



LESSON 18 - TEACHER NOTES

2♣ **STRONG OPENING BID**

AT THE END OF THE LESSON STUDENTS WILL BE ABLE TO:

- Describe the requirements for making an opening bid of 2♣
- Contrast the requirements to open 1-of-a-suit, a pre-emptive weak 2 bid and a strong 2♣ opening bid and why it's important for all at the table to recognise these differences.
- Describe the Responder's options after partner opens 2♣ i.e. CANNOT Pass, A game force bid
- Introduce and explain the logic of 4NT Roman Key Card Blackwood – seeking the 5 key cards
- Explain why 4NT Roman Key Card Blackwood is used for key card asking in a suit contact
- Explain the different contexts of 4NT RKCB and 4NT Quantitative

LESSON CONTENT: The lesson is in 2 parts.

Part 1

Opening 2♣ bids with a 20 + HCP unbalanced and 23+ HCP balanced hands

Discuss responder's options

PLAY AND SCORE HANDS 1 - 4

Part 2

Introduce Roman Key Card Blackwood Convention Slam enquiry Method used when the final contract is to be in a suit.

Responses by Opener to show his key card holding

Reinforce the difference context for between RKCB and Quantitative 4NT

PLAY AND SCORE HANDS 5 - 12

MAIN POINTS TO EMPHASISE

Part 1

2♣ is a game force bid – responder cannot pass initially!

A 2NT rebid from Opener showing 23-24 HCP can only be passed if Responder has 0-1 HCP

Part 2

Introduce Roman Key Card Blackwood by Opener

Responder options to show minimum (0-7 HCP) or 5 card suits and balanced hands with 8+ HCP

Introduce Slam Scoring in Suits and revise the impact of going down and being Doubled X

Slam Scoring in Suits				
	Small Slams 12 tricks		Grand Slams All 13 tricks	
Non Vulnerable	Minor suits 920	Major suits 980	Minor suits 1440	Major suits 1510
Vulnerable	Minor suits 1370	Major suits 1430	Minor suits 2140	Major suit 2210
Bonus Non Vulnerable	Add 500		Add 1000	
Bonus Vulnerable	Add 750		Add 1500	

Scoring 'Small Slams' seems on first sight complex! Really It's quite simple you just add 500 to non vul game scores and 750 to vulnerable game scores

Similarly with 'Grand Slams' add 1000 to non vul game scores and 1500 to vulnerable game scores

LESSON SUMMARY

- This is the first of two Strong 2 Opening bids
- The 2♣ Opener is your strongest bid! It says nothing about clubs!
- It is a **Conventional** bid so must be **Alerted** by Responder.
- Shows a **very strong unbalanced** hand (**game forcing**) Or, a **balanced** hand 23+ HCP (**not game forcing**)
- **Responder's Options after a 2♣ Opener**
 - 0-7 HCP **any shape** ⇒ 2♦
 - 8+ HCP **5+ card major** suit ⇒ 2♥/♠
 - 8+ HCP **balanced** hand ⇒ 2NT
 - 8+ HCP **5+ card minor** suit ⇒ 3♣/♦
- If 2♣ Opener rebids 2NT (23+ HCP balanced) responder can use Stayman and Transfers Bids
- **4NT is Roman Key Card Blackwood Conventional Bid**, asking for **Key Cards** when exploring for a **Suit Slam**
- There are **FIVE Key cards** = the 4 Aces + the King of Trumps (or King of the last suit bid which is assumed to be trumps if no fit been agreed)
- **Responses after 4NT (1430) Keycards**
 - 5♣ = 1 or 4
 - 5♦ = 3 or 0
 - 5♥ = 2 *without* Q of trumps
 - 5♠ = 2 *with* Q of trumps
- Although it is a conventional bid, since it is higher than 3NT it is NOT **Alerted** unless bid in the first round