

# 25 Bridge Conventions for ACOL Players



*The runaway bestseller — now available for ACOL players.*

SANDRA LANDY - MARK HORTON - BARBARA SEAGRAM

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Ray Lee

Technical editor

Marc Smith

Cover and interior design

Olena S. Sullivan/New Mediatrix

Interior format and copyediting

Suzanne Hocking

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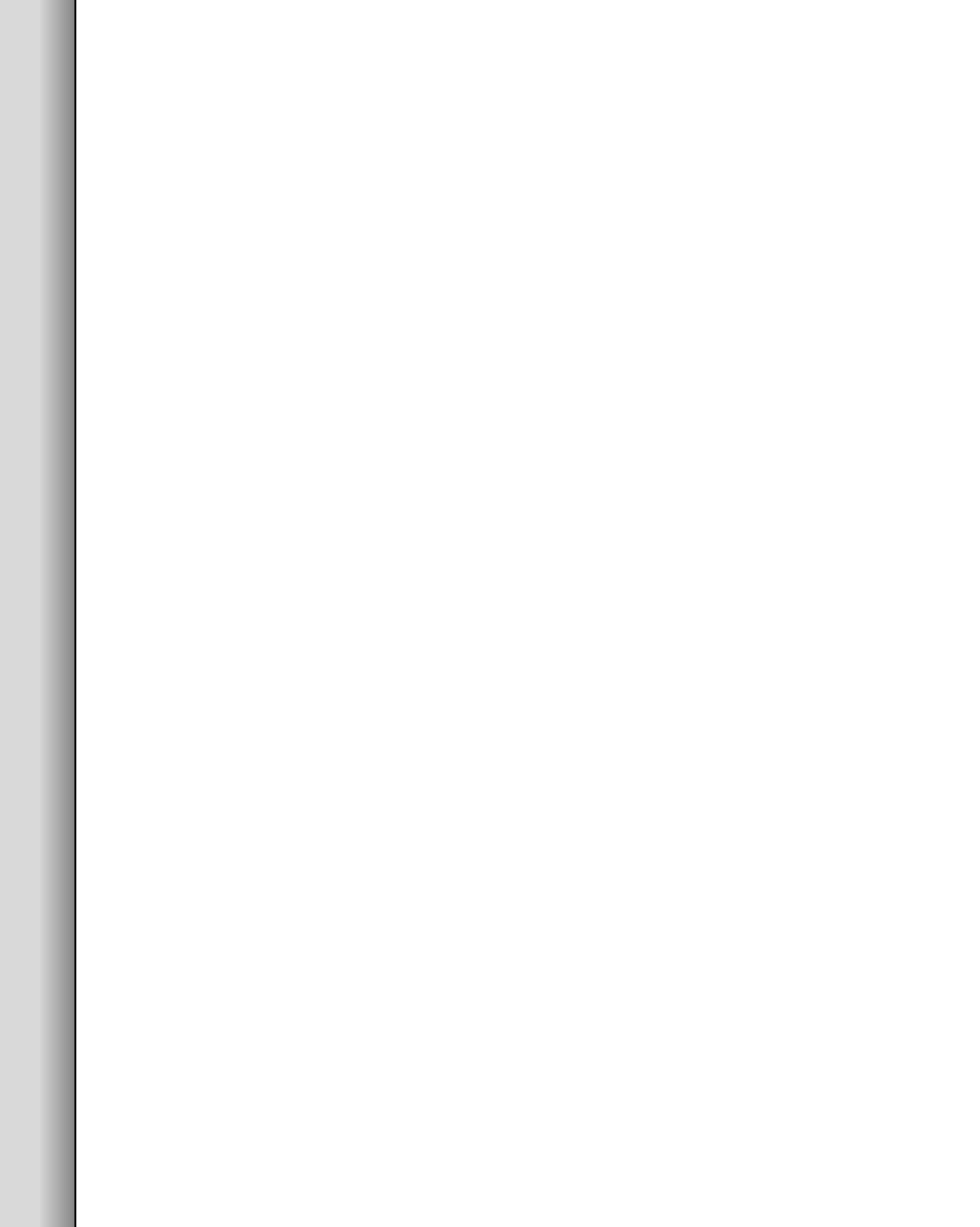
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A U T H O R S ' N O T E

As you read this book you will find many references to the strength of your hand. We are talking about high card points (HCP), using the method popularized by Milton C. Work — four for an ace, three for a king, two for a queen and one for a jack. As the bidding unfolds, your hand may improve in value because of distributional factors (particularly when you discover that you have a fit with your partner). However, so far as the initial evaluation is concerned, we recommend you use only the high card valuation.

