

Year 2 - Extra Lesson

Strong Two Opening Bids

Objectives

Not everyone *bids* exactly the same way

Recap: Opening Bids

Weak-Twos vs. Strong-Twos opening bids

Opening the bidding at the two-level with strong-twos

Responses to an opening two-level bid with strong-twos

Let's start the bidding...

Not everyone *bids* exactly the same way

Bridge has been played for over 100 years - in that time it has evolved and continues to evolve

Individuals have been playing Bridge for decades, and learnt / re-learnt different *bidding* techniques and *bidding systems* - deciding what works best for them - "*lets try this tonight...*"

Some stuck with older solutions whilst others have learnt modern *bidding systems* - Note: *modern* eventually becomes the *old*!

Use what works (for you and your partner), or what you can both remember!

You can even use different *bidding systems* with different *partners*

You are supposed to have a *bidding system card* that matches your *partner's bidding system card* - your *opposition* are allowed to examine it

Not everyone *bids* exactly the same way

You **will** evolve your *bidding system* as you learn more about Bridge and gain more experience, you will also play against people who use different *bidding systems*

We previously taught the *ACOL Standard Beginners bidding system*:

- "Easy to teach, easy to learn"
- It includes a *weak 1NT (12-14)*, and *weak-two opening bids*

You will meet people who will *bid* differently - you can ask them what *bidding system* they use - nothing is supposed to be secretive in *bidding*

- Some people use a *strong 1NT (15-17) opening bid* - popular in the US & Europe - you learnt a *weak 1NT (12-14)*
- Some people use older *strong-two opening bids* - in use on Friday afternoons - you learnt *weak-two opening bids*

Not everyone *bids* exactly the same way

Not suggesting you forget *weak-twos*:

- *weak-twos* is the modern way
- most players bid *weak-twos*
- *EBED* & *EBU* teach *weak-twos*

Not suggesting *bidding strong-twos*:

- *strong-twos* is hardly used outside of our Friday sessions
- there is very little if any teaching material on *strong-twos*

But you need to be aware of *strong-twos* so that you know what your *opposition* is doing if they bid *strong-twos*

Friday afternoon bridge at the club is limited to *Strong-Twos*

Opinions will differ :-)

Recap: Opening bids

1-Level	1NT	1♠	1♥	1♦	1♣
2-Level	2NT	2♠	2♥	2♦	2♣
3-Level	3NT	3♠	3♥	3♦	3♣
4-Level	4NT	4♠	4♥	4♦	4♣
5-Level	5NT	5♠	5♥	5♦	5♣

Weak 1NT bid - 12-14 HCP, balanced

1-Level suit bid (longest) - 12-19 HCP or *Rule of Twenty* (10-11 HCPs + 2 longest suits)

Strong bids:

2NT bid - 20-22 HCP, balanced

2♣ bid - four hand types (game forcing):

- 23+ HCP, balanced
- 23+ HCP, unbalanced
- 17+ HCP, 10 tricks in hand
- 20+ HCP, game in 2 or 3 suits

But which *suit/s* are we strong in?

Recap: Opening bids

1-Level	1NT	1♠	1♥	1♦	1♣
2-Level	2NT	2♠	2♥	2♦	2♣
3-Level	3NT	3♠	3♥	3♦	3♣
4-Level	4NT	4♠	4♥	4♦	4♣
5-Level	5NT	5♠	5♥	5♦	5♣

Weak-Twos: 2-Level suit bid

- Good, 6-card suit in ♠ ♥ ♦ (NOT ♣)
- 5 to 9 points (or a poor 10 not meeting the *Rule of Twenty*)
- Suit quality (two or more honours, good trick taking potential):
 - A Q J 6 5 4 ✓
 - K Q 9 7 5 2 ✓
 - Q J 9 8 6 4 ✓
 - J 8 7 6 4 2 ✗
- No other 4-card major

Recap: Opening bids

1-Level	1NT	1♠	1♥	1♦	1♣
2-Level	2NT	2♠	2♥	2♦	2♣
3-Level	3NT	3♠	3♥	3♦	3♣
4-Level	4NT	4♠	4♥	4♦	4♣
5-Level	5NT	5♠	5♥	5♦	5♣

Pre-emptive 3-level (or higher) suit bids

- Seven+ *card suit*
- 5 to 9 points (or a poor 10)
- Good *suit quality*
- No other *4-card major*
- No *defence*
- Use the *Rule of 2 and 3*:
 - Not *vulnerable*: Bid to go three off
 - *Vulnerable*: Bid to go two off
 - Expect to be *doubled*!

