

Module 19 – Opening 2NT Bids

1. Opening 2NT
2. Responses to 2NT
3. Playing 6 Hands

**What is the difference between playing bridge with
the Devil and your spouse?
*The Devil shuts up when you admit your mistake!***



This week's Paddy's Pearl

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Opening Hands with ≥ 20 HCP)

1. Lessons to date have discussed opening hands with ≤ 19 HCP
2. **With ≥ 20 HCP you open the bidding at the 2 level in ACOL.**
(Hence if your partner opens at the 2 level you know that you MAY respond with < 6 HCP as you can still have game on)
3. There are 3 types of opening bids at the 2 level
 - $2\clubsuit$ opening bid (which we will discuss in the next 2 lessons)
 - $2\diamond$, $2\heartsuit$ and $2\spadesuit$ (which we will discuss in 3 lessons time)
 - $2NT$ opener (which we will discuss TODAY)

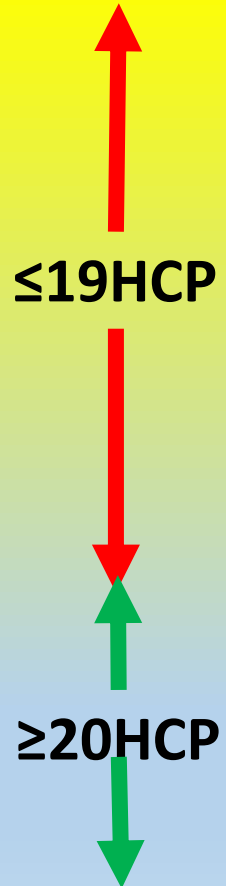




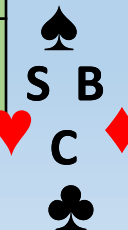
Opening with a Balanced Hand with ≥ 20 HCP)

A Balanced hand is 4432, 4333, 5332

Points(HCP)	Bid
12-14HCP	Open 1NT
15-19HCP Open 1 of your longest suit <i>Open highest ranking of 2 equal length suits but 1♥ with 2 × 4 card majors</i>	15-16HCP Rebid lowest level NT over partner's new suit response.
	17-18HCP Jump Rebid NT over partner's response.
	19HCP Rebid 3NT over partner's new suit response
20-22HCP	2NT
23-24HCP	Bid 2♣ and then 2NT over partner's response*
25-26HCP	Bid 2♣ and then 3NT over partner's response*



* We will cover 2♣ Opening Bids next week



Responding to a 2NT Opening Bid

Opening Bid	Bid
20-22HCP (balanced) 4-3-3-3, 5-3-3-2, 4-4-3-2 OR Semi-balanced 5-4-2-2 or 6-3-2-2	3♣ , Stayman, as over 1NT 3♦ - Denies any 4 card major 3♥ - Shows 4♥ but does not deny 4♠ 3♠ - Shows 4♠'s but denies 4♥'s Responder now decides whether to bid 4 of a major or 3NT
	3♦, ♥ or ♠ : 5-card suit inviting game in that suit or 3NT 3NT : Sign-off in that game 4♥ or ♠ : 6 card suit and sign-off 5♣ or ♦ : 7-card suit and sign-off (<i>As rare as snow in June</i>)
	4NT : Inviting slam with balanced hand and 11-12HCP. 6NT : Sign-off with balanced hand and 13-14HCPs 7NT : 17-20HCP. Unlikely but possible

Points required for:

Game	25+HCPs
Small Slam	33+HCPs
Grand Slam	37+HCPs





Examples of bidding after 2NT Opener

a)

♠ AQ8	W N S E	♠ J32
♥ AQJ4		♥ 96
♦ KQ5		♦ J642
♣ QJ4		♣ 9753
West		East
2NT		Pass

Disappointing for West,
but 2NT is high enough!!

b)

♠ KJ4	W N S E	♠ Q1064
♥ AQ104		♥ KJ93
♦ A6		♦ 875
♣ KQJ4		♣ 72
West		East
2NT		3♣
3♥		4♥

Stayman finds the 4-4 ♥ fit
and E bids game knowing
they have 25-27HCP

Note: 3NT will fail on a ♦
lead.

c)

♠ Q10	W N S E	♠ AKJ9
♥ AQJ2		♥ 103
♦ AK93		♦ 764
♣ KJ72		♣ 8652
West		East
2NT		3♣
3♥		3NT

Stayman shows that there is
no 4-4 fit but with 20-28HCP
East bids game of 3NT





Examples of bidding after 2NT Opener (cont.)

d)

♠ AQ8	N W E S	♠ J43
♥ A7		♥ K9632
♦ KQJ92		♦ 8
♣ KJ4		♣ Q1075

West	East
2NT	3♥
3NT	Pass

East's 3♥ shows 5-card suit but
 With only 2 ♥s W bids 3NT
 Rather than 4♥

e)