Throughout the book, for simplicity of language, we have referred to partner using the words 'he', 'him' and 'his'. There is no sexism intended or implied — just imagine your favourite partner and replace the pronoun as necessary.





# C O N T E N T S

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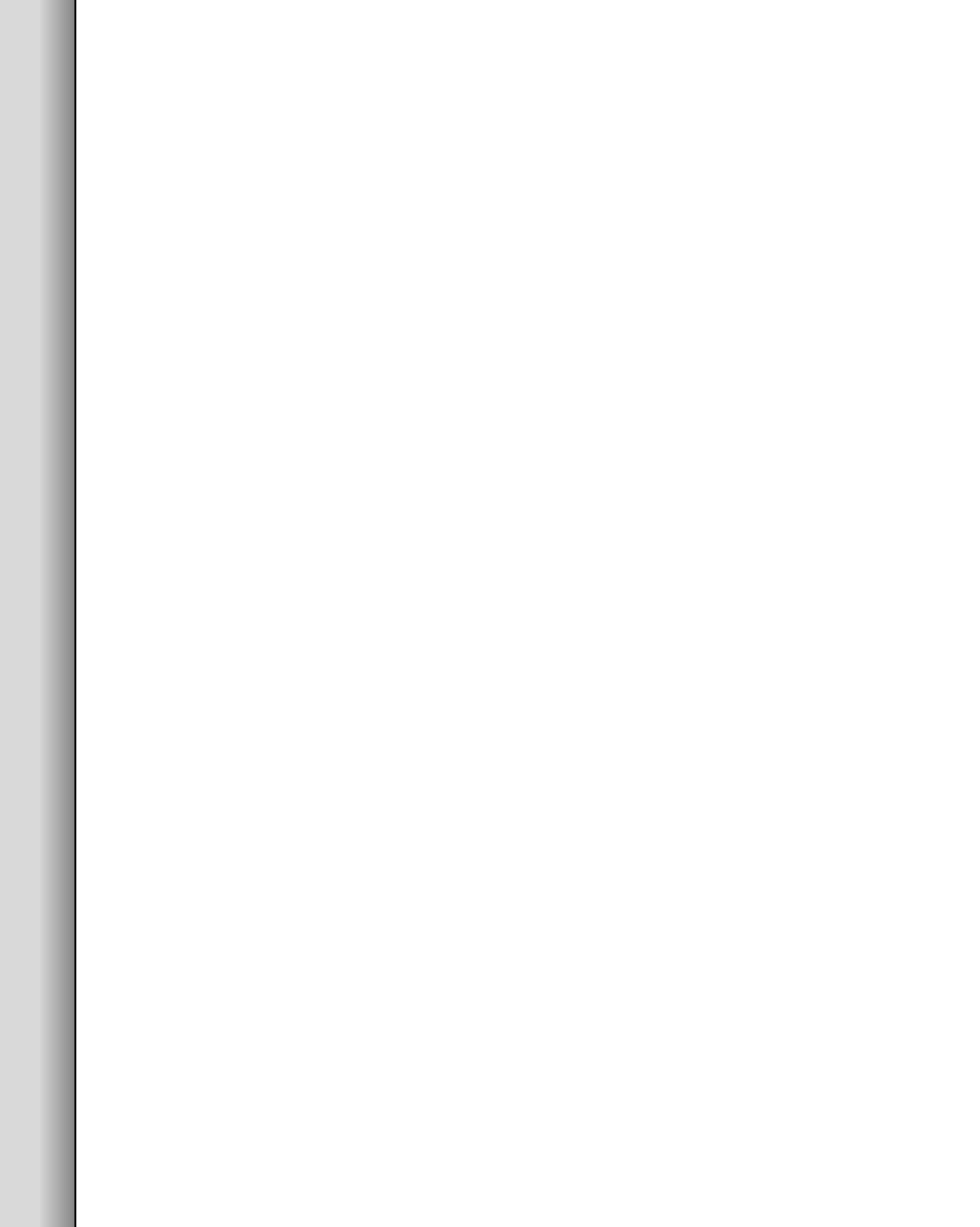
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**1**

**LEARN THESE  
FIRST**







## C H A P T E R



# ACOL TWO BIDS

## A Little Background ...



The Acol System was developed in 1934 by a group of England's finest players, including *Maurice Harrison-Gray*, *Jack 'the Headmaster' Marx*, *Terence Reese*, *S.J. 'Skid' Simon* and *Iain MacLeod*. It derived its name from the North London bridge club on the street of the same name, which survives to this day.

