



While waiting for 10am – Week 6

How many?

- 1: Partner has opened **1S**. You reply **2H**. How many Points do you hold? How many hearts do you hold?
- 2: Partner has opened **1H**. You reply **2S**. How many Points do you hold? How many spades do you hold?

Now what?

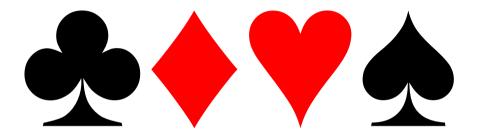
- 3: Partner opens **1H**. You hold **4432** shape with **L2H** and **18 HCP**. What do you bid?
- 4: Partner opens **1H**. You hold **5332** shape with **L2H** and **18 HCP**. What do you bid?

Note that a hand shape, such as 5431, indicates suit lengths in decreasing order of size and NOT in ANY particular suit order.

♣♥❖

U3A Intermediate Bridge 2019-20

Week 6 Strong Twos



Steve Bailey





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How many?

1: Partner has opened **1S**. You reply **2H**.

How many Points do you hold?

How many hearts do you hold?

The normal 1X - 2Y sequence requires L4+Y by responder.

For the specific case of 1S - 2H, responder needs **L5+H** because the bidding has got very high very quickly. It is a 2 level response, so (depending upon your scheme) responder needs 8+/9+/10+ Points (include length points, not just HCP).

Or Andrew Robson's Rule of 14 – next slide.





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How many?

For a standard **1X – 2Y** sequence, Andrew Robson's rule of 14 is attractive:

Add Total HCP to length of suit to be bid. Needs 14+ to respond at the 2 level.

Thus good combinations are:

8 HCP L6Y 9 HCP L5Y

10 HCP L4Y

The fewer HCP you have, the longer suit you need.





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How many?

2: Partner has opened **1H**. You reply **2S**.

> How many Points do you hold? How many spades do you hold?

This is a jump. The bidding is **1H - #2S**.

This is a "jump shift", a jump in a new suit, and is forcing to game and only used when seriously investigating a slam. The suit that will be trumps depends on the suit the "jump-shifter" bids **next time**. If the next bid is the Partner's suit then the jump-shift is supporting the suit bid by Partner before the jump shift. Otherwise it is the suit of the jump-shift.

good L5+S. Either you have 16+ Points.

Or you have 16+ Points, good H fit.





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Now what?

3: Partner opens **1H**. You hold **4432** shape with **L2H** and **18 HCP**. What do you bid?

4432 is balanced.

Standard NT replies are:

1NT 6..10 Points any shape 2NT 11..12 Points balanced 3NT 13..15 Points balanced.

But if you use the **pudding raise**, this becomes

3NT Pudding raise 13..15 Points,

L4+Opener's_suit,

Semi-balanced (No L1-suit).

You are too strong for any of the NT bids.

I do not know what the right answer to this question is. My gut feel answer is: Bid the cheaper of your 2 x L4Suits as a raise – that is forcing – and see what happens.

Do you know better?





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Now what?

4: Partner opens **1H**. You hold **5332** shape with **L2H** and **18 HCP**. What do you bid?

5332 is balanced, but with an L5suit.

Here I would **jump shift** if the L5suit is good (say 2 of top 3 honours.)

Thus AKxxx (7)

AQxxx (6)

KQxxx (5)

And then rebid the suit.

If not a good suit, I would just raise in the L5suit. (Opener has promised a rebid.)

Do you know better?



Week 6 Strong Twos

Opening 1★ bids

(I use ★ to indicate "any suit".)

The most common opening bid is $1 \star$.

In Acol this means the bidder has:

12..19 Points (HCP plus length Points), L4+★.

It does not mean L5+ \star , though L5+ \star is quite possible.

Playing L5+ is common, **but it isn't Acol**.

or 9..11 Points meeting the Rule of Twenty.

Note that with 4441 shape the recommended Point range is 14..19.

Note that because an opening 2C bid typically shows 23+ Points, a 1C opening has to cover 12..19 **and 20..22** Pts. I usually write this as

12..19..22 Pts, L4+C.





