

BEGINNERS' LESSONS

Welcome

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Lesson Ten

Strong Opening Bids



Rules up until NOW

- 1NT opening – 12-14 points
- 1-level openings – 12-19 points
- 2-level openings – 6-10 points
- 3-level openings – 6-10 points



BUT sometimes we have
stronger hands (20+ points!)



What you know so far...


POINT COUNT	BIDDING
12 – 14	Open 1NT
15 – 17	Bid a suit then rebid 1NT
18 – 19	Bid a suit then rebid 2NT
20 – 22	?
23+	?



Strong Opening Bids



There are TWO Strong Opening Bids

POINT COUNT	BIDDING
20 – 22	 Open 2NT
20+ (distributional) 23+ (balanced)	



STRONG OPENING BIDS – 2NT

EXAMPLE



20 – 22 points

Balanced hand



STRONG OPENING BIDS – 2NT

EXAMPLE



20 – 22 points

Balanced hand



RESPONSES TO 2NT (20-22 points)

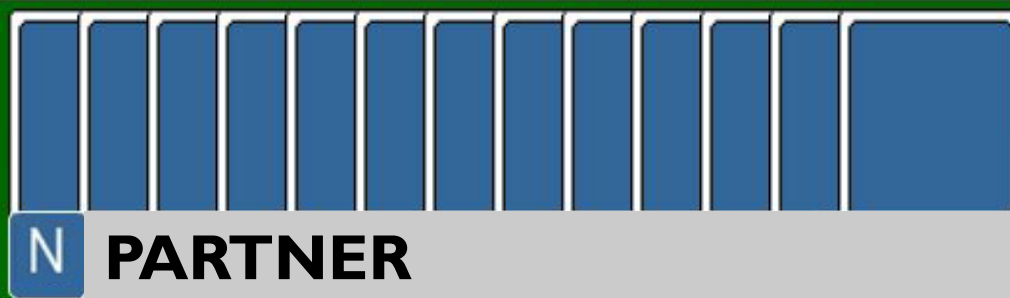
- PASS \Rightarrow 0-4 points, no GAME
- 3♣/♦ \Rightarrow 5+ card suit ... forcing
- 3♥/♠ \Rightarrow 5-card suit ... forcing
- 3NT hand \Rightarrow No 5-card major, balanced