Some hands are so strong that we might miss game if they were opened at the one level when partner has too few points to respond. If the hand is balanced, we can open 2NT, showing 20-22 points. But if the hand has playing strength because of its good long suits, an Acol Two Bid is used.

Opening bids of 2♦, 2♥ and 2♠ show hands that would usually make at least eight tricks playing opposite a balanced hand with no points. They may contain either one or two *good* suits. The point count is often 20 or more, but may well be less with a strong shape.

Acol Two Bids are forcing for one round to allow two-suiters to be shown. Even with no points, partner must bid: with a weak hand, he makes the negative response of 2NT (more on this shortly). In practice, opener is driving the partnership to the three level, so usually we describe an Acol Two as a hand with which you expect to make eight tricks with little help from partner, with the possibility of another trick materialising.

## What does an Acol Two Bid look like?

There are two kinds of hands that qualify for an Acol Two: one-suiters and two-suiters.

### One-suited hands

♠ A Q J 9 8 5   ♥ A Q J   ♦ 3   ♣ A K 3

Open 2♠. Even opposite a yarrowborough, you hope to make five tricks in spades, two in hearts and two in clubs — though a bad spade break could reduce that to just eight tricks. If partner gives the negative response of 2NT, rebid 3♠. Partner can pass this rebid if he has absolutely nothing.

♠ A K Q J 9 8 5   ♥ 2   ♦ A Q J 10   ♣ 3

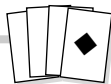
Open 2♠. Whilst this hand has ten playing tricks, it does not have the defensive strength to open 2♣ (which promises 23 points at least — more on this in the next chapter). If partner bids a negative 2NT, jump to 4♠ to make sure game isn't missed.

♠ 2   ♥ 9   ♦ A Q J 10   ♣ A K Q J 9 8 5

Open 1♣. There is no bid that shows eight playing tricks in clubs, because 2♣, which you'd think would apply, is conventional (again, more on this in the next chapter). However, with only 17 points in your hand, not to mention only two cards in the majors, it is unlikely that 1♣ will be passed out.

### BY THE WAY

*Terence Reese once remarked that Acol Twos were like WW1 battleships — not very good when called upon to perform, but a great comfort to have around nevertheless. What he meant was that sometimes auctions after an Acol Two can be awkward, but that their very existence takes a lot of pressure off the opening one-bids. When partner opens 1♠, you know he doesn't have a good enough hand for an Acol Two.*



♠ A K Q J 9 8 2   ♥ 4   ♦ 5 3   ♣ A K Q

Open 2♠. A game-forcing 2♣ is certainly an alternative to 2♠ since ten tricks are certain. But you don't want partner to think you have a 23-point hand. He might drive to a bad slam or double the opponents in something. Opening 2♠ ensures that game won't be missed and that you won't mislead partner about your defensive strength. On this sort of hand, an Acol Two can sometimes steal the pot, because opponents can make game in hearts or diamonds and never get into the bidding.

## Two-suited hands

To qualify here, you must be at least 5-5, and both your suits should include two of the top three honours. Here's an example:

♠ AKJ108   ♥ AQJ109   ♦ 3   ♣ A3

Open 2♠. If partner gives the negative response of 2NT, rebid 3♥. By bidding a second suit, you force partner to take one more bid. His simple preference to 3♣ can, and should, be passed with this hand.

♠ AJ983   ♥ KQ863   ♦ KQ   ♣ A

On this hand you should open 1♠. Although the hand has 19 points, it is not good enough for a 2♠ opening. In fact, with the weaker intermediate cards in your long suits, you cannot actually count eight tricks.

## Responding to an Acol Two Bid

The only negative response to an Acol Two is 2NT. All other replies are natural, positive and forcing to game. They show either:

- any hand with an ace and a king, OR
- 8+ points with at least one ace or king, OR
- a five-card or longer suit headed by at least two of the top three honours.

Bid 2NT on any hand that does not fit any of these requirements.

Since an opening Two Bid in a suit always promises at least a good five-card suit, it is correct to raise with three-card support, particularly in a major. Raising partner's suit to the three level is a positive response and thus is game forcing; it can be done on a very good hand:

♠ K63   ♥ A7532   ♦ KQ42   ♣ 7

Partner	You
2♠	3♠

With a *weaker* hand and support, jump to game.