Opening 2★ bids (1)

(Excluding 2C)

Standard Acol defines a 2★ opening bid as "Strong". You can choose to instead use it as a "Weak Two" opening – to be covered in a later week.

Many experts think that this is not a sensible choice and that Weak Twos should be the default. *Even so, Acol defaults to Strong Twos.*

A 1NT opening bid requires Responder to announce the point range "twelve to fourteen" (or whatever).

In the same way, Responder must announce the meaning of a level two opening bid. This applies to Strong Twos and Weak Twos, superstrong 2C should be alerted!

In fact there are **three** announceable options. If you use something else, it should be alerted.





Week 6 Strong Twos

Opening 2* bids (2)

(Excluding 2C)

In fact there are **three** announceable options. If you use something else, it should be alerted.

Weak 6.10 HCP

L6★

Strong forcing 8..9.5 Playing Tricks

good L6+★

good L5+★ and good L4+other or

This is forcing for one round.

8..9.5 Playing Tricks Strong non-forcing

good L6+★

good L5+★ and good L4+other or

This is not forcing

RWPB recommends this option, most others do not.

Today we are looking at the Strong forcing option.

Often people just say "Strong" – assume that they mean "Strong Forcing".

The EBU doesn't have a just "Strong" announcement.





No Fear Bridge Cribsheet

Note that the old (2006) edition of the NFBC used Strong Twos. The new (2017) edition uses Weak Twos.

You may wish to print and glue or to just write the other version at the bottom of your NFBC.

16-22	OPENING BIDS OF 2♦, 2♥ or 2♠: Should have 8 playing tricks and a good 6+ card suit or tw good suits (at least 5-4). The suit(s) should contain at leas two honours.		Strong Twos Opening bid
0-7 8+	Bid 2NT (negative response). With 3+ card support and any Ace, raise one level. With 3+ card support and no Ace, bid game. Or, bid own good 5+ card suit. Or bid 3NT.	·	Responder's bid
	After a single raise, investigate slam. After a change of suit, rebid a 6 card suit, bid a second suit, raise partner's suit or bid 3NT.		Opener's rebid





Strong Twos (1)

To open a Strong Two, you need a good suit in a strong unbalanced hand.

If the hand is balanced (4333, 4432, 5332) and strong (20..22 HCP) you will open 2NT.

Conventional wisdom has it that your unbalanced hand will have

either a good L6+suit

or a good L5+suit and a good L4+ suit.

A good suit has at least two honours, and the shorter the suit, the better the honours should be.

It is possible to meet BOTH L6+ and L5+/L4+, eg with an L6/L4 hand. That doesn't matter.

RWPB limits Strong Twos to L6+ hands. It says open L5/L4+ hands at the one level, showing strength with a jump rebid in the second suit.



Week 6 Strong Twos

Strong Twos (2)

Some of you will have been taught that you open a Strong Two (2D, 2H, 2S) with 20..22 Pts and an unbalanced hand.

This is not original Acol, but was introduced to provide some uniformity to other bids – such as 1★ 12..19 Pts. The 20..22 Pts scheme is not as good as the original.

The original:

Open a Strong Two with an unbalanced hand and 8..9½ Playing Tricks. Note that making a 2 level bid requires 8+ tricks.

It has nothing to do with HCP or Points.

The range is from 8 (minimum PTs to achieve the 2 level bid) to 9½ (maximum PTs given that 10 PTs is 'game in your own hand 2C').

So what is a Playing Trick?

Note that I abbreviate Point to Pt and Playing Trick to PT.



Week 6 Strong Twos

Playing Tricks (1)

A Strong Two assumes a good trump suit, not just a long trump suit in an otherwise good hand. Therefore we can assume that "trumps will get taken care of"...

A Playing Trick is a trick that you can make in your own hand without material assistance from partner.

Obviously Top Tricks (TT) are Playing Tricks, but with KQJ you assume K loses drawing A and so promoting QJ for 2 playing tricks.

Also with Kxx, the K will make half of the time – depending upon whether A is with LHO (won't make) or RHO (will make). This is counted as ½ PT.