Opener now chooses 3NT or 4-major

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



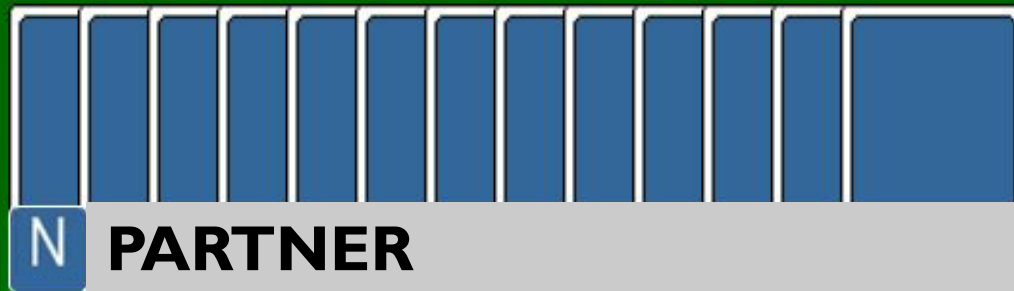
Responses to 2NT OPENER



W	N	E	S
Pass	2NT	Pass	3NT
5+ points			
Balanced hand			



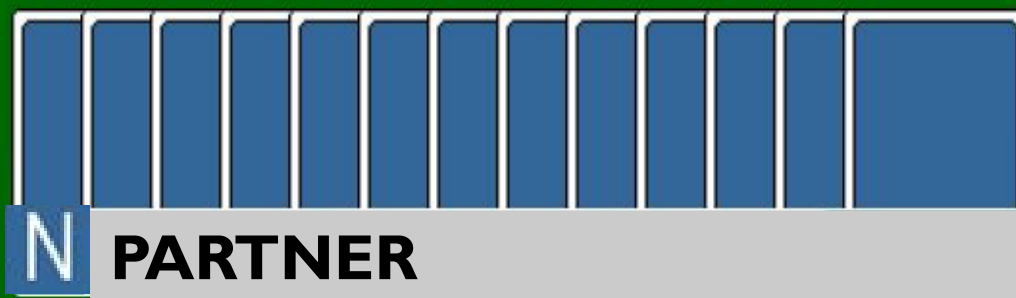
Responses to 2NT OPENER



W	N	E	S
Pass	2NT	Pass	3♥
5+ points			
5-card heart suit			



Responses to 2NT OPENER



W	N	E	S
Pass	2NT	Pass	4♠
5+ points			
6-card spade suit			



Strong Opening Bids



There are TWO Strong Opening Bids

POINT COUNT	NOTRUMP STRUCTURE
20 – 22	1 Open 2NT
20+ (distributional) 23+ (balanced)	2 Open 2♣ (GAME FORCE)

2♣ is an ARTIFICIAL BID

Partner HAS to keep bidding until GAME is reached



Strong Opening Bids



There are TWO Strong Opening Bids

POINT COUNT	NOTRUMP STRUCTURE
20 – 22	1 Open 2NT
20+ (distributional) 23+ (balanced)	2 Open 2♣ Then rebid a suit

2♣ is an ARTIFICIAL BID

Partner HAS to keep bidding until GAME is reached



STRONG OPENING BIDS

EXAMPLE



Open 2♣

20+ points
Distributional
hand

2♣ is an ARTIFICIAL BID

Partner HAS to keep bidding until GAME is reached



Strong Opening Bids



There are TWO Strong Opening Bids

POINT COUNT	NOTRUMP STRUCTURE
20 – 22	1 Open 2NT
20+ (distributional) 23+ (balanced)	2 Open 2♣ Then rebid 2NT or 3NT

