The 2 • opening is used as your strongest opening bid.

It shows:

- 25 or more points balanced, or
- a hand that can make game by itself (3 or fewer losers) in a trump suit. This sort of hand should also have 18+ High Card Points

NB. When assessing your hand for a 2 • Opening Bid count your playing tricks as is done for the Benji ACOL 2 • Opening Bid.

Note: When partner opens 2♦ the bidding CANNOT STOP below GAME level.

Here are some sample hands that would qualify for a $2 \spadesuit$.

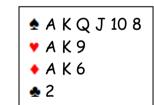
1.



This is a balanced hand with 25 points.

It should be opened 2♦ and followed by a No Trump bid by opener.

2.



This hand has only 3 losers. One each in ♥ , ♦ and ♣ .

It can make 10 tricks on its own in Spades.

It should be opened 2♦ and bidding should continue until at least game is reached, probably 4♠

3,



This hand has 3 losers if played in Spades.

Open the bidding with $2 \blacklozenge$ and then bid $3 \spadesuit$ over any response from partner. The $3 \spadesuit$ bid sets Spades as trumps.

NEGATIVE The negative bid denies the values suitable for a slam

With 0-7 points and less than $1\frac{1}{2}$ Quick Tricks (see definition below) you make the **negative** bid of 2^{\checkmark} telling partner you are weak. It says nothing about Hearts.

Defining Quick Tricks: A-K = 2; A-Q = $1\frac{1}{2}$; A = 1; K-Q = 1; K-x = $\frac{1}{2}$

POSITIVE The values suitable for a slam.

With at least $1\frac{1}{2}$ Quick Tricks make a positive SUIT response. Ideally this would be a 5-card suit but this is not always possible.

Quick Tricks (QT) are based on Aces, Kings and Queens so it is important to show the QTs you have in your hand.

The reason for this is that, opposite such a powerful hand, what the 2 Opening Bidder needs to know is if you have controls (i.e. Aces and Kings) to see if a slam is a sensible option.

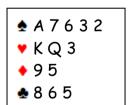
• POSITIVE The values suitable for a slam probably in No Trumps

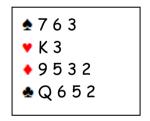
With 8+ points made up of the odd King and a collection of Queens and Jacks (slow tricks) you should bid 2 No Trumps.

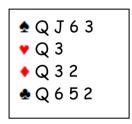
Examples:

Your partner has opened 2♦. What is your response with each of these hands?

1. 2. 3.







Answers:

- With two QTs (A♠ and K-Q♥) make a POSITIVE bid of 2♠.
- 2. With just 5 points and less than $1\frac{1}{2}$ QT make a NEGATIVE bid of $2 \checkmark$.
- 3. With 9 points but no QT make a POSITIVE bid of 2 No Trumps

Opener's Rebid

- (a) After the 2 NEGATIVE response from responder.
 - (i) Opener has a balanced hand with 25+ points

25-26 points: Rebid 2NT. Further bidding is the same as after an opening 2NT bid. This means you may use Stayman and Red Suit Transfers.

27+ points: Rebid 3NT. Responder bids according to strength and shape.

(ii) Opener has an unbalanced hand

Rebid in a suit. Remember this is forcing to game. Responder will treat the suit bid as containing 5+ card. When opener has a two-suiter, bid your longer suit first. With a 5-5 or 6-6 pattern bid the HIGHER ranking suit first.

With no Ace responder merely bids opener's suit.

- (b) After a positive response of 2NT (8+ pts but less than $1\frac{1}{2}$ QT)
 - (i) Opener has a balanced hand 25+ points 25-26 points: Rebid 6NT. You have at least 33 points between you and expect to make 12 tricks in No Trumps.
 - (ii) Opener has an unbalanced hand

Rebid in a suit. Remember this is forcing to game. Responder will treat the suit bid as containing 5+ card. When opener has a two-suiter, bid your longer suit first. With a 5-5 or 6-6 pattern bid the HIGHER ranking suit first.

With no Ace responder merely bids opener's suit.

- (c) After a positive response of a suit (At least $1\frac{1}{2}$ QT)
 - (i) Opener may raise responder's suit with 4+ card support.

