



Lesson 26 Teacher's Notes

The 2NT Opening Bid

Aims

- To revise the structure of no-trump bidding
- To introduce the strong 2NT opener

Content

- 1 So far we have dealt only with hands of up to 19 HCP. What happens when you have 20 points or more? Now if you open with a bid at the 1-level partner may pass with a few points and you will miss game. Acol has a way of telling partner that you have an extra good hand – **you open either 2NT or 2♣**, We will start with 2NT which shows a balanced hand..

- 2 Revise no-trump bidding

A **balanced hand** has no singletons or voids, and at most one doubleton: it is 4-3-3-3; 4-4-3-2; 5-3-3-2
If the opening bidder has a balanced hand he aims to bid no-trump!

With 12-14HCP open 1NT

With 15-17 HCP open one of a suit, intending to rebid the cheaper of 1NT/2NT

With 18-19 HCP open one of a suit, intending to rebid 2NT over any change of suit response.

(The only time we do not rebid no-trump with these hands is when partner responds in a major and we have 4-card support. Raising partner is always the first priority)

With 20-22 HCP open 2NT

With 23+ HCP open 2♣ and rebid in no-trump. (We will come to the 2♣ opener next lesson)

- 3 Introduce the 2NT opener

Like an opening bid of 1NT, it is balanced, just much stronger: **20/21/22 HCP** (no more, no less)
4-3-3-3, 4-4-3-2 or 5-3-3-2 distribution

- 4 Revise Responses to 1NT

You need 25+HCP for game, 33+HCP for 6NT, 37+HCP for 7NT. The arithmetic is quite easy:

	Balanced Hand	Unbalanced hand
0-10 HCP	Pass	Remove to a safer part-score via a transfer
11-12 HCP	Invite game	Invite game via Stayman or transfer
13-18 HCP	Bid game.	Bid game (via a transfer if you like)
19-20 HCP	Invite slam with 4NT	Make a slam try with 3 of your long suit
21-22 HCP	Bid slam	Get to slam! – start with a transfer or 3 of your suit and just keep on bidding!
23-24 HCP	Invite Grand Slam with 5NT	
25+HCP	Bid 7NT (this is rare!!)	

Emphasise the importance of the Major suit game.

We use **Stayman** to look for a 4-4 fit in a major. Using Stayman guarantees a precisely 4-card major

We use **Transfers** when looking for a 5-3 fit in a major. We **transfer** into our 5-card major

Emphasise the difficulty of making game in a minor: you need 11 tricks, therefore more HCP

5-3-3-2 with a 5-card minor always passes or raises no-trump (unless strong enough to consider slam)

- 5 Explain how the responses to 2NT are similar.

Add your points to partner's 20-22 to decide how high to bid, then look for the best denomination

We generally look for game with 4 or more points.

There is no such thing as a weak takeout. With 0-3 points just pass, partner's strong hand can cope.
(Playing transfers you may, **very rarely**, escape into 3 of a major – you need a 6+card suit and no points at all. A weak hand with a long minor passes)

There is not enough room to invite game – so there is nothing between 2NT and 3NT

You can only pass or bid game.

If you use Stayman it is to find the best game – there is no room for invitation.

You can offer a choice of games by transferring into a 5-card major, then bidding the other major.