2♣ is an ARTIFICIAL BID

Partner HAS to keep bidding until GAME is reached



STRONG OPENING BIDS

EXAMPLE



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



Responses to 2♣

GAME FORCE

N PARTNER

W HIM

W	N	E	S
	2♣	Pass	2♦
0 – 7 points			
2♦ is an ARTIFICIAL BID			

E HER

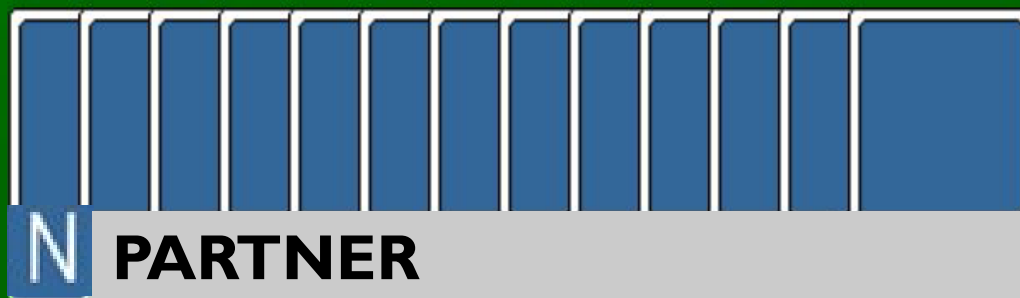
S YOU

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

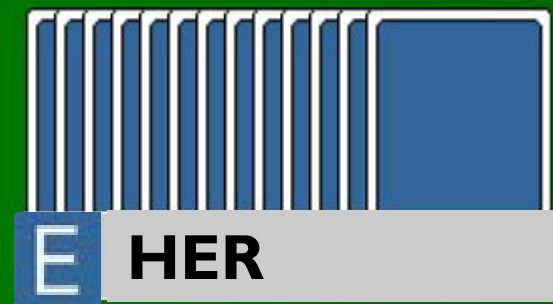


Responses to 2♣

GAME FORCE

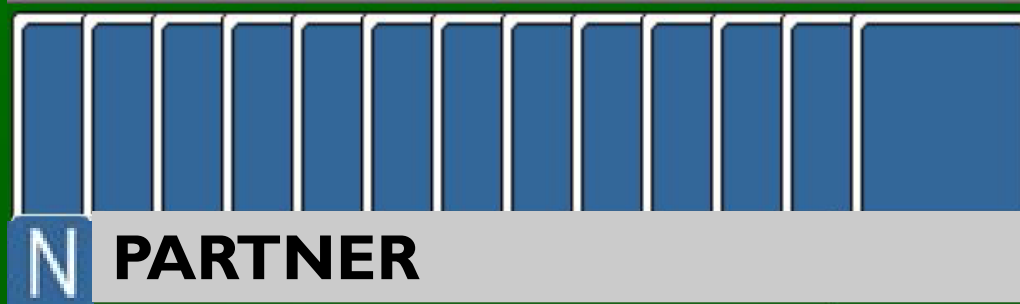


W	N	E	S
	2♣	Pass	2♥
8+ points Shows 5+ hearts			

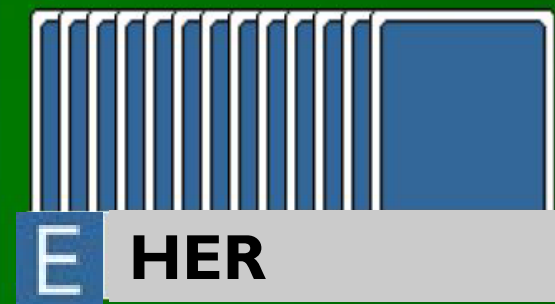


Responses to 2♣

GAME FORCE



W	N	E	S
	2♣	Pass	2NT
8+ points No 5-card suit			



OPENER'S REBIDS AFTER 2♣

IF partner bids 2♦ (weak)

- 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
- Bid a minor if none of the above apply

**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 none of the above apply

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



STRONG OPENING BIDS



Open 2♣

Partner bids 2♦

Rebid 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

Rebid 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

Rebid 3NT

No 5+ major

2♣ is an ARTIFICIAL BID

Partner HAS to keep bidding until GAME is reached



STRONG OPENING BIDS



Open 2♣

Partner bids 2♥

Rebid 3♥

Showing a fit

2♣ is an ARTIFICIAL BID

Partner HAS to keep bidding until GAME is reached



BIDDING TO SLAM

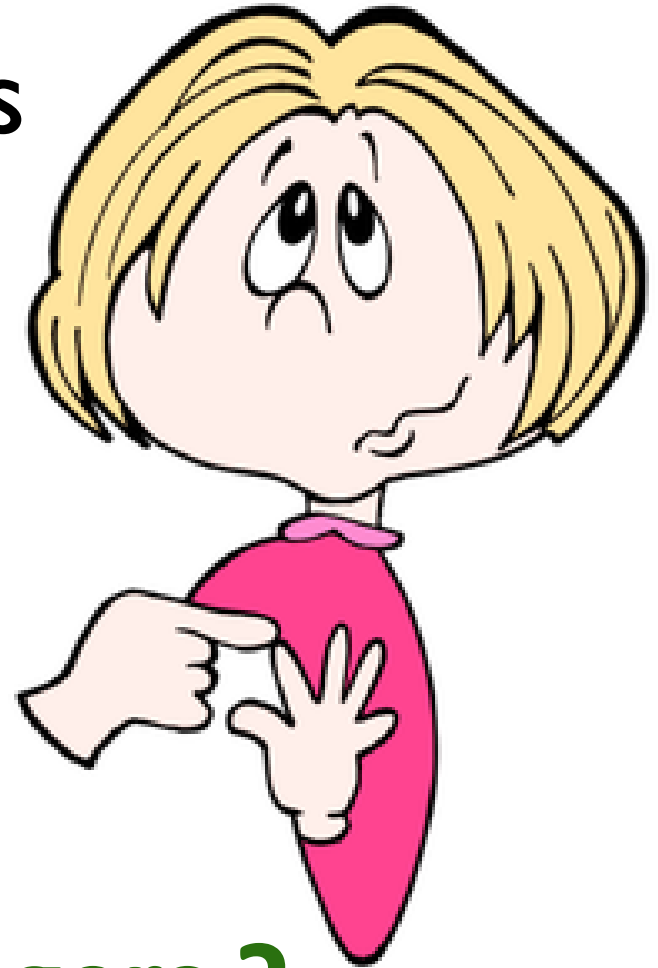
- **A SLAM needs  tricks**
- **IF the partnership has 32+ points you MAY have the values for SLAM**

