

Acol Two Club Openers

The **2*** Opener

This is the strongest bid in modern Acol It is *conventional:* an *artificial* bid which says nothing about clubs.

It is either a balanced hand with 23+HCP, too strong to open 2NT

or a strong unbalanced hand. Worth game opposite nothing so 9+ playing tricks

▲ AKQJ1053	▲ AKQ754	▲ AKJ42	▲ AQ2
♥ AK54	AKQ73	♥ AKQ6	💙 AKJ
•	♦ A10	♦ AK4	♦ KQ86
♣ A2	4 -	♣ 9	♣ AJ8
10 Playing Tricks in A S	Game in a major	Big 3-suiter, looking for a fit	23+ balanced

Responding to the 2 • opening bid

Again, you cannot Pass! Nor can you raise, since the bid is artificial.

2*	2♥/2♠/3♣/3♦	A new suit promises at least 5-cards to two top honours (ace/king/queen)	
	2NT	A very rare response. A balanced hand with 10+HCP. Forcing to slam	
	2 •	The Waiting Bid. An unbalanced hand without a good suit, or 0-9 HCP balanced	

Further Bidding

2 * 2NT	2 ◆ ?	shows 23-24 HCP balanced and is the only rebid responder may Pass. (Respond as to a 2NT opener, remembering that it is stronger. Bid something with 2+HCP) Stayman and Transfers are available if your hand is suitable
2 * 3NT	2♦ ?	Shows 25-27 HCP and can be passed if you have nothing to say
2.♣ (2♥/2.	2♦ ♠/3♣/3♦)	Any other bid is Forcing to Game. Responder can raise with 3+card support, bid a suit of his own without support, or 2(3)NT Opener often has a second suit to bid.
2 ♣ 4NT	2♦ ?	Shows 28-30 HCP pass or raise