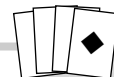
♠ K63   ♥ 7532   ♦ K74   ♣ 72

Partner	You
2♠	4♠

It may seem odd, but it is a stronger action to give a single raise than to raise to game. A single raise allows bidding space for the partnership to investigate a slam, whereas a jump to game takes up all the bidding space and suggests that responder has no slam interest. So over 2♠, a 3♠ raise is stronger than a jump to 4♠. The jump to game does show some values, however: with less than this, start with a negative 2NT and support spades later.

### BY THE WAY

*This is called the Principle of Fast Arrival — a jump to game in a forcing auction shows a weaker hand than a bid that leaves room for slam exploration.*



Without a good suit to bid, responder can jump to 3NT, which shows about 8-11 points:

♠ K 6	♥ Q J 5 3	♦ K J 4 2	♣ 7 3 2
<i>Partner</i>		<i>You</i>	
2♠		3NT	

With more than 8-11 points in a flat hand, responder may have to give a positive in a four-card minor.

♠ K 6	♥ Q J 5 3	♦ A Q 4 2	♣ J 3 2
<i>Partner</i>		<i>You</i>	
2♠		3♦	

Here are some examples of auctions after an opening Acol Two.

### *Raising opener's suit*

♠ K J 8 4	♥ J 9 2	♦ Q J 7	♣ J 6 4
<i>Partner</i>		<i>You</i>	
2♥		4♥	

With three hearts, you should raise straightaway — don't even think about bidding 2♠. Whilst you have nine points, they are not very useful ones and you have no first-round controls. Jacks are hardly ever worth a point opposite a distributional hand.

♠ A J 8 4 3	♥ J 9 2	♦ K 7 4	♣ 6 4
<i>Partner</i>		<i>You</i>	
2♥		3♥	

Again, raise straightaway and don't bid 2♠ despite the five-card suit. Now your 9 points are much more promising, as they include an ace and a king. You should bid an encouraging 3♥.

♠ 5 4 3	♥ J 9 4 3	♦ 7 5	♣ J 10 6 4
<i>Partner</i>		<i>You</i>	
2♥		2NT	

Bid 2NT, negative. Despite the four hearts, give a negative response first and then support hearts at your next turn.

## Bidding a new suit

♠ A K J 10 4    ♥ J 9 2    ♦ 7 5    ♣ 10 8 4

**Partner**  
2♥

**You**  
2♠

Bid 2♠. With good spades headed by the ♠AK, show partner where your strength lies and support hearts next time. A slam may be on if partner has some fit for spades and can use your suit to discard losers.

♠ A K Q J 10 9 4    ♥ 9 2    ♦ 8 7    ♣ 6 4

**Partner**  
2♥

**You**  
3♠

Bid 3♠. A jump bid in a forcing auction shows a solid suit. It suggests that spades could play better than hearts, even if opener has a spade void.

♠ Q 9 8 7 6 5    ♥ 9    ♦ Q J 7    ♣ K J 4

**Partner**  
2♥

**You**  
2NT

Bid 2NT. Despite having six spades and 9 points, you haven't got a suit headed by two of the top three honours. Bid 2NT now and show your spades next time.

♠ K Q 8 4    ♥ 9 2    ♦ J 9 6 5    ♣ A 6 4

**Partner**  
2♥

**You**  
3NT

Bid 3NT, showing a balanced 8-11 points without three hearts. Don't bid spades on four, despite the suit having two top honours.

## Bidding when an opponent overcalls

Because a Two Bid shows a distributional hand, opponents may have good distribution too. Responder should strain to raise opener's suit, sometimes even without the normal requirements for a positive. With the opponent's suit stopped, a no trump bid can be made, and with two tricks in the opponent's suit, a penalty double may be the best choice.

# Summary

- ✓ An opening Two Bid in any suit but clubs shows a good one- or two-suited hand with at least eight playing tricks. It is forcing for one round.
- ✓ Responder must bid. A positive response, i.e. anything except 2NT, is forcing to game.
- ✓ A 2NT response may include no points and no support. If opener's rebid is in a new suit, responder must bid again, at least putting opener back to his first suit even with a very weak hand.
- ✓ A positive response in a suit shows at least five cards headed by two of the top three honours.
- ✓ A 3NT response shows a balanced 8-11 points, with at least one ace or king.
- ✓ Responder should raise a major straightaway with three-card support. A jump to game is weaker than a single raise.
- ✓ If opponents overcall, a new suit or a bid of no trumps is game forcing. Double is for penalties, based on trump tricks.

