**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**