2♠ because you have 8 playing tricks if spades are trumps*

♠ AKJ1042	Five spades
♥ KQ3	One heart
♦ 6	No diamonds
♣ AK9	Two clubs

## Strong Twos Using Benji Acol

Because in Benji Acol an opening 2♠/♥ is WEAK, there is an extra step needed to show a STRONG 2♠ or 2♥.

The step is simple.

In Benji, opener will use 2♣ first. In Benji, 2♣ is NOT 23+ and 2♦ response is NOT a negative

In Benji a 2♦ response to 2♣ is a **forced relay bid** and it **must** be made on ANY hand.

When opener rebids 2♠ or 2♥ s/he is showing a **strong two** with 8 playing tricks in the suit bid.

THAT IS ALL THERE IS TO IT! So -

N  
2♥ *is a weak two*

N  
2♣

S  
2♦ *this 'relay' bid is obligatory whatever the hand!*  
2♥ *is a strong two and is forcing for 1 round. (It cannot be passed. Opener may be two suited.)*

Then proceed as you would in traditional Acol.

## 2NT REBID after a Benji 2♣ Opening

*IF partner opens 2♣ and then rebids 2NT rather than 2♥ or 2♠ the rebid will be showing a balanced or semi balanced hand of 21 or 22 pts.*

*Remember that after any of these 2NT bids, responder can use Stayman and transfers.*

*Remember also that the 2♣ open and the 2♦ relay must be alerted.*

N	S
2NT = 19/20	
N	S
2♣	2♦ <i>this 'relay' bid is obligatory whatever the hand!</i>
2NT = 21/22	
N	S
2♦	2♥ <i>this is a negative. (More on the 2♦ opening page.)</i>
2NT = 23+	

# BENJI ACOL - THE 2♦ OPENING

## Recap on the 2♣ Opening Bid & Responses in Traditional Acol

In traditional Acol a 2♣ opening bid shows the strongest type of hand possible.

It is often described to 23+ but is actually 23+ OR a game going hand.

This means that once it has been opened the various bidding sequences must end in a game contract.

It could be like the hand below or it could be something like this.

♠ AK ♥ KJ6 ♦ AKJ53 ♣ A94	<i>Open 2♣ because you have 23+ HCPs</i>	♠ AKJ1042 ♥ ♦ 3 ♣ AKQ965	<i>Only 17 HCPs but open 2♣ because game is almost certain</i>
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In traditional Acol a 2♦ response to partner's 2♣ opening is a negative showing 0-7 HCPs

With 8+ HCPs (or an ace and king) responder would bid anything but 2♦. A positive response.

## Game Forcing Hands in Benji Acol

In Benji, the equivalent to the Acol 2♣ opening - is 2♦

In Benji, 2♦ shows 23+ or a game going hand.

## Responding to 2♦

If partner opens 2♦ you WILL play in a game contract. The only consideration is whether slam can be reached.

Therefore after the 2♦ open, responder can show 0-7 pts. by responding 2♥ - a negative bid.

Or responder can show 8+ by bidding anything other than 2♥.

If responder gives a positive response (8+) opener will be interested in bidding to slam.

Opener	Responder	
2♦	2♥ =	0-7 HCP
	2♠ =	8+ HCP, At least 5 spades
	2 NT =	8+ HCP, balanced
	3♣ =	8+ HCP, At least 5 clubs
	3♦ =	8+ HCP, At least 5 diamonds
	3♥ =	8+ HCP, At least 5 hearts

You will find that bridge players have different ways of proceeding after a 2♦ open but this is a simple example of how you may develop the auction. Remember if you need to know what opponent's bids mean you can ask - when it is your turn to bid - but only when you have a serious intention of bidding yourself.

## 2NT REBID after a Benji 2♦ Opening

*IF partner opens 2♦ and then rebids 2NT, the rebid will be showing a balanced or semi balanced hand of 23+pts.*

*Remember that after any of these 2NT bids, responder can use Stayman and transfers.*

*Remember also that the 2♦ open and the 2♥ negative must be alerted.*

N	S	
2NT = 19/20		
N	S	
2♣	2♦	<i>this 'relay' bid is obligatory whatever the hand!</i>
2NT = 21/22		
N	S	
2♦	2♥	<i>this is a negative. (More on the 2♦ opening page.)</i>
2NT = 23+		

# BENJI ACOL HANDS - WEAK TWOS

Assume that the vulnerability is GAME ALL and decide how you might bid the following hands.  
Would you bid differently at favourable vulnerability?