## ACOL TWO BIDS

# CHECK YOUR UNDERSTANDING

To Answers

1. What do you open on each of these hands?

**a** ♠ J 7 3  
♥ A 3  
♦ A K Q J 10 5  
♣ A 8

**b** ♠ K 9 8 4 3  
♥ A Q J 5 4  
♦ A K  
♣ Q

**c** ♠ A K Q 10 9  
♥ A Q J 10 4  
♦ K 4  
♣ 2

**d** ♠ 2  
♥ A K Q J 5 3  
♦ A K J 9 3  
♣ 3

**e** ♠ K Q J 10 8 7 3 2  
♥ 7  
♦ 8 7  
♣ A 5

**f** ♠ 8  
♥ Q 10 6 5  
♦ A K  
♣ A K Q J 9 7

2. On each of these hands, partner opens 2♥. What do you respond?

**a** ♠ K J 7 3  
♥ J 3  
♦ A 9 8 3  
♣ Q 10 8

**b** ♠ K Q J 8 4  
♥ A 7  
♦ 8 6 3  
♣ 9 5 3

**c** ♠ 7 3  
♥ 8 7 6  
♦ K J 4 2  
♣ A K Q 2

**d** ♠ 3 2  
♥ A J 5  
♦ K 3  
♣ Q 10 6 5 4 3

**e** ♠ K J 8 7 3 2  
♥ 7  
♦ 8 7 6 3  
♣ J 5

**f** ♠ 8 7 3  
♥ 6 5 3 2  
♦ 9 7 2  
♣ 10 8 6

**g** ♠ 6 3  
♥ 10 5 3 2  
♦ Q J 10 6 2  
♣ 8 6

**h** ♠ A K Q J 10 3 2  
♥ 8 6  
♦ 9 6  
♣ 5 3

**i** ♠ K Q 3  
♥ 8 4  
♦ K Q 2  
♣ J 10 7 6 2

To Answers

3. This time you are opener. What do you bid next in each case?

**a** ♠ A J 4  
♥ A K Q J 10 2  
♦ K 10 3  
♣ 8

**b** ♠ Q 8 4  
♥ A K 10 7 6 2  
♦ A K Q  
♣ 4

*You*                      *Partner*  
2♥                          3♣  
?

*You*                      *Partner*  
2♥                          2♠  
?



**c**

♠ K Q 10 4  
 ♥ 2  
 ♦ A K Q J 3 2  
 ♣ A 7

**You**                      **Partner**  
 2♦                              2NT  
 ?

**d**

♠ K J 4 2  
 ♥ A K Q 9 8 7 6  
 ♦ 2  
 ♣ A

**You**                      **Partner**  
 2♥                              3♣  
 ?

**e**

♠ A K J 9 4 2  
 ♥ A K  
 ♦ J 3  
 ♣ K 10 4

**You**                      **Partner**  
 2♠                              3♣  
 ?

**f**

♠ K Q J 10 9  
 ♥ A K J 8 2  
 ♦ 3 2  
 ♣ A

**You**                      **Partner**  
 2♠                              2NT  
 ?

To Answers

# ANSWERS

## To Questions

- 1**
- a** 2♦ You have eight very certain tricks. If partner responds 2NT, bid 3NT and hope partner has enough to scramble the ninth trick.
  - b** 1♠ Whilst this is a good hand, it's not worth a 2♠ opening, as the spades are too poor. If partner responds to 1♠, bid hearts strongly next time. If partner can't bid over 1♠, you probably haven't missed game.
  - c** 2♠ With two good suits, this hand has much more playing strength than the last one.
  - d** 2♥ You have an almost certain ten tricks playing in hearts, so you *could* open 2♣. However, you have only 18 points. In addition, bidding hearts and then jumping in diamonds will warn partner that only aces are valuable in the black suits and not lower honours. With two singletons, the opponents may well enter the auction and you want to be able to bid both your suits.
  - e** 4♠ Opening 2♠ is wrong: you don't have defensive values, even if you do have eight playing tricks. This could be anybody's hand and opening 4♠ may well present the opponents with a tough problem.
  - f** 1♣ Even if you wanted to, you can't open an Acol Two Bid in clubs!
- 2**
- a** 3NT With a flat 11 points and only two hearts, 3NT shows this hand best.
  - b** 2♠ Shows two of the top three honours in spades and positive values. Show where your values lie. You will raise hearts next time — A7 is good support for a Two Bid.
  - c** 3♥ Support partner immediately whenever you can. You hope you have the right cards for a slam, but partner might be void in clubs, so don't rush the bidding.
  - d** 3♥ Again support partner right away with three hearts.
  - e** 2NT The spades are great but the rest of the hand isn't. Bid spades next time.
  - f** 2NT It's a dreadful hand but 2♥ is forcing. You are too weak to jump to 4♥ over 2♥, even though you have four-card support.

