

BEGINNERS' LESSONS

Welcome

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Lesson Ten

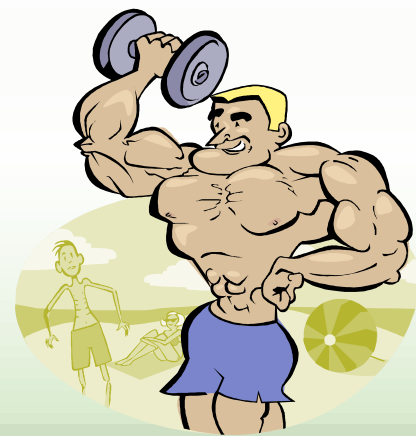
Very Strong Opening Bids



Rules up until NOW

- 1-level openings – 12-19 points
- 1NT opening – 12-14 points

BUT sometimes we have 20+ points!!!



Balanced Hands

POINT COUNT	NOTRUMP STRUCTURE
12 – 14	Open 1NT
15 – 17	Bid a suit, then NT at lowest level
18 – 19	Bid a suit, then jump in NT
20 – 22	
23+	



Balanced Hands

POINT COUNT	NOTRUMP STRUCTURE
12 – 14	Open 1NT
15 – 17	Bid a suit, then NT at lowest level
18 – 19	Bid a suit, then jump in NT
20 – 22	Open 2NT
23+	



STRONG OPENING BIDS

2NT

20 – 22 points

Balanced Hand



There are TWO Strong Opening Bids



STRONG OPENING BIDS



Open 2NT

20 – 22 points

Balanced hand



STRONG OPENING BIDS



Open 2NT

20 – 22 points

Balanced hand



RESPONSES TO 2NT – 20-22 Pts

- PASS \Rightarrow 0-4 points, no GAME
- 3♣/♦ \Rightarrow 5+ card suit ... forcing
- 3♥/♠ \Rightarrow 5-card suit ... forcing
- 3NT \Rightarrow No 5-card major, balanced hand
- 4♥/♠ \Rightarrow 6-card suit

Responses to 2NT openers are similar to 1NT openers ... BUT there is no weak option now



N Robot
 Remove

W Robot
 Remove

WEST	NORTH	EAST	wasgij
Pass	2NT	Pass	3NT
5+ points Balanced hand			

E Robot
 Remove

S wasgij



N Robot
 Remove

WEST	NORTH	EAST	wasgij
Pass	2NT	Pass	3♥
5+ points 5-card heart suit			

W Robot
 Remove

E Robot
 Remove

S

 wasgij



N Robot Remove

W Robot Remove

WEST	NORTH	EAST	wasgij
Pass	2NT	Pass	4♠

5+ points
6-card spade suit

E Robot Remove

S wasgij



STRONG OPENING BIDS

2♣



20+ points (Distributional hand)

or

23+ points (Balanced Hand)

2♣ is an ARTIFICIAL BID

Partner HAS to keep bidding until GAME is reached



Balanced Hands

POINT COUNT	NOTRUMP STRUCTURE
12 – 14	Open 1NT
15 – 17	Bid a suit then rebid 1NT
18 – 19	Bid a suit then rebid 2NT
20 – 22	Open 2NT
23+	Open 2♣ then rebid 2NT or 3NT



STRONG OPENING BIDS



Open 2♣

20+ points

Distributional hand

2♣ is an ARTIFICIAL BID

Partner HAS to keep bidding until GAME is reached



STRONG OPENING BIDS



Open 2♣

23+ points

Balanced hand

2♣ is an ARTIFICIAL BID

Partner HAS to keep bidding until GAME is reached



RESPONSES TO 2♣

- 2♦ ⇒ 0-7 points, any shape
- 2♥/♠ ⇒ 8+ points, 5+ card suit
- 2NT ⇒ 8+ points, balanced hand
- 3♣/♦ ⇒ 8+ points, 5+ card suit

