Strong 2 - Opening I

When you are dealt a hand powerful enough that you want partner to respond, begin with 2.4. These hands fall into three general categories: (a) Balanced hands with 22+HCP (22 or more in HCP); (b) Unbalanced hands with an HE of 21+; (c) One-suited hands within a trick of game.

(c)

(a)		
(9)	٨	K Q 9
	۷	A K 10 8

- A Q 7
- 🜲 A J 5

▲ A K Q 8 7
♥ K 10 8
♥ 7

♣ A K Q 4

(b)

7

Responses:

Responder's primary responsibility is indicating game forcing values or less <u>and</u> letting Opener describe her hand.

	НСР	Bid	Meaning of Response	Forcing?
Responses	<5	27	A bust hand; may pass over a non-jump	1-round
to a 2 *	5+	2♦	Ace, King or 5+HCP & lacks requirements for the bids below	Game
Opening	ening 8+ 2♠		5+HCP and 5+cards in ♠s	Game
Bid 8+ 2NT(!) 8+ 3♣/3◆		2NT(!)	5+HCP and 5+cards in ♥s	Game
		3♣/3♦	5+HCP and 6+cards in 秦/♦s	Game

Rebids

Following a response of 2, Opener does not jump to ensure the partnership gets to game, as <u>the 2</u> response is a Game Force. Opener shows a 5+card suit by bidding it; Responder, with support for Opener's suit, jumps to game with a minimum (*Fast Arrival*) or raises with slam invitational values (HE: 10+). Opener shows a balanced hand and 22+HCP with a 2NT rebid. All conventional bids, such as Stayman and Jacoby, used after a 2NT Opening bid are applicable here.

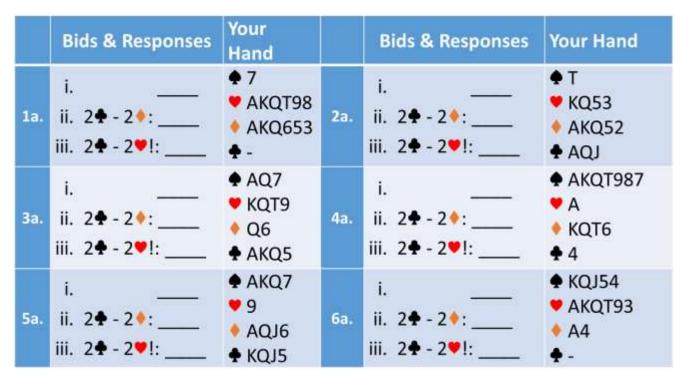
Over a 2♥ bid, Opener must jump to command that Partner continues to bid until game is reached; 2NT is also passable but Responder may use conventional bids to find a 4-4 major fit or transfer with a long major.

When Responder initially shows a suit, the partnership is in the slam zone provided there's no misfit. Opener raises a major with 3+card support; Opener raises a minor <u>only</u> with a strong possibility of slam and an unbalanced hand.

Interference

In the modern game, opponents take liberties over a 2♣ opening. The recommendation is for Responder to use D0P1 ("Doopy"), where a Pass = "2♦" and Double = "2♥" using the meanings above; other bids as above.

In the blank for i, enter your opening bid; if it 2.4 continue with ii and iii.



In the following hands, your Partner has opened $2 \clubsuit$. In i, enter your initial response, assume Opener rebids \forall s and fill in your rebid. Likewise for ii, except that Opener rebids NT. For example, in 1b.i, someone might fill in $2 \diamondsuit - 2 \heartsuit$:

	Bids & Responses	Your Hand		Bids & Responses	Your Hand
1b.	i•: iiNT:	 	2b.	i♥: iiNT:	 T 753 AQT542 € 654
3b.	i♥: iiNT:	 ● QJT7 ● KT98 ● JT6 ◆ A5 	4b.	i♥: iiNT:	 ↓ JT987 ♥ AK ♦ 864 ₱ 764
5b.	i♥: iiNT:	 ♠ KT7 ♥ 9 ♦ AQJ65 ₱ T954 	6b.	i♥: iiNT:	 ● Q97654 ● AK3 ● 4 ● K42