- g** 4♥ Here you have trump support and some potential to make a trick or two. Don't worry about the lack of high cards — think tricks!
- h** 3♠ A jump bid in a forcing situation shows a solid suit. This one is playable opposite a void. With the right hand from partner, this could make a grand slam, but as you have no side-suit controls, the slam decision will be up to partner.
- i** 3NT The clubs are not strong enough to bid, but your point count warrants a positive bid.
- 3 a** 3NT You were minimum for 2♥. The 3♣ positive has not improved your hand, since partner's honours are opposite your singleton (a 3♦ response would have gotten you very excited though). Bidding 3NT shows your stoppers in the other two suits and will suggest a playable contract.
- b** 3♠ Partner should have at least five spades headed by ♠AK for a 2♠ positive, so Q84 is good support. This hand should be going to slam, but let partner know which suit will be trumps before going any further. [To Questions](#)
- c** 3♠ Partner can still hold four cards in spades. If he doesn't and has length in the other two suits, partner will bid 3NT, which you should pass.
- d** 3♥ Rebid that strong seven-card suit rather than introduce a weak four-card spade suit. You would like to hear partner show values in spades, as the singleton ♣A will make it difficult to get to partner's club winners.
- e** 4♣ If partner hasn't got three spades, the hand may well be played best in clubs as partner must have at least five clubs headed by ♣AQ.
- f** 3♥ If partner has three cards in either of your suits, you don't need much else from him to make game. Partner cannot pass this bid and at worst will return you to 3♠. Now you have to decide whether to go on — but we would!

[To Questions](#)

# C H A P T E R



## THE 2♣ OPENING BID

### A Little Background . . .



The first use of 2♣ as a forcing opening bid is credited to *David 'Bruce' Burnstine* at the Raymond Club, New York, in 1929. He was Life Master #1, a member of the ACBL Hall of Fame and a member of two of the immortal teams in bridge history, the Four Horsemen and the Four Aces.

In the last chapter we looked at Acol Two Bids and more than hinted that the 2♣ opening is reserved for even stronger hands. Acol Twos allow you to show strong hands that contain one or two good suits — good distributional strength as well as high cards. But some hands are so strong, in points as well as playing strength, that we want to drive to game even if partner has next to nothing. We need a bid that alerts partner to our strength, because game is certain and a slam will be possible, even facing quite modest values. That bid is an opening 2♣, which is very strong, forcing and also completely artificial — it says nothing about clubs.

Essentially, two types of hand are opened 2♣: balanced hands with 23+ HCP and unbalanced hands on which you want to insist on reaching game. So open 2♣ on:

- *Any balanced hand with 23 or more points, OR*
- *Very strong unbalanced hands with good high cards as well as distribution*

Since the 2♣ opening means that (with one exception) the auction will keep going until game, there is plenty of time for both partners to describe their hands. Just as over an Acoll Two Bid, responder must bid once (at least) even with zero points: as we shall see, the weak negative response is 2♦. The one auction that can end below game is the following:

<i>Opener</i>	<i>Responder</i>
2♣	2♦
2NT	?

As you will see, opener is showing a balanced 23-24 points and responder is allowed to pass with nothing.

## ***Bidding big balanced hands***

All balanced hands either open or rebid no trumps. Now that the opening 2♣ bid is part of your arsenal, we have a complete range of no trump bids, as below.

### ***No trump openings and rebids with balanced hands***

<i>HCP</i>	<i>Open</i>	<i>Rebid after one level response</i>	<i>Rebid after two level response</i>
12-14	1NT		
15-16	1 of a suit	1NT	2NT
17-18	1 of a suit	2NT	3NT
19	1 of a suit	3NT	3NT

<i>HCP</i>	<i>Open</i>	<i>Rebid after 2♦ response</i>
20-22	2NT	
23-24	2♣	2NT
25-27	2♣	3NT
28+	2♣	4NT

When partner opens 2♣ and rebids 2NT over your 2♦, you can use exactly the same methods as you do when partner opens 2NT (whilst remembering that partner's hand is now a little stronger). For example, if you play Stayman (see Chapter 4) over a 2NT opening, then do so when the auction starts 2♣–2♦; 2NT.