The 2♦ response is artificial ... it has **NOTHING** to do with diamonds



N Robot
 Remove

W Robot
 Remove

WEST	NORTH	EAST	wasgij
	2♣	Pass	2♦

0 – 7 points
 Bid 2♦ ... This is an ARTIFICIAL BID

E Robot
 Remove

7♠ 6♠ 3♠ J♥ 9♥ 8♥ Q♣ 7♣ 3♣ 7♦ 6♦ 4♦ 3♦

S

wasgij



N Robot Remove

W Robot Remove

WEST	NORTH	EAST	wasgij
	2♣	Pass	2♥
8+ points Bid 2♥ ... Shows 5+ hearts			

E Robot Remove

S wasgij

9♠ 7♠ 5♠ A♥ J♥ 8♥ 7♥ 2♥ 4♣ 2♣ A♦ J♦ 6♦



N Robot
 Remove

	WEST	NORTH	EAST	wasgij
		2♣	Pass	2NT
W Robot Remove	<div> 8+ points No 5-card suit ... Bid 2NT </div>			
				E Robot Remove

S wasgij



OPENER'S REBIDS AFTER 2♣

- IF partner bids 2♦
 - Bid your own 5-card suit
 - Bid 2NT (shows 23 or 24 points)
 - Bid 3NT (shows 25+ points)



**REMEMBER ... Partner HAS to keep bidding until
GAME is reached**



OPENER'S REBIDS AFTER 2♣

- IF partner bids 2♥/2♠

- Agree the **FIT** with 3 of the suit
- Bid 2NT (23 + points) – no fit
- Bid your own suit with 5-card suit



**REMEMBER ... Partner HAS to keep bidding until
GAME is reached**



OPENER'S REBIDS AFTER 2♣

- IF partner bids 2NT

- Bid 3♥/3♠ with 5-card suit
- Bid 4♥/4♠ with 6+ card suit
- Bid 3NT with balanced hand
- Only bid a MINOR if desperate!!!

REMEMBER ... Partner HAS to keep bidding until
GAME is reached



OPENER'S REBIDS AFTER 2♣

- IF partner bids 3♣ / 3♦
 - Bid your own MAJOR suit with 5+ in suit
 - Bid 3NT with balanced hand
 - Raise minor only if desperate!!!!

REMEMBER ... Partner HAS to keep bidding until
GAME is reached



STRONG OPENING BIDS



Open 2♣

Partner bids 2♦

Now bid 2♥ ... Showing 5+ hearts ...

2♣ is an ARTIFICIAL BID

Partner HAS to keep bidding until GAME is reached



STRONG OPENING BIDS



Open 2♣

Partner bids 2NT

Now bid 4♥ ... Showing 6+ hearts ...
Partner MUST have 2+ hearts.

2♣ is an ARTIFICIAL BID

Partner HAS to keep bidding until GAME is reached



STRONG OPENING BIDS



Open 2♣

Partner bids 2NT

Now bid 3NT ... No 5-card major to bid

2♣ is an ARTIFICIAL BID

Partner HAS to keep bidding until GAME is reached



STRONG OPENING BIDS



Open 2♣

Partner bids 2♥

Now bid 3♥ ... Show partner you have a fit

2♣ is an ARTIFICIAL BID

Partner HAS to keep bidding until GAME is reached



BIDDING TO SLAM

- A SLAM needs  12 tricks
- IF the partnership has 32+ points you MAY have the values for SLAM.

You NEED to check that you are not missing TWO aces



ASKING FOR ACES USING 4NT

•5♣ ⇒ No Aces

•5♦ ⇒ 1 Ace

•5♥ ⇒ 2 Aces


•5♠ ⇒ 3 Aces



Count on your fingers ... Start from ZERO



BIDDING TO SLAM

- A SLAM needs  tricks
- IF the partnership has 32+ points you MAY have the values for SLAM.
- Simply asking for aces may not be the best way to proceed – MORE ON THIS IN FUTURE SESSIONS



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