

LESSON NINE

HIGHER-LEVEL OPENING BIDS

Demand Two-Bid (“2C”)

1. An opening bid of “**2C**” is called a demand two-bid. It is artificial, strong, and forcing. It promises 21 or more high-card points, (4-Losers or fewer), and is either balanced or unbalanced with respect to its distribution.
2. Since Opener holds game-in-hand, else one trick shy of game, such bids force Opener’s Partner to respond until at least the bidding level of one trick shy of game has been reached; i.e., 2-NT, 3H, 3S, 4C, or 4D, even if responding Partner holds a worthless hand.
3. Four systems of responses exist to an opening bid of “**2C**”. They are “Standard”, “2-D Waiting”, “Jacoby Steps”, and “Controls”. These provide the Opener with information as to responder’s HCP strength or the presence or absence of Aces and Kings.

Pre-emptive Opening Bids

1. An opening bid of 2D, or higher, is called a pre-emptive bid. These bids are natural in that suit bid predominates the hand. It suggests a weak hand (less than opening count), with a relatively strong suit, “structured” or “disciplined”, else a weaker suit if the Partnership is utilizing “unstructured” or “undisciplined” weak 2-bids.
2. The point-count strength is 5-11 high-card points with any 6-card suit if bid at the 2-level, and with 8-11 high-card points, and typically longer suits, if at the 3-level or higher.
3. Since the pre-emptor fully describes his/her hand in one bid, the Responder always assumes charge of any subsequent auction. The pre-emptor promises *never* to bid again, unless the Responder forces. A new suit below the level of game, or an artificial “2-NT” bid by Responder are the only forcing bids available to the Responder. Any raise in Opener’s suit is *non-forcing* (“**RONF**”) (**R**aise is the **O**nly **N**on-**F**orce). All others are forcing.

FOR BEGINNERS' LESSON NINE

HIGHER-LEVEL OPENING BIDS

A. Following a review of the previous lesson, explain that opening bids at the 2- and 3-level (or higher) are basically “novelty” items, since they do not occur very often. Thus, your survey of these bids should be rather general just to complete your students’ overall picture of the game.

B. Introduce the class to demand two-bids.

1. Explain why opening two of a suit is called a demand bid. The demand of course is that Partner is not only forced to respond but is forced to carry on to one trick short of game as well.

2. A demand-two promises 21 or more points (or its equivalent), at least five cards in the suit, and the potential for nine or more total tricks. Subsequent bids by the Opener simply describe the shape of the hand and continue the obligation for the Responder to keep the auction going until the minimum bid level is reached.

3. 2-NT by the Opener is *not* a demand bid, rather, it is limited to 21-22 high-card points, and the Responder is allowed to pass with a “bust” hand..

4. The Responder uses a conventional or artificial bid to describe a weak hand. 2-NT is the negative response over strong 2’s, showing 0-7 points (“2D” over a strong, artificial and forcing “2C” opening). It does not promise a balanced hand. Any other bid is a positive response, generally suggesting the possibility of a slam contract.

C. Pre-emptive opening bids frequently~ mystify beginners, because they are reluctant to proceed to a high level with a weak hand. You will need to describe these bids with care. *

* This is only intended to be an introduction, so keep the conditions simple. The Rule of Two and Three, for example, is probably too much for your students to fathom, since they will have only a crude knowledge of scoring.

1. Explain the basic conditions for a 3-level pre-empt:
 - a) An excellent quality 7-card or longer suit, usually headed by the Ace or the King.
 - b) 6-10 (maybe a bad 11) high-card points.
 - c) Most of the points in the long suit.
2. Explain the dual purpose of a pre-empt bid:
 - a) To describe a hand that has very limited value, unless the long suit is the trump suit.
 - b) To deprive the Opponents of room to bid their hands conveniently.
3. Explain why a pre-emptive opening bid is really quite safe:
 - a) If Partner has a very poor hand, the 3-bid will fail by a few tricks, but the Opponents, holding most of the points, will surely have missed at least a game contract of their own.
 - b) With an average hand, say, 11-12 high-card points, Partner's values will certainly make the 3-bid a reasonable contract to play.
 - c) With a terrific hand Partner will know how high to bid in support of the long suit.
4. Briefly, discuss the role of the Responder as the Partner in charge of the subsequent auction. While you will not have enough time to describe the responses in detail, be sure to stress that the pre-emptor does not bid again unless forced by the Responder. A new suit below the level of game, or "2-NT" creates such a force. ("RONF")
5. Finally, you might introduce the notion of pre-emptive bids at the four and five-level, too. For the sake of simplicity you can suggest the following generalization: the higher the pre-empt bid, the longer the suit.

PRACTICE HANDS FOR THE FOLLOW-UP SESSION

BEGINNERS' LESSON NINE

HAND 15

432
432
K432
432

87
765
QJ109
A1098

A65
KJ1098
876
76

Dealer: North
Declarer: South
Contract: 4S
Lead: DQ

KQJ109
AQ
A5
KQJ5

- a) The recommended auction is:

P--- P — “2C”--- P
“2D”--- P---- 2S ----P
4S

Explain all bids, especially “2D” (negative response) and 4S (a fast arrival to game is weaker than a slow arrival).

- b) With the clubs breaking 4-2 there will be two club losers in addition to the SA. To make the contract Declarer will need to avoid a heart loser. Draw the trumps; then use the DK which is the only entry to Dummy, to finesse in hearts.

HAND 16

	KQJ76		
	9		
	A76		
	Q765		
A432		5	Dealer: East
32		AKJ10654	Declarer: East
KQ32		54	Contract: 4H
AJIO		432	Lead: DJ
	1098		
	Q87		
	J1098		
	K98		

- a) The recommended auction is:

3H—P—4H

Explain why West raises to 4H instead of bidding 3-NT.

- b) In 3-NT Declarer would get the SK for a lead and would ultimately lose four spade tricks, one in hearts (to the Q), and one in diamonds. In 4H Declarer will still lose to the HQ and DA and cannot afford to lose two tricks in clubs.
- c) Explain what a double finesse is and how to play the clubs for just one loser.