When opener rebids 3NT to show 25-27 points, bid as you would over 2NT, except you have to do it one level higher. So 4♣ is now Stayman. If that sounds too complicated, then just bid naturally and hope for the best. After all, this auction only comes up once in a lifetime!

## *Initial responses to 2♣*

A 2♣ opening will have on average about 24 points. So responder with 8 or more points can tell that game is certain and slam is possible because the combined count will be at least 32 points. Responder usually lets opener know the good news by making a positive response.

**2♦**      **A negative or waiting response. Up to 8 or even more points, particularly if the points are made up of queens and jacks.**

A positive response promises at least 8 useful points, normally with either an ace and a king or two kings. Without these values, responder starts by bidding 2♦.

**2♥/2♠**      **A positive response with a five-card suit headed by two top honours or one top honour and extra length.**

**2NT**      **A positive response with at least 8 points; normally it will be balanced, but may have a 4441 shape or a weak five-card suit. The points must include at least two good high cards.**

**3♣/3♦**      **A good five-card suit with at least two of the top three honours (or a six-card suit with at least two of the top five honours).**

**3♥/3♠**      **A long one-loser suit, which could play for no loser opposite a singleton.**

**3NT & up**      **Not used, as these bids take up too much space.**

So if you have at least 8 HCP and a good five-card or longer suit, bid that suit. With 8+ balanced useful points, bid 2NT. With anything else, start off by bidding 2♦ and see what partner does next. This just denies the values to make any of the other bids; it doesn't necessarily mean the hand is worthless.

## *What about a really bad hand?*

If you have a really terrible hand — 3 points or fewer with no king — you still start by responding 2♦. If partner bids 2♥ or 2♠, you now bid 2NT. This shows a horrible hand and is called a 'second negative'.

Partner	You	
2♣	2♦	(negative or waiting)
2♠	2NT	(second negative)

Partner	You	
2♣	2♦	(negative or waiting)
3♦	?	(no second negative is available)

When opener's rebid is 3♣ or 3♦, there is no way to show a really bad hand. Opener should bear this in mind before deciding to open 2♣ on a hand where a minor suit will be rebid. Sometimes it may be better to start with an opening bid of one of the minors or to open 2♣ and make a no trump rebid over a 2♦ response.

## *Bidding after a 2♦ response*

Subsequent bidding is natural, but remember that most of the time you are forced to game. Here are some example auctions:

♠ 3 2    ♥ K J 7 3 2    ♦ 9 8 2    ♣ J 10 8

<i>Partner</i>	<i>You</i>
2♣	2♦
2♠	3♥

Yes, we know you have very little that is useful. With this hand, bid 3♥, showing fewer than three spades (with which it would be normal to raise spades straightaway) but at least five hearts. It also shows at least four points (or else a second negative of 2NT would be bid). Note that the hearts are not good enough to bid 2♥ straightaway over 2♣, even if you had the high cards for such a bid.

♠ J 8 6    ♥ A 8 7 3 2    ♦ 9 2    ♣ J 10 8

<i>Partner</i>	<i>You</i>
2♣	2♦
2♠	3♠

You should agree spades straightaway with three or more, rather than show your five cards in hearts. Since the partnership is forced to game, neither of you need worry about being passed out below 4♠. Partner now has plenty of room to explore slam possibilities.

♠ 8 6 4 2    ♥ 3 2    ♦ Q 8 2    ♣ J 5 4 3

<i>Partner</i>	<i>You</i>
2♣	2♦
2♠	4♠

If partner had rebid 2♥, you would have given a second negative with 2NT. But as partner has bid spades, your hand is improved since you have four-card support. The jump to game shows this spade support, but also denies any aces, kings, singletons, or voids — that is, shows a very poor hand. This will seem odd, but remember that when partner rebids 2♠, a 3♠ bid by you in a forcing auction is stronger than 4♠ (see Chapter 1).

♠ AKQ102	♥ AKQJ2	♦ 8	♣ A2
<b>You</b>		<b>Partner</b>	
2♣		2♦	
2♠			

Only if you rebid 2NT can your partner pass your second bid. Otherwise the bidding must continue until game is reached, so you are quite safe to rebid 2♠. This way the partnership has space to explore which suit will be best as trumps and whether partner's modest values include, say, the ♦A or ♣K, in which case, slam could be making. Suppose the bidding continues:

<b>You</b>	<b>Partner</b>
2♣	2♦
2♠	4♠

Remembering that the 4♠ bid denies an ace or king or a void or singleton, you would pass. But if partner just raises to 3♠, he is showing a useful feature and you can look for slam.



