

Strong Openings

Lesson Content

All hands with 20+ points

2NT 20-22 balanced

2♣ 20+ distributional and 23+ balanced – **game force**

Ace asking – 4NT (**not Gerber please!**)

Main Points to Emphasise

2NT describes your hand and responder generally makes the final decision.

As with 1NT opening, 3♥/♠ by responder (showing a 5-card suit and game points) asks opener to decide between 3NT or 4♥/♠.

2♣ is absolutely **game forcing** even if responder has **no** points – **they must keep bidding until game is reached.**

2♣ and the response of 2♦ are **artificial** bids, only showing point count.

4NT Ace Asking is used if you think the partnership has points for slam (32+)

It is artificial and its only purpose is to check that you are not missing 2 Aces.

Do not spend much time on this small section.

Lesson Progression

Revise 1NT opening and NT rebids then elicit what to open with a 20-22 point balanced hand.

After 2NT opening, responder has **no** weak take out bids available.

Discuss responder's options

Play hands 1 & 2

Now what to do with very strong hands 20+ unbalanced or 23+ balanced?

Give examples of both.

Stress that 2♣ is their first **artificial** bid and it is Game Forcing.

Responder must now describe their point range and distribution.

- 2♦ shows less than 8 HCP, any shape.
- Other bids show 8+.
- All initial suit bids are 5 or more in length (by either opener or responder)
- Remember you can support with 3 cards as partner has a 5-card suit.

4NT is also an **artificial** bid checking that the partnership is not missing 2 Aces.

Responses follow logical steps.

Drinks break to celebrate the last lesson

Play the rest of the hands