**You NEED to check that you are not missing
TWO aces**



ASKING FOR ACES USING 4NT

- 5♣ \Rightarrow No Aces
- 5♦ \Rightarrow 1 Ace
- 5♥ \Rightarrow 2 Aces
- 5♠ \Rightarrow 3 Aces



Count on your fingers ?



ASKING FOR KINGS USING 5NT

After finding out the number of Aces with 4NT, you will either:

1. Sign off at **5-level**
2. Bid Slam (**6-level**)
3. Bid **5NT** asking for Kings
(if you are looking for a Grand Slam!)



ASKING FOR KINGS USING 5NT

- 6♣ ⇒ No Kings
- 6♦ ⇒ 1 King
- 6♥ ⇒ 2 Kings
- 6♠ ⇒ 3 Kings



Count on your toes ?



Advice from a Grand Master

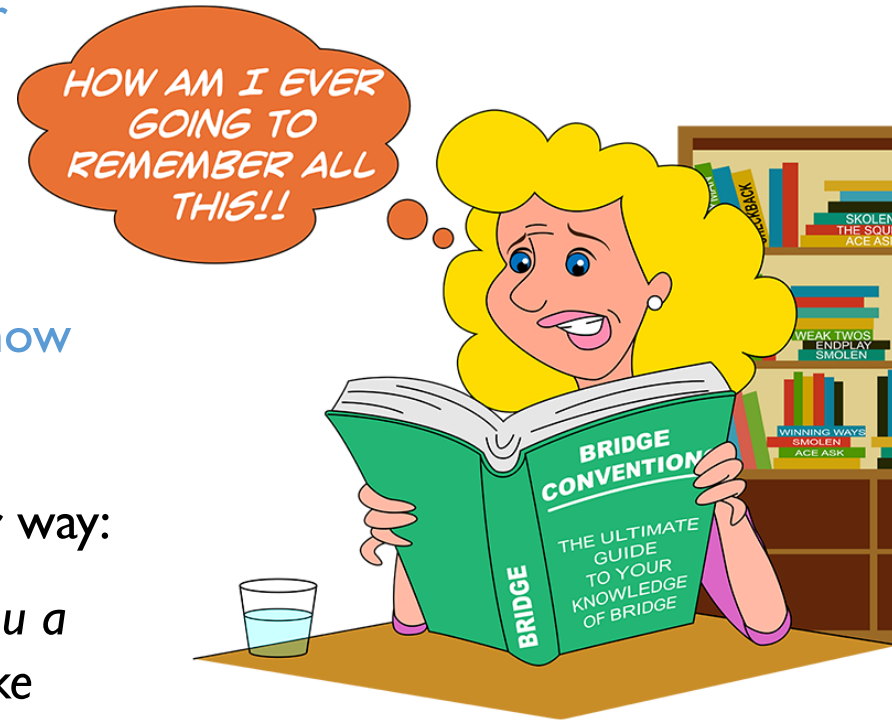
Believe it or not, your bridge journey is just beginning !
You will discover there is still a lot to learn about the game, but there is no hurry ! Stick to the basics and master what you have learnt in these lessons before trying anything new.

Don't let people tell you what to do.
Refer to your lesson notes to reinforce how you should bid and play the hands.

Here is a great quote to help you on your way:

"It's not usually the first mistake that gives you a bad board, it is the second one. You often make the second mistake because you are still focusing on the first one. Don't let one mistake cause another!"

- Robert S Todd



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