

Control Showing After a Strong 2C Opener

A = 2 controls

B = 1 control

2C – 2D 0-1 control [at most one king]

2C – 2H 2 controls, one ace or two kings

2C – 2S 3 controls, specifically one ace and one king

2C – 2NT 3 controls, specifically three kings (so that notrump is not wrongsided)

2C – 3C 4 controls, two aces, one ace and two kings, or four kings

2C – 3D 5+ controls (not uncommon for the next bid to be 7NT)

New suits forcing one round.

Game bids are signoffs, except 3NT after 2C – 3C/3D.

Cheapest minor shows a bust, artificial [probably alertable]

Direct raises to major game denies 1st or 2nd round control in a side suit.

N.B. I have not seen any good rules for later Blackwood by opener, perhaps it doesn't exist.

Here is what Walt Schafer and Bill play above 2C – 3D. It is highlighted because it may be hard to remember and the frequency is low.

2C – 3H K of spades or no control, 6 spades, worst hand is QJTxxx and out

2C – 3S K of hearts or no control, 6 hearts, worst hand is QJTxxx and out

2C – 3NT A or K of clubs or no control, 7+ clubs

2C – 4C A or K of clubs or no control, 7+ diamonds

2C – 4D K or no control, 7+ hearts

2C – 4H K or no control, 7+ spades

Handling interference

2C (Dbl) P 0 control, less than 6 HCP

2C (Dbl) Rdbl 0 control 6+ HCP

2C (Dbl) 2D 1 control

No change in rest of responses

Alternatively,

2C (Dbl) P 0 control,

2C (Dbl) Rdbl 1 control

2C (Dbl) 2D 2 kings

2C (Dbl) 2H 1 ace

No change in rest of responses

2C (2D) Dbl 0 control

2C (2D) P 1 control

No change in rest of responses

2C (2H) Dbl 0-1 controls

2C (2H) P 2 controls

No change in rest of responses

2C (2S & higher) D discouraging

2D (2S & higher) P encouraging

Submitted by Bill Kent