Aims of the *weak two bid*

Why *bid* a *weak two*?

- Take up *bidding space*
- Suggest a *sacrifice*
- Tell *partner* about your *long suit*
- Tell *partner* that this *suit* could be *trumps*
- Tell *partner* your *hand* is *weak*



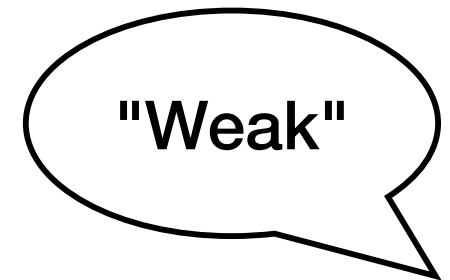
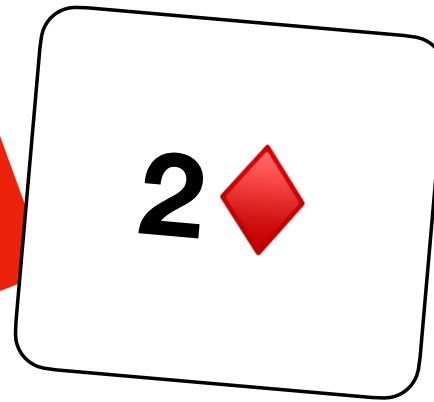
A weak-two opening bid

♠ 3 2

♥ 6 5 2

♦ A Q J 7 6 4

♣ 8 2



Weak-twos vs. Strong-twos opening bids

1-Level	1NT	1♠	1♥	1♦	1♣	1-Level	1NT	1♠	1♥	1♦	1♣
2-Level	2NT	2♠	2♥	2♦	2♣	2-Level	2NT	2♠	2♥	2♦	2♣
3-Level	3NT	3♠	3♥	3♦	3♣	3-Level	3NT	3♠	3♥	3♦	3♣
4-Level	4NT	4♠	4♥	4♦	4♣	4-Level	4NT	4♠	4♥	4♦	4♣
5-Level	5NT	5♠	5♥	5♦	5♣	5-Level	5NT	5♠	5♥	5♦	5♣

Aims of the *strong two bid*

Why *bid* a *strong two*?

- Tell *partner* your *hand* is *strong*
- Tell *partner* about your *longest suit*
- Tell *partner* that this *suit* could be *trumps*
- Tell *partner* that we might be in *game* even if they have less than 6 *points*
- *Force partner* to *respond* so that *opener* can *bid* again, so that we might find a *8-card fit*



Weak-two vs. Strong-two opening bids

Weak-Twos: 2-Level suit bid - partner can pass

- Good, 6-card suit in ♠ ♥ ♦ (NOT ♣)
- 5 to 9 points (or a poor 10 not meeting the *Rule of Twenty*)
- Suit quality (two or more honours, good trick taking potential):
 - A Q J 6 5 4 ✓
 - K Q 9 7 5 2 ✓
 - Q J 9 8 6 4 ✓
 - J 8 7 6 4 2 ✗
- No other 4-card major
- Partner can pass a weak-two opening bid

Strong-Twos: 2-Level suit bid - *a forcing bid*

- Good, *5+ card suit* in ♠ ♥ ♦ (NOT ♣)
- a strong hand with high cards usually **18 to 23** points - may need more if opening with a *minor*
- Suit quality (**three** or more **good honours**, **very good** trick taking potential, **8 and a bit more tricks**):
 - A Q J 10 8 3 2 ✓
 - A K Q J 5 ✓
 - K Q J 10 9 and A K Q J 7 *two-suiter* ✓
 - Q J 9 8 6 4 ✗
- **You are allowed to have another 4-card major**
- **Partner must respond, even with no points**

With *strong-twos*, the *opener* will *rebid*,
possibly at the *three-level*

So *opener* needs at least eight *tricks*, plus
a bit extra that might give a ninth *trick*

A strong-two opening bid

♠ K 10 3

♥ A Q

♦ A K Q J 6 4

♣ K 3

STOP!