Some references refer to evaluating Playing Tricks for a Strong Two offensive bid and also evaluating Quick Tricks to see how the hand works in defence. Not all references refer to QTs, so I have ignored them (for now).





Week 6 Strong Twos

Playing Tricks (2)		Some examples:		
AKQ	3 PT			
AKQJxx	6 PT	AKQJ make. This is L6, leaving 7 between the 3 other players. Assume 4:2:1 split and all will be drawn by AKQJ thus promoting xx to two masters.		
AKQxx	4 PT	AKQ make. With L5, assume the other 8 are split 4:3:1 or 5:2:1. It would be reasonable to assume that one of the xx will make when the length is with partner or the opposition length is weak or the opposition length is only L4.		
AKxxxxx	5½ PT	AK make. L7, so 3:2:1 for 6 PT or 4:1:1 for 5 PT.		
AQJ	2½ PT	Is King with LHO or RHO?		





Playing Tricks (3) Some examples:

Kx ½ PT Is Ace with LHO or RHO? Or even with partner :-)

K 0 PT The A will kill it, you can't protect it.

KQJxxx 4½ PT

AJxxxx 3½..4 PT

Evaluating PTs is, at least in part, an art. Different experts assume slightly different values.



Week 6 Strong Twos

Playing Tricks (4) Example Hands:

S: AKQ854 5 PT H: AK8 2 PT D: AK9 2 PT C: 2 0 PT Total 9 PT

Inside 8..9½ PT range. Some open 2S.

With 23 HCP (25 Pts), some others open 2C.

The L1C may allow the L6S to be 6 PT for 10 PT total...





Playing Tricks (5)	Example Hands:
--------------------	----------------

S: KQJ2 2 PT Not 21/2, A will get played eventually.

H: AKQJ83 6 PT D: 8 0 PT C: AK 2 PT

Total 10 PT

Outside 8..9½ PT range. Open 2C.



Week 6 Strong Twos

Playing Tricks (6)	Example Hands:
--------------------	----------------

S: Q2 0 PT H: AKQJ83 6 PT D: 82 0 PT C: AK7 2 PT

Total 8 PT

Inside the 8..9½ PT range. Open 2H.





Playing Tricks (7)	Example Hands:
--------------------	----------------

S: Q2 0 PT H: 82 0 PT D: AK7 2 PT C: AKQJ83 6 PT

Inside 8..9½ PT range.

But the suit is Clubs. 2C is not a "Strong Two", but the "SuperStrong" 10 PT opener.

Here you have to open 1C.





Playing Tricks (8) Example Hands:

S: KQ2 11/2 PT You may get to finesse against A twice.

H: AK7 2 PT D: AKJT3 4 PT C: 82 0 PT

Total 7½ PT

Outside 8..9½ PT range. But the suit is balanced, 5332 and 20 HCP.

Open 2NT.



Week 6 Strong Twos

Playing Tricks (9) Example Hands:

S: KQ 1 PT H: AK7 2 PT D: AKJT43 5 PT C: 82 0 PT

Total 8 PT

Inside 8..9½ PT range. Open 2D.





Playing Tricks (10)	Example Hands:
---------------------	----------------

S: AKQ 3 PT H: KQ 1 PT D: AT8643 3 PT C: A2 1 PT

Total 8 PT

Inside 8..9½ PT range. The D suit is on the border of being too weak.

Open 1D or 2D depending upon your style (and your opponents' style).



Week 6 Strong Twos

Responses (1)

If your system is "Strong non-forcing", then with ZERO tricks in your hand you may pass.

If your system is "Strong forcing", then Responder must make a bid.

With 0..7 Pts, 2NT is the Negative response.

Any other response is game forcing.

With 8+ Pts (Points, not HCP, include length and, if a known fit, shortage points.

L3+Fit, 1+Ace Support and keep bid low to allow

investigations. 3★

L3+Fit, 0Ace Support, just bid game.

(The L3+Fit also include L2AlmostFit if 1+top3honour.)

L2-Fit, good L5+other Bid "other" with 2+other_honours.

L2-Fit, Balanced or maybe long minor Bid 3NT. Not a pudding raise.



