

Strong Opening Bids (Introduction)

Game Forcing Two 2♣ opening.

Occasionally you will pick up a hand so strong that you can make a game contract without any help from partner. Usually these hands are 22+ hcp. For example:

♠AQ9	OR	♠AKJ96	OR	♠AK8
♥AKQJ85		♥AKQ82		♥AQ9
♦KQ6		♦3		♦KQJ5
♣J		♣AJ		♣AQ6

With any of these hands, you are likely to make game even if partner has a terrible hand.

Your opening bid with these hands should be 2♣. Partner should not allow the bidding to stop until game is reached.

Responding to 2♣

2♦ is a *negative* response. Use this for all 0-7 hands.

Other responses are *positive*.

Suit responses shows a 5 card suit with 2 of 3 top honours (AKQ).

2NT shows 8-10hcp, no 5 card suit

3NT shows 11+ hcp. No 5 card suit

The 2♦ reply may also have 8+ hcp but does not meet the requirements for a positive reply.

The Bidding Continues

If opener rebids 2NT, or responder bids 2NT, 3♣ is Stayman, asking for a 4 card major suit.

For most partnerships there are TWO bidding sequences that can be dropped short of game. (After a positive reply the bidding should NEVER stop short of game).

1	2♣	2♦	
	2NT		shows a balance hand with 23-24hcp. Responder may pass this.
2	2♣	2♦	
	2any suit	2NT	2NT is used as a second negative.
	3same suit	?	Responder may now pass

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4NT asks for aces, replies in steps.

5♣	0 or 4 aces
5♦	1 ace
5♥	2 aces
5♠	3 aces

5NT continuation asks for Kings with similar replies.