

# Woodgroves responses to 2C

Woodgroves responses to 2 Club uses the same response 2♥/2♠/3♣/3♦ as a normal 2♣ opening.

***The big difference in this 2C system is the 2♦ and 2NT response. In ordinary 2♣ it is normal to use 2NT as a ballanced hand with at least 6HCP, but this response take away a lot of biddingspace and makes it difficult for the opening hand ro show his hand.***

It is better to use 2♦ in stead of 2NT. Those negative hands (0-5) are also responded with 2♦ and the respond shows:

- A negativw hand with 0-5 HCP, OR
- 6 HCP+ without a bidable suit.

As we will se the responder will have no problem showing hand later.

***2NT/3♥/3♠/3NT show a 2 suited hand were one of the suit may be "lost" in a natural auction with an ordinary 2C system.***

## Response to 2C

2♦ : 0-5 HCP or 6 HCP+ with no bidable suit.

All other responses shows 6+HCP

2♥ : 5+Heart.

2♠ : 5+Spades

2NT : At least 5-4 in the minor suits. No 4 card major suit.

3♣ : 5+Clubs. If the suit is only 5 card, the suit is good (Min HJxxx), and there should not be a 4 card side suit in a major suit. Then it's better to bid 2D first.

3♦ : 5+Diamonds. If the suit is only 5 card, the suit is good (Min HJxxx), and there should not be a 4 card side suit in a major suit. Then it's better to bid 2♦ first.

3♥ : At least 5-5 in Heart & Clubs. With 6 Heart the suit should be poor.

3♠ : At least 5-5 in Spades & Clubs. With 6 Spades the suit should be poor.

3NT : At least 5-5 in Spades & Diamonds. 6-8(9) HCP. With stronger hands the responder should bid 2♠

instead since the opener will bid Pass with no interest in S/D. With 6 Spades the suit should be poor.

**The openers response to 2♣-2♦**

2♣ - 2♦

2♥ : 5+Hearts. Almost forcing.

2♠ : 5+Spades. Almost forcing.

2NT : Your favourite NT interval. (22-24 HCP if you play Woodgroves Multi)

3♣ : 5+Clubs. Gameforcing. (Promise side suit if you play Woodgroves Multi)

3♦ : 5+Diamonds. Gameforcing. (Promise side suit if you play Woodgroves Multi)

3♥ : 5+Hearts. Gameforcing.

3♠ : 5+Spades. Gameforcing.

3NT : 25-27 HCP. Balanced hand. (8 1/2 - 10 playing tricks unbalanced hand if you play W.M.)

4♥ : Long heart suit with playing strength, not honour strength.

4♠ : Long spade suit with playing strength, not honour strength.

**Further bids to 2♣-2♦**

2♣ - 2♦

2♥ - Pass : Only with 0-2(3) HCP and poor heart support.

2♠/3♣/3♦ : Natural. 3-5 HCP.

2NT : 6 HCP+

3♥ : 0-3 HCP. Heart support.

3♠/4♣/4♦ : 3-5 HCP. Splinter bid. 4 card heart support.

3NT : 3-5 HCP. Heart support with a Ace/King + some other values (ex. long side suit)

4♥ : 3-5 HCP with no cue-bid.

2♣ - 2♦

2♥ - 2NT

3♣/3♦ - 3♥ : Slaminvitational. Heart support.

3♦/3♠ : Something in the suit bid. NT interest

3NT : To play.

4♣/4♦ : Slaminvitational if openers second suit. 4♣ after 3♦ is cue-bid.

4NT : Slaminvitational. ca. 9-11 HCP

3♥ - 3♠ : No spadestopper. NT interested.

3NT : To play.

4♣/4♦ : Cue.

4NT : Slaminvitational. ca. 9-11 HCP

3♠ - 3NT : To play.

4♣/4♦ : Cue-Bid. (With heart support)

4♥/4♠ : To play.

4NT : RKC-Blackwood. With spades as trump.

3NT - 4♣/4♦/4♥: Cue-Bid. (With heart support)

4NT : Slaminvitational. ca. 9-11 HCP

2♣ - 2♦

2♠ - The responses is analogue to the 2♥ rebid from the opener.

2♣ - 2♦

2♠ - 2NT

3♥ - 4♣/4♦: Cue-bid. (Heart support)

2♣ - 2♦

2NT - : Your favourite strong NT system. (Look at Woodgroves slamtry after strong 2NT)

2♣ - 2♦

3♣ - 3♦ : Ask if responder has a side suit. (Which side suit if W.M.)

3♥ : Sidesuit in heart.

3♠ : Sidesuit in Spade.

3NT : No side suit. (Diamond side suit if W.M.)

4♣ : Very good cards with no side suit. At least 10 playing tricks.

- 3♥ : Something in heart. Cue-Bid or heartstopper.