## Opening Weak Twos

♠ 95  
♥ KQ9873  
♦ K109  
♣ 86

**2♥**  
A classic  
Weak Two.

♠ 95  
♥ KQ9873  
♦ AJ95  
♣ 8

**1♥**  
Too strong  
to open 2♥.

♠ 95  
♥ Q97632  
♦ A109  
♣ 86

**PASS**  
Suit not  
good enough.

♠ A875  
♥ J87432  
♦ K4  
♣ 8

**PASS**  
Poor suit &  
four spades.

## Responding to Partner's Weak 2♥ Opening

♠ KJ95  
♥ 2  
♦ AQ1073  
♣ J63

**PASS**  
No fit.

♠ 97  
♥ KJ73  
♦ AQJ1096  
♣ 8

**4♥**  
Good fit. Big  
source of tricks  
and a 6 loser

♠ KQ7  
♥ Q9  
♦ A75  
♣ AK1098

**4♥**  
6-2 fit.  
18 HCPs  
6 loser

♠ K6  
♥ Q109  
♦ KQJ6  
♣ 9432

**3♥**  
Continuing the  
pre-empt. Not  
invitational!

♠ KQJ954  
♥  
♦ Q1073  
♣ J62

**2♠**  
IF you agree to  
play change of  
suit non-forcing  
your bid must be  
at least as good  
as partners bid.  
  
Don't rescue on  
anything less.

♠ KQJ  
♥ 3  
♦ AKQ1096  
♣ AJ9

**3NT**  
DO NOT BID  
again partner!  
  
If you have  
opened on a sub  
minimum suit  
and remove to  
4♥, you may be  
looking for a  
new partner.

♠ K6  
♥ Q109  
♦ KQJ6  
♣ K752

**2NT**  
2NT is **Ogust**.  
asking "How  
good is your  
weak two?"  
  
Play in 4♥  
IF opener is  
maximum.

♠ AK6  
♥ 1032  
♦ AKQJ  
♣ AK4

**2NT**

**Ogust.** Maybe -  
4H, 6NT or 7NT  
depending on  
opener's rebid.

After responder's  
2NT, opener rebids  
3♦ with this hand.  
Leading to 6NT.

♠ 743  
♥ KQ9754  
♦ 54  
♣ 76

After responder's  
2NT, opener rebids  
3♠ with this hand.  
Leading to 7NT.

♠ 743  
♥ AKQ954  
♦ 54  
♣ 76



**BENJI ACOL - HANDS TO BID****The Strong Opening bids**

West	East	♠ AK3	♠ Q97
2♣	2♦	♥ AKQ973	♥ 82
2♥	2NT	♦ 762	♦ 9854
3♥	pass	♣ J	♣ 9752

West	East	♠ AK3	♠ 5
2♣	2♦	♥ AKQ9732	♥ 84
3♥	4♥	♦ 42	♦ J8753
East has 1 trick.		♣ J	♣ 98752