(ii) Opener changes suit

The first suit bid will be 5+ card suit. Responder should support with 3+ cards in the suit.

(iii) Opener bids 3NT

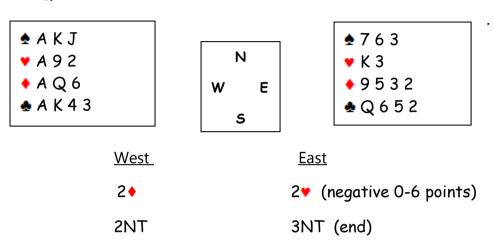
This shows a balanced hand with 25-26 points with 2/3 cards in responder's suit. Responder now bids according to strength and shape.

General Principles for responder when partner opens 2+

- (i) Remember that after a 2+ opener the bidding MUST NOT stop below game.
- (ii) Responder should make every effort to show the strength and shape of his hand.
- (iii) Responder should readily support opener with 3+ cards.
- (iv) After a positive response then the auction should lead to a slam.

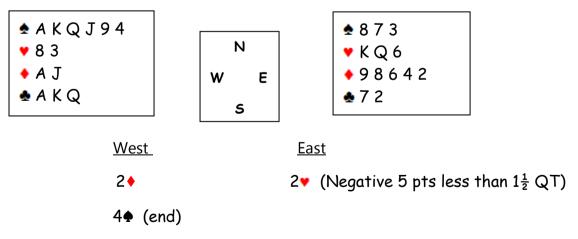
Further examples of partnership bidding

1.



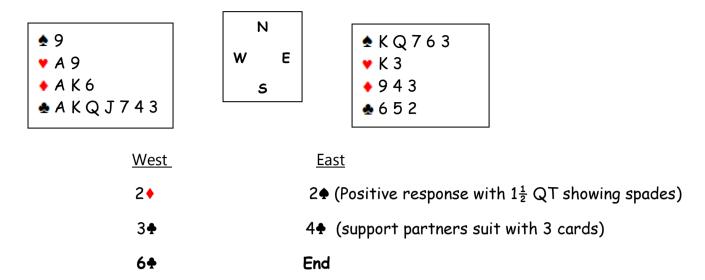
With 25+ points and a balanced hand, West opens $2 \blacklozenge$ as the system dictates. Partner responds with the negative of $2 \blacktriangledown$. The 2NT rebid shows 25-26 points balanced and East can comfortably raise to 3NT. Two things to note here are that $2 \blacklozenge$ is your new strongest opening bid and secondly that $2 \blacktriangledown$ is a real negative response - unlike the relay response of $2 \blacklozenge$ to $2 \spadesuit$.

2.



West has 10 tricks in Spades in his own hand. After the negative $2 \checkmark$ from East, West knows there is no chance of a slam so simply bids to game in $4 \spadesuit$.

3.



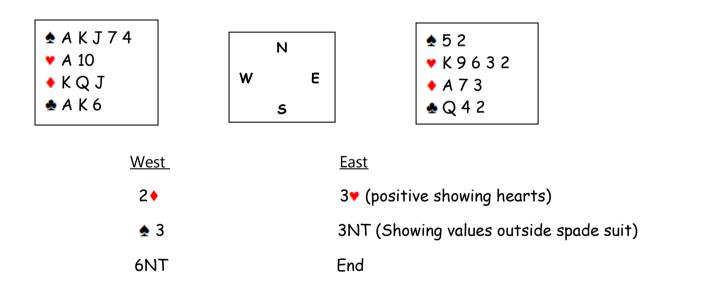
Ten playing tricks in clubs, so West uses the 2♦ opening.

East makes a positive 2Φ response with his $1\frac{1}{2}$ QT (K-Q and K-3).

West rebids 3♠ to set the trump suit and East bids 4♠ to show his trump support.

West now bids the small slam in clubs i.e 64

4.



West shows his 25+ points semi-balanced with his 2♦ opening bid. East shows his 5-card Heart suit with his 3♥ bid.

West's 3♠ shows his long and strong suit.

East with only two spades converts this to 3NT.

West, with his balanced shape and strength, converts this to 6NT.