2♦

"Strong"

You either use *weak-twos* or *strong-twos*

You cannot use both in the same session

<p>♠</p> <p>♥ A Q J 10 9 3 2</p> <p>♦ A K 2</p> <p>♣ Q J 10</p>	<p>N</p> <p>W E</p> <p>S</p>

One suited hands are opened with a *two bid* when we can count at least *eight playing tricks*

With a normal *break* (3-2):
♥=6, ♦=2, ♣=1

This is a typical 2♥ opener, with a 3♥ rebid

But rebid 4♥ over 2NT

W	N	E	S
2♥	P	2♠	P
3♥	P	?	

♠ A K Q J 5 ♥ 2 ♦ A K Q J ♣ 8 6 4	N W E S

We can see eight *tricks* in *high cards* plus the fifth ♠ makes nine *tricks*

It has *two suits* but a 5-4 *distribution* does not generate so many extra *tricks*, so we will need more *high cards*

Here 20 *points* are enough to open 2♠ and rebid 3♦

W	N	E	S
2♠	P	3♣	P
3♦	P	?	





♠ K Q J 10 9 ♥ A K Q J 7 ♦ 2 ♣ 7 3	<div>W</div> <div>N</div> <div>E</div> <div>S</div>

This *hand* only has 16
points but 5-5 *distribution*
 generates more *tricks*.
 With luck it should win 4♠
 and 5♥ *tricks*

You would hate to *open*
 1♠ only to see *partner*
pass

Open 2♠ and plan to *rebid*
 3♥

W	N	E	S
2♠	P	3♣	P
3♥	P	?	

  A K 2  A K Q 10 5  K Q 8 5 4	<div>W</div> <div>N</div> <div>E</div> <div>S</div>

This *hand* has 21 *points*. We need more *points* with *minors*, as it is difficult to assess the best *contract*.

Nevertheless, *open* 2♦ planning to *rebid* in clubs

W	N	E	S
2♦	P	2♠	P
3♣	P	?	

Or *raise* hearts if *partner bids* them

W	N	E	S
2♦	P	2♥	P
3♥	P	?	

Responses to strong-twos, e.g. 2♥

<i>Pass</i>	<i>Pass is not allowed, as a strong-two bid is forcing for one round</i>
<i>2NT</i>	<i>A negative bid showing a poor hand, usually less than 8 points though sometimes a bit more with no suitable bid available</i>
<i>2♠, 3♣, 3♦</i>	<i>A 5-card suit headed by a high honour and 8 or more points - game forcing</i>
<i>3NT</i>	<i>Flat hand with some sort of stop in ♠ and ♣ and ♦ with 8-11 points</i>
<i>4♥</i>	<i>3 or 4 hearts, no aces, no slam interest</i>
<i>3♥</i>	<i>3 or 4 hearts, with outside aces, 8+ points, interest in slam</i>
<i>Other bids</i>	<i>Other bids have meanings but are part of more advanced treatment</i>

W	N	E	♠ K Q J 7 3 ♥ J 9 3 2 ♦ J 2 ♣ J 10

The *positive 2♠ response* is *game forcing*

So after *opener's rebid* of 3♣ - showing a *two-suited hand* with no *fit* found - *bidding* must continue until a *game call* is made

Responder should *bid* 3NT

W	N	E	S
2♦	P	2♠	P
3♣	P	3NT	

W	N	E	♠ 7 5 3 2 ♥ J 3 ♦ Q J 10 5 ♣ K J 4
	S		

After a 2♠ opening bid, a 3♠ response would be *game forcing* with one or more controls exploring slam

So instead, *responder bids* 4♠, which indicates that the *hand* has no aces, but it is worth going for *game* with a 8-card spade fit

W	N	E	S
2♠	P	4♠	P
P	P		

W	N	♠ 6 3 ♥ 10 8 6 4 ♦ A 10 5 ♣ A 8 5 4	
	S		

With *opener's* 2♥ *strong-two bid*, *responder* has heart support and two outside aces (*controls*) plus 8 *points*

Rather than sign-off in 4♥, here we indicate interest in *slam* with 3♥

Opener might then just go straight to 6♥

W	N	E	S
2♥	P	3♥	P
6♥	P	P	P

W	N S	E	♠ Q J 5 ♥ Q 10 8 ♦ 5 4 3 ♣ K Q 8 5

After *opener's* 2♦, we need to work out how to *respond*:

- 2NT would show less than 8 *points*, a *negative bid* showing a poor *hand*
- 3♣ would show a 5-card *club suit*
- 3NT would more accurately describe our *hand*

W	N	E	S
2♦	P	3NT	P
P	P		