Week 6 Strong Twos

Responses (2) Examples:

A negative response:

Over (say) a 2H opener, with this hand

S: xxxx

H: x

D: Jxxx

C: xxxx

You have no trump support (only one small Heart) and only 1 Pt.

If partner thinks JD is worthwhile, then great, but it doesn't look good.

Bid 2NT (negative). Opener will convert to 3H with 8 PT and to 4H with 9 PT.

In this case, the lack of even one trick causes problems. Hope JD comes good.

If you play non-forcing, bid Pass.





Responses (3) Examples:

A negative response:

Over (say) a 2H opener, with this hand

S: x

H: xxxx

D: Jxxx

C: xxxx

A good hand for one with only 1 Pt. L4H trump support. You should be able to trump a couple of spade tricks.

Bid 2NT (negative). Opener will convert to 3H with 8 PT and to 4H with 9 PT.





Responses (4) Examples:

A positive response:

If the response indicates a fit, then you have agreed a trump suit and both of the pair will re-evaluate their hands to include shortage points. Game is now **forced**, and slam investigation is very likely.

Over (say) a 2H opener, with this hand ("h" is an unspecified honour) with 10 HCP and 11 Pts (1 Pt for L5S), you realise that you have a L3H fit – therefore you re-evaluate and add 1 Pt for L2C shortage – 12 Pts.

S: Ahxxx

H: hxx

D: hxx

C: xx

Ignore the L5S – you have a H (major) fit.

You have 1+Ace.

Bid 3H, showing 8+ Pts (12 Pts) and L3+H.



Week 6 Strong Twos

Responses (5) Examples:

A positive response:

Over (say) a 2H opener, with this hand with 8 HCP and 10 Pts (2 Pts for L6S), you realise that you do not have a H fit.

S: hhhxxx

H: x

D: hxx

C: xxx

Now you offer the spades.

Bid 2S, showing 8+ Pts (12 Pts) and L2-H and L5+S.

If the hearts and spades were exchanged throughout the deal, Opener would have opened 2S and Responder would bid 3H (perhaps reluctantly).





Responses (6) Examples:

A positive response:

Over (say) a 2H opener, with this hand with 7 HCP and 8 Pts (1 Pt for poor L5D), you realise that you do have an L2H almost-fit and one of top 3 honours.

S: hhxx

H: hx h = K OR Q here.

D: xxxxx

C: xx

Show the almost-fit. Bid 4H, showing 8+ Pts (12 Pts) and L3+H (lie) and 0 Ace.





Responses (7) Examples:

A positive response:

Over (say) a 2H opener, with this hand with 9 HCP and 9 Pts (nothing extra, balanced), you realise that you do not have a H fit, but you do have 8+ Pts and a balanced hand.

S: hxxx

H: xx

D: hhxx

C: hxx

Bid 3NT, showing 8+ Pts (9 Pts) and a balanced hand (or long minor).

A balanced hand strongly suggests L2H without a top 3 honour.



Week 6 Strong Twos

Responses (8) Examples:

A positive response:

Over (say) a 2H opener, with this hand with 9 HCP and 9 Pts (nothing extra, balanced), you realise that you do not have a H fit, but you do have 8+ Pts and a long minor (L6D).

S: hhx

H: x

D: hxxxxx

C: hxx

Bid 3NT, showing 8+ Pts (9 Pts) and a balanced hand (or long minor).

A balanced hand strongly suggests L2H without a top 3 honour.

Here there is only L1H, but L6D hopes to compensate.



Week 6 Play

Play

NS have the pair number of their table, N has his back to the stage. EW have the pair number of their table plus 8.

Play boards in sequence. Have an incoming pile and an outgoing pile. Pass outgoing to next lower numbered table – Table 1 to highest table.

Many boards have instructions on coloured card. The appropriate people should read each card at the time it says and follow its instructions. If you play a board twice, record second play on traveller with pair numbers PLUS TEN (eg 1 v 9 becomes 11 v 19)

As part of the learning process – I would like the partner of whoever has just bid to take whatever action is **standardly required** (eg announcing 1NT to be 12-14 points, ALERTing a conventional bid, ...) – **AND ALSO** to give a brief **description** to the other three players on what the bid means.