- 3♠ : Something in spades. Cue-Bid or spadestopper.

- 3NT : Something in both major suits. Not slaminterest in club.

- 4♣ : Weak unbalanced hand with 3(4)+ in club.

2♣ - 2♦

3♦ - 3♥ : Ask if responder has a side suit. (Which side suit if W.M.)

3♠ : Sidesuit in Spade.

3NT : Sidesuit in Heart.

4♣ : Sidesuit in Club. At least 6-4.

- 3♠ : Something in spades. Cue-Bid or spadestopper.

- 3NT : Something in heart. Heartstopper.

- 4♣ : Cue-Bid. Diamond support.

- 4♦ : Weak unbalanced hand with 3(4)+ in diamond.

***Further bids after the responders positive reply.***

2♣ - 2♥

2♠/3♣/3♦ : Natural. 5+card

2NT : Ask responder to show his card. Denies a 6+card suit.

3♥ : Slam invitational. Ask for cue-bid.

3♠/4♣/4♦ : Splinter.

3NT : RKC-Blackwood.

4♠ : Minimum. Long selfplaying spade suit. The lack of strengths are compensated by playing tricks.

2♣ - 2♠

Further bids are analogue to 2♣-2♥

2♣ - 2NT

3♣ : Slaminvitational. 4+Clubs.

Now you can bid suits with strength at the 3-level and Cue-Bid at the 4-level. 3NT from the opener shows interests to play in NT if the responder has nothing extra.

3♦ : Slaminvitational. 4+Diamonds.

Now you can bid suits with strength at the 3-level and Cue-Bid at the 4-level. 3NT from the opener shows interests to play in NT if the responder has nothing extra.

3♥ : 5+Heart.

The responders further bids:

- 3♠ : Short heart and no spadestopper.

- 3NT : Short heart and something in spades.

- 4♣ : At least 5-5 in the minor suits. Extra strength.

The opener bids 4NT: To play, 4♦ : accept Diamond, and Cue 4♥/4♠ : accept Club.

- 4♦ : Slamtry in heart. NB!

- 4♥ : To play. 2-3 hearts. No extra strength.

- 4♠ : Void.

- 4NT : Slaminvitational. (The Opener Pass with minimum strength or response to 4NT as

Blackwood with extra values.

3♠ : 5+Spades.

The responders further bids:

- 3NT : Short spade.

- 4♣ : At least 5-5 in the minor suits. Extra strength.

The opener bids 4NT: To play, 4♦ : accept Diamond, and Cue 4♥/4♠ : accept Club.

- 4♦ : Slamtry in Spades. NB!

- 4♥ : Void.

- 4♠ : To play. 2-3 Spades. No extra strength.

- 4NT : Slaminvitational. (The Opener Pass with minimum strenght or response to

4NT as

Blackwood with extra values.

3NT : 3-3 or 3-2 in the minor suit. No extra strength.

The responders further bids:

4♣ : 5 Clubs. Extra values.

The openers bids 4NT: No interest , 4♥/4♠ : Cue. Accept Clubs ,

4♦ : 3 Diamonds. (Now the responder may Cue to accept or 4NT to decline.)

4♦ : 5 Diamonds - 4 Diamonds. Extra Values.

The openers bids 4NT: No interest , 4♥/4♠ : Cue. Accept Diamonds ,

4♣ : 4+Clubs. Demands a cue bid from partner. After Cue-Bid, 4♠/4N from the opener is RKCB.

With no cue-bids, the responder bids:

- 4NT: Not Ace/King in Clubs.

- 5♣ : Ace / King in Club.

- 5♦ : Ace + King in Club.

- 5♥ . AKQ in club.

4♦ : 4+Diamonds. Demands a cue bid from partner. After Cue-Bid, 4NT is RKCB.

With no cue-bids, the responder bids:

2♣ - 3♣

3♦ : 5+Diamond.

The responders further bids.

- 3♥ : Heart stopper / Cue-bid with diamond support.

- 3♠ : Spade stopper / Cue-bid with diamond support.

- 3NT : To play.

- 4♣ : 6+Club. Slam invitational. (Now the opener may Cue to accept or 4NT to decline.)

- 4♦ : Diamond support. Unbalanced hand.

- 4♥/4♠ : Splinterbid.

- 4NT : Slam invitational. (The opener pass with minimum, or answer to Blackwood if Max.)

3♥ : 5+Heart.

The responders further bids.

- 3♠ : No spade stopper.

- 3NT : Spade stopper.

- 4♣ : 6+Club. Slam invitational. (Now the opener may Cue to accept or 4NT to decline.)

- 4♦ : Heart support. Extra strength.

- 4♥ : Heart support.

- 4NT : Slam invitational. (The opener pass with minimum, or answer to Blackwood if Max.)

3♠ : 5+Spades.

The responders further bids.

- 3NT : No spade interest.