West	East	♠ AKQ984	♠ 75
2♣	2♦	♥ 32	♥ A54
2♠	3NT	♦ A10	♦ K853
4♠		♣ KQ8	♣ 9752

West	East	♠ J	♠ KQ982
2♣	2♦	♥ A2	♥ K8
3♣	3♠	♦ A86	♦ 9753
3NT		♣ AKQJ863	♣ 75

West	East	♠ AK4	♠ 875
2♦	2♥	♥ A82	♥ K9
2NT	3NT	♦ A9	♦ 8643
		♣ AKQ43	♣ 9652

West	East	♠ AQJ942	♠ K75
2♣	2♦	♥ 32	♥ Q10854
2♠	4♠	♦ Q2	♦ K73
		♣ AKQ	♣ 92

West	East	♠ AK3	♠ Q9754
2NT	3♥	♥ AKQ97	♥ 82
3♠	3NT	♦ 762	♦ 98
4♠		♣ QJ	♣ K752

**The Weak Opening bids**

West	East	♠ 643	♠ KQ
*2♥	2NT	♥ AJ9742	♥ Q83
3♣	3♥	♦ 86	♦ AQ953
P		♣ 83	♣ Q54

West	East	♠ KQ9654	♠ Q873
1♠	2NT*	♥ 8	♥ A9
4♠		♦ A874	♦ J2
*Jacoby		♣ 96	♣ AQJ75

West	East	♠ KQ9864	♠ J53
2♠	2NT	♥ 32	♥ A54
3♠	4♠	♦ J10	♦ K85
		♣ K86	♣ AQJ2

West	East	♠ 6	♠ KQ
2♥	2NT	♥ AQ9742	♥ K83
3♦	3♥	♦ J10864	♦ AK953
4♥		♣ 8	♣ 754

West	East	♠ KJ9654	♠ Q873
2♠	2NT	♥ 82	♥ A9
3♣	3♠	♦ Q9	♦ J2
P		♣ 964	♣ AKJ75

West	East	♠ AQJ942	♠ K8753
2♠	4♠	♥ 32	♥ 5
<i>Pre-emptive!</i>		♦ Q2	♦ J9873
<i>No defence to</i>		♣ 875	♣ 94
<i>4♥ or 6♥</i>			

West	East	♠ 973	♠ 8542
2♥	P	♥ AKQ97	♥ 86
<i>No law against it</i>		♦ 42	♦ AK753
<i>but dangerous.</i>		♣ J75	♣ 98

It is obviously important to watch the vulnerability when bidding these weak twos but try to pass hands with poor suits! e.g. J97532, but you will no doubt learn from experience.

## WEAK TWOS IN THREE SUITS

Benji Acol is the most popular system which uses weak twos, but there are two other system variations which use weak twos. You are more likely to meet them in large congresses than in your local club.

One of these is the *multi coloured two diamonds* and thankfully this is now quite rare in our area.

An opening bid of 2♦ shows any one of a number of hands. One variation is that it shows a weak two in the majors, or a strong two in the minors, or a strong balanced hand of a specific range.

Unless you have masochistic tendencies avoid it.

Another system that is much simpler uses 'Weak Twos' in diamonds, hearts and spades.

The disadvantage is that your *only* strong opening bid now is 2♣, and you need to be convinced that an opening bid of 2♦ has sufficient pre-emptive value to compensate for this lack of clarity with big hands.

Of course you still have the limit bid of 2NT to show a balanced 20-22 count, but you lose the distinction between the traditional Acol 2♣ opening and the Acol 'Strong Twos' (2♦, 2♥, and 2♠).

### The 2♣ Opening

In 'old' Acol 2♣ was forcing to game but the strong two opens were not.

Therefore you may need to build into your system a subsequent bid which is not 100% forcing to game. You may decide for instance that after the 2♦ negative response to 2♣, 2♥ and 2♠ are none forcing.

Now, a definition of a 2♣ opening bid might be: a hand which is either 23+ balanced, or it is no worse than a 4 loser with at least 7 controls (A=2, K=1).

So, the 2♣ opener will have three aces and a king, or two aces and three kings - or better.

1	2	3	4	5	6
♠ KJ9875 ♥ 72 ♦ K52 ♣ J6	♠ AKJ98 ♥ KQ2 ♦ AKJ4 ♣ 3	♠ J98 ♥ KQJ743 ♦ 74 ♣ J8	♠ 7 ♥ 832 ♦ AK7652 ♣ J84	♠ KJ9 ♥ AQ ♦ AKJ52 ♣ KQ2	♠ AKJ542 ♥ 8 ♦ AK52 ♣ K3
Open 2♠	Open 2♣	Open 2♥	Open 2♦	Open 2♣	Open 2♣
	4 loser & 7 controls			23+	4 loser & 7 controls

Hand 6 is an example of a hand which you might open 2♣ but after a 2♦ response by partner you may decide that game is not clear in your hand alone and simply rebid 2♠ which partner *could* pass if they are *very* weak. You have described a four loser hand with spades. If partner has no fit and no points game is unlikely, but with a ten loser and three spades he would be expected to support.

### Responding to a 2♣ Opening

To stop the bidding getting too high when responder is weak, it is suggested that responder gives a 2♦ negative unless they have something really positive to say. The 2♦ negative can be less prescriptive than in traditional Acol. It may have a smattering of points (more than 8) but no decent five card suit that can pull in tricks.

1	2		3
♠ 854 ♥ KQ62 ♦ KJ ♣ 9763	♠ J7542 ♥ 8 ♦ AK52 ♣ 93	On hands 1 & 2, despite having 8+ pts, we suggest that you respond 2♦ to see what partner's 2♣ opening is based on.	♠ AKJ54 ♥ 8 ♦ 9852 ♣ 1032
		On hand 3, a positive 2♠ response would show a definite source of tricks in that suit.	