If you wish to fill in a personal results card, they are available here. They are commonly used at duplicate clubs.

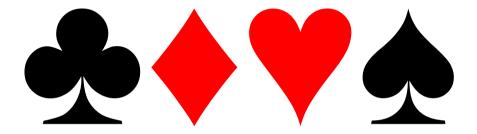
Any questions?

Tea / coffee & biscuit. (20p)

PLAY



Week 6



The end

Week 6 set hand references follow.





Set hand sources

PCB Practice Continuing Bridge (edition 1) by EBU.

HBSET www.bridgewebs.com/halifax/HBSET09.pdf

RWPB Right Way to Play Bridge by Paul Mendelson

===

Blue results as played.

Red results are reference results.

Boards as played are rotated compared to the book presentation (which mostly make South dealer). Rotation defined by position of A.



Week X Set hands

#	Dlr	Vul	Sou	rce		Dlr = Dealer, Vul = Vulnerability.	
8	W	None	PCE	8#S5H3			A ♠ =E
1	9	4H+1	W	11	_	450	
11	3	5H+1	W	12	-	480	
12	4	5H=	W	11	-	450	
12	4	5H=	W	11	-	450	
Re	f	6H=	W	12	-	980	





#	Dlr	Vul	Sou	rce		Dlr = Dealer, Vul = Vulnerability.	
9	Ν	EW	PCB	8#S3H5			A ♠=E
1	9	1H+1	Е	8	_	110	
2	10	1H+1	Ε	8	-	110	
11	3	1H+1	Ε	8	-	110	
12	4	1H+2	Ε	9	-	140	
Re	f	1H+2	Е	9	-	140	

May be worth reviewing play with various opening leads...



Week X Set hands

7	#	Dlr	Vul	Sou	rce		Dlr = Dealer, Vul = Vulnerability.	
	10	E	All	PCE	8#S3H4			A ♠ =W
•	1	9	4H+1	N	11	650	-	
	2	10	4H+1	N	11	650	-	
٠	11	3	4H+1	N	11	650	-	
٠	12	4	4H-1	N	9	-	100	
	Re	f	4H+1	N	11	650	_	



Week X Set hands

#	Dlr	Vul	Sou	rce		Dlr = Dealer, Vul = Vulnerability.	
11	S	None	HBS	ET9#14			A ♠ =E
1	9	5D+1	S	12	420	_	
2	10	5D+	S	11	400	_	
11	3	3D+2	S	11	150	_	
12	4	5D+1	S	12	420	_	
Re	f	4D=	S	10	130	_	

Interesting that the Reference is the worst {NS} result. Did the defenders let declarer get away with too much?



Week X Set hands

#	Dlr	Vul	Sou	rce		Dlr = Dealer, Vul = Vulnerability.	
12	W	NS	HBS	SET9#	÷12		A ♠=W
2	10	4S=	W	10	-	420	
11	3	4S=	W	10	-	420	
12	4	4S=	W	10	-	420	
Re	f	4S=	W	10	-	420	





#	Dlr	Vul	Sou	rce		Dlr = Dealer, Vul = Vulnerability.	
13	Ν	All	HBS	SET9#13			A ♠=N
	_	4S= 3S=			620 140	- -	





```
# Dir Vul Source Dir = Dealer, Vul = Vulnerability.

14 E None RWPBpg84f&85c+Deal A♠=E
```

Not played

{E} RWPB pg84f (the second 'c'). Replaced 4D with 3D to avoid duplication.

{W} RWPB pg 85c. Exchange S ↔H as book is response ove #2H!

{NS} Dealt

{N} S:T962 H:A86 D:QJT6 C:Q9

{S} S:3 H:QT9543 D:A8 C:T843





Dir Vul Source Dir = Dealer, Vul = Vulnerability.

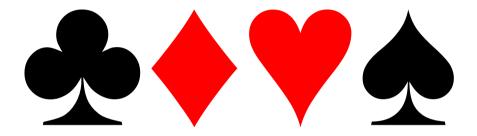
15 S NS hbset9#15 A♠=N

Not played

♣♦♥♠

U3A Intermediate Bridge 2019-20

Week 6



The very end