♠ AJ2	N W E S	♠ KQ4
♥ AK104		♥ QJ9
♦ QJ3		♦ K1075
♣ AQ10		♣ K82

West	East
2NT	6NT

With 34-36HCP East settles
 for a small slam in 6NT

f)

♠ K1053	N W E S	♠ QJ94
♥ AKQ2		♥ 85
♦ A6		♦ KJ1072
♣ AJ4		♣ 63

West	East
2NT	3♣
3♥	3NT
4♠	Pass

East must have a 4 card
 major to bid Stayman, so
 W can bid 4♠ over 3NT
 knowing they have a 4-4 fit





Examples of bidding after 2NT Opener (cont.)

g)

♠ AKJ6	<table border="0" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ 75
		N									
W			E								
		S									
♥ KQJ	♥ 843										
♦ A8	♦ Q109642										
♣ QJ105	♣ 93										

West
2NT

East
Pass

East might like to make a weak Take-out bid in diamonds BUT best to pass as it may encourage partner to bid 3NT

h)

♠ KQ5	<table border="0" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ 104
		N									
W			E								
		S									
♥ AK4	♥ 82										
♦ AQ85	♦ J643										
♣ KJ2	♣ AQ985										

West
2NT
Pass

East
3NT

Not enough points for a slam.
No point in bidding a minor, so bids 3NT

i)

♠ AQ	<table border="0" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ K9872
		N									
W			E								
		S									
♥ KQ72	♥ AJ85										
♦ KJ62	♦ 74										
♣ KQJ	♣ 32										

West
2NT
3NT
Pass

East
3♠
4♥

E shows a 5 card spade suit and subsequently 4 hearts
West chooses hearts as better contract



Module 19 – Opening 2NT Bids

6 Playing Hands

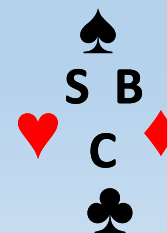
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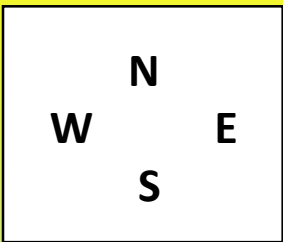


Dealer: North
 Vulnerability:

20pts

♠ A6
 ♥ KJ9
 ♦ KQ963
 ♣ AK9

♠ Q54
 ♥ 10763
 ♦ 8
 ♣ Q10863



♠ J10932
 ♥ 842
 ♦ J74
 ♣ J2

♠ K87
 ♥ AQ5
 ♦ A1052 13pts
 ♣ 754

4pts

3pts

<u>Bidding</u>			
<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
2NT	p	6NT	All Pass

Bidding: N with 20HCP and a balanced hand should bid 2NT
 S with 13HCP and a balanced hand should recognise that N/S have a total of 33-35HCP enough for a small slam and bid 6NT.

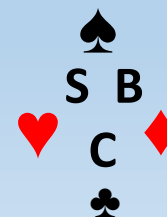
In later modules I will explain conventions that gives you even more confidence that you can make 6NT.

The only way 6NT could go back is if you only had 33HCP and were missing the AK of the same suit and opponents find these two tricks immediately

Lead: ♠J, top of a sequence

Play: N will make 12 tricks and the only losing trick is a small club

Deal 19.1





Dealer: East

Vulnerability:

14pts

♠ KQJ653

♥ J103

♦ 2

♣ AK7

♠ 92

♥ Q864

♦ QJ109

♣ 854

	N	
W		E
	S	

♠ A7

♥ K75

♦ 8643

♣ J1092

8pts

♠ 1084

♥ A92

♦ AK75 13pts

♣ Q63

Bidding

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
4♠	p	1NT	p
	All Pass		

Deal 19.2

Bidding: S with 13HCP and a balanced hand should bid 1NT.

N with 14HCP and a 6 card ♠ suit should recognise that game should be on and bid 4♠ as with long spades this should be a better contract than 3NT.

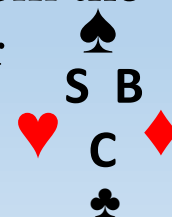
Lead: ♣J, top of a sequence

Play: S should take the first trick in N hand and lead trump immediately to remove the ♠A.

11 tricks should be made with declarer only losing ♠A and the ♥K. the possibility of a second ♥ loser should be prevented by discarding it on the ♦K.

If declarer fails to take the trump out there is a small chance of losing the 2nd heart and only making 10 tricks.

In later modules I will explain transfer bids, which is a convention that allows suit contracts to be played from the NT hand. This is sometimes better and allows other options of what the best contract might be.





Dealer: South
Vulnerability:

4pts

♠ 109853

♥ K8

♦ 86

♣ J743

♠ AKJ

♥ Q107

♦ A94

♣ AQ85

	N	
W		E
	S	

♠ 76

♥ J964

♦ KJ103

♣ 962

5pts

♠ Q42

♥ A532

♦ Q752 11pts

♣ K10

20pts

Bidding: W should open 2NT with 20HCP and a balanced hand.