- 4♣ : 6+Club. Slam invitational. (Now the opener may Cue to accept or 4NT to

decline.)

- 4♦/4♥ : Cue-Bid. Spade support. Extra strength.

- 4♠ : Spade support. Extra strength.

- 4NT : Slam invitational. (The opener pass with minimum, or answer to Blackwood if Max.)

3NT : To play.

- 4♣ : 6+Club. Slam invitational. (Now the opener may Cue to accept or 4NT to decline.)

- 4♦/4♥/4♠ : Cue-Bid. Strong slaminterest in Clubs.

4♣ : 3+Clubs. Slaminvitational. (Now the Responder may Cue to accept or 4NT to decline.)

4♥ : Long heart suit with playing strength, not honour strength.

4♠ : Long spade suit with playing strength, not honour strength.

2♣ - 3♦

3♥ : 5+Heart.

The responders further bids.

- 3♠ : No spade stopper.

- 3NT : Spade stopper.

- 4♣ : Cue-Bid.

- 4♦ : 6+Diamond. Slam invitational. (Now the opener may Cue to accept or 4NT to decline.)

- 4♥ : Heart support.

- 4♠ : Cue-Bid.

- 4NT : Slam invitational. (The opener pass with minimum, or answer to Blackwood if Max.)

3♠ : 5+Spades.

The responders further bids.

- 3NT : To play.

- 4♣ : Cue-bid.

- 4♦ : 6+Diamond. Slam invitational. (Now the opener may Cue to accept or 4NT to decline.)

- 4♥ : Cue-Bid.

- 4♠ : Heart support.

- 4NT : Slam invitational. (The opener pass with minimum, or answer to Blackwood if Max.)

3NT : To play.

- 4♦ : 6+Diamond. Slam invitational. (Now the opener may Cue to accept or 4NT to decline.)

- 4♣/4♥/4♠ : Cue-Bid. Strong slaminterest in Diamond.

4♦ : 3+Diamonds. Slaminvitational. (Now the opener may Cue to accept or 4NT to decline.)

4♥ : Long heart suit with playing strength, not honour strength.

4♠ : Long spade suit with playing strength, not honour strength.

2♣ - 3♥

3♠ : (5)6+ Spades.

The responders further bids.

- 3NT : Shows no interest for spades and no extra strength.

- 4♣ : Extra strength. (Now the opener may Cue to accept or 4NT to decline.)

- 4♦ : Spade support. Extra strength.

- 4♠ : Spade support.

3NT : No interest for Heart or Club. No extra strength.

The responders further bids.

- 4♣ : Extra strength. (Now the opener may Cue to accept or 4NT to decline.)

4♣ : 3+Clubs. Demands a cue bid from partner. After Cue-Bid, 4♠/4N from the opener is RKCB.

With no cue-bids, the responder bids:

- 4NT: Not Ace/King in Clubs.

- 5♣ : Ace / King in Club.

- 5♦ : Ace + King in Club.

- 5♥ . AKQ in club.

4♦ : 6+Diamonds. (Now the responder may Cue to accept or 4NT to decline.)

4♥ : Heart support. No extra strength.

4♠ : RKCB. Club support.

4NT : RKCB. Heart support.

2♣ - 3♠

3NT : No interest for Spades or Club. No extra strength.

The responders further bids.

- 4♣ : Extra strength. (Now the opener may Cue to accept or 4NT to decline.)

4♣ : 3+Clubs. Demands a cue bid from partner. After Cue-Bid, 4S/4N from the opener is RKCB.

With no cue-bids, the responder bids:

- 4NT: Not Ace/King in Clubs.

- 5♣ : Ace / King in Club.

- 5♦ : Ace + King in Club.

- 5♥ . AKQ in club.

4♦ : 6+Diamonds. (Now the responder may Cue to accept or 4NT to decline.)

4♥ : To play. Self playing heart suit.

4♠ : Heart support. No extra strength.

4NT : RKCB. Spade support.

2♣ - 3NT

Pass : No interest for Spades or Diamonds. No extra strength.

The responders further bids.

- 4♣ : Extra strength. Cue in Club. The response is analogue to 4♦.
  - 4♦ : Extra strength. (Now the opener may Cue to accept or 4NT to decline.)
  - 4♣ : 6+Clubs. (Now the responder may Cue to accept or 4NT to decline.)
  - 4♦ : 3+Diamonds. Demands a cue bid from partner. After C-B, 4♠/4N from the opener is RKCB.
- With no cue-bids, the responder bids:
- 4NT: Not Ace/King in Diamonds.
  - 5♣ : Ace / King in Diamonds.
  - 5♦ : Ace + King in Diamonds.
  - 5♥ . AKQ in Diamonds.
- 4♥ : To play. Self playing heart suit.
- 4♠ : Spade support. No extra strength.
- 4NT : RKCB. Spade support.