# Summary

- ✓ A 2♣ opening is forcing to game with one exception: if opener rebids 2NT after a 2♦ response, responder can pass. Other than in this case, responder must never pass below game, even with no points.
- ✓ If opener's hand is balanced, he must have at least 23 points to open 2♣.
- ✓ An unbalanced 2♣ opening must contain sure defensive tricks that will be winners should opponents enter the auction. Opponents are not obliged to keep quiet just because you make a strong opening bid. You need to be able to double them if they bid too high.
- ✓ Make a positive response of 2♥ or 2♠ with 8+ HCP and a five-card suit containing two top honours or a six-card suit containing at least one top honour.
- ✓ Make a positive response of 3♣ or 3♦ with a five-card suit that includes two of the top three honours or a six-card suit with two of the top five honours.
- ✓ With a good 8+ points, responder bids 2NT. Without positive values, responder bids 2♦.
- ✓ With a worthless hand (three points or less and no king), responder makes a 'second negative' by bidding 2NT, after which opener rebids a suit. The second negative is not available when opener rebids at the three level.
- ✓ If opener rebids 2NT over a 2♦ response, use your normal system over a 2NT opener.

## THE TWO CLUB OPENING BID

# CHECK YOUR UNDERSTANDING

To Answers

1. What is your opening bid on each of the following hands?

**a**      ♠ K Q J  
         ♥ A J 9  
         ♦ A K 2  
         ♣ K Q J 10

**b**      ♠ K Q J 10 7 6 2  
         ♥ A K Q J  
         ♦ A 9  
         ♣ —

**c**      ♠ A 7  
         ♥ 4  
         ♦ A K Q J 5  
         ♣ K Q J 10 2

**d**      ♠ K Q J  
         ♥ K J 10  
         ♦ A K  
         ♣ A K Q 9 6

**e**      ♠ 6  
         ♥ A K 3 2  
         ♦ A K 3 2  
         ♣ A K 3 2

**f**      ♠ A K 9 8 7 6  
         ♥ A K 9 8 7 6  
         ♦ 2  
         ♣ —

2. Partner opens 2♣. What is your response on each of the following hands?

**a**      ♠ A Q 9 8 7  
         ♥ K 6 5  
         ♦ 5 2  
         ♣ 8 7 2

**b**      ♠ 10 7 5 3  
         ♥ 8 7 4  
         ♦ —  
         ♣ J 9 7 4 3 2

**c**      ♠ Q J 9 8 6 4  
         ♥ A 9 7  
         ♦ 3  
         ♣ K 5 3

**d**      ♠ Q 9 8 6  
         ♥ K Q 2  
         ♦ Q 10 7  
         ♣ K J 2

3. What is your next bid on these hands?

[To Answers](#)

**a**      ♠ 7 6 5 4 3  
          ♥ 5 4 3  
          ♦ 8  
          ♣ 7 6 5 4

<i>Partner</i>	<i>You</i>
2♣	2♦
2♥	?

**b**      ♠ J 9 3  
          ♥ J 8 5  
          ♦ J 10 2  
          ♣ 10 7 6 2

<i>Partner</i>	<i>You</i>
2♣	2♦
2NT	?

**c**      ♠ 7 6 4 3 2  
          ♥ 8 6 2  
          ♦ 9 2  
          ♣ 8 6 4

<i>Partner</i>	<i>You</i>
2♣	2♦
2♠	?

**d**      ♠ K 9 4 3 2  
          ♥ Q 7 4  
          ♦ 3  
          ♣ J 10 9 5

<i>Partner</i>	<i>You</i>
2♣	2♦
2♥	?

**e**      ♠ K Q 9  
          ♥ A J 7  
          ♦ A K  
          ♣ K Q J 10 4

<i>Partner</i>	<i>You</i>
	2♣
2♦	2NT
4NT	?

**f**      ♠ A  
          ♥ A K Q J 9 7 3 2  
          ♦ 2  
          ♣ K Q J

<i>Partner</i>	<i>You</i>
	2♣
2♦	?

# ANSWERS

## To Questions

- 1**
- a** 2♣ Your 2NT rebid will show a balanced 23-24 HCP.
  - b** 2♣ Although you have only 20 points, you can make game in your own hand. It wouldn't be wrong to open 2♠ (an Acol Two), but with eleven playing tricks, you really are too good.
  - c** 1♦ You have a nice hand, but since game in a minor requires eleven tricks, you will need partner to produce something useful. If partner can't make a bid over 1♦, you're not going to make a game. You could open an Acol 2♦, but your defence is poor and, really, 1♦ is