E should bid 3♣, Stayman, asking partner if he/she had a 4 card major.

With no 4 card major W should bid 3♦ and E with 5HCP and knowing E/W have at least 25HCP should bid 3NT

Lead: ♠5, 4th highest of his longest suit against a NT contract.

Play: Take 1st trick in W.

While still controlling the other suits establish the hearts WORK SUIT by removing the ♥A and K from opponents. You should win whatever opponents return and continue hearts to make the last 2 ♥ tricks.

E/W should make 10 tricks losing only ♥AK and ♦Q as the diamond finesse doesn't work though the ♣ finesse does.

Bidding

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
p	3♣	p	2NT
p	3NT	All Pass	3♦

Deal 19.3





Dealer: West
Vulnerability:

8pts

♠ J94

♥ QJ72

♦ A107

♣ 654

♠ 1073

♥ 83

♦ QJ8654

♣ K8

	N	
W		E
	S	

♠ AQ6

♥ AK9

♦ K93

♣ A973

20pts

♠ K852

♥ 10654

♦ 2

♣ QJ102

6pts

Bidding

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
p	2NT	p	3NT
p			

Deal 19.4

Bidding: E should bid 2NT with 20HCP and a balanced hand

W should bid 3NT knowing game is likely to make as they have 26-28HCP and 3NT is likely to be easier to make than 5♦

Lead: ♣Q, top of an honour sequence

Play: Declarer must think immediately. He/she requires the ♣K as an entry to W to establish the ♦ tricks; hence the first trick should be taken by the ♣A.

Declarer should now play the WORK SUIT, diamonds, playing ♦K and continuing until the ♦A is eliminated. N should keep the ♦A until the third trick in the hope of E misplaying and not being able to lead another diamond. With the ♣K entry, declarer should make 5 ♦ tricks in W.

I would expect E/W to make 10 tricks with 1♠, 2♥, 5♦ and 2♣ tricks





Dealer: North
Vulnerability:

7pts

♠ 985

♥ 9763

♦ K94

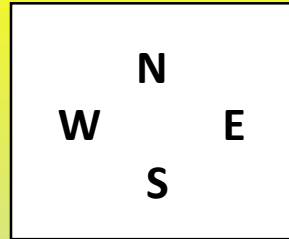
♣ A53

♠ KJ764

♥ 85

♦ 106

♣ J742



♠ A1032

♥ KQJ

♦ AQ7

♣ KQ10

21pts

♠ Q

♥ A1042

♦ J8532

7pts

♣ 986

5pts

<u>Bidding</u>			
<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
p	2NT	p	3♠
4♠	All Pass		

Bidding: E should bid 2NT with a balanced hand and 21HCP

W should bid 3♠ to show a 5 card suit and encourage partner to choose 3NT or 4♠ contract. E should bid 4♠

*In about 4 modules time I will discuss **TRANSFER BIDS** over NT as it is usually best for the strongest hand to be playing the contract rather than in this case W and also it leaves the option of playing in 3 of a major rather than 2NT*

Lead:

♥7, higher card indicating a poor suit and no other sensible lead. Usually not a good lead to underlead the A or K.

Play:

After S taking the ♥A, declarer should take the 2nd trick and take out trumps and make 11 tricks losing only the ♥A and ♣A. The losing ♦ trick should be discarded on the winning 3rd ♥ in E



Deal 19.5



Dealer: East
 Vulnerability:

5pts

♠ J1096

♥ 96

♦ A1094

♣ 942

♠ KQ

♥ AQJ5

♦ KJ8

♣ AJ76

	N	
W		E
	S	

♠ 8543

♥ K1073

♦ 6

♣ Q1053

5pts

♠ A72

♥ 842

♦ Q7532

♣ K8

7pts

21pts

Bidding

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
	p	p	2NT
p	3♣	p	3♥
p	4♥	All Pass	

Deal 19.6

Bidding: W should open 2NT with a balanced hand and 21HCP.
 E should bid 3♣, Stayman, and with a 4 card suit W should bid 3♥ and E with 5HCP and a heart suit knowing they have 25-27HCP should bid game of 4♥

Lead: ♠J, top of a sequence. Such a lead from a sequence of 3 invariably doesn't give away any extra tricks.

Play: S will take first trick with ♠A and return the spades which declarer takes with ♠K
 Declarer should take out TRUMP immediately taking the 3rd trump trick with ♥K in dummy and play ♣Q and finesse through S which succeeds and consequently E/W *should probably make 11 tricks but definitely 10 tricks* with 1♠, 5♥ (two of which are ruffs in each hand of spade and a diamond), 1♦ and 4♣.
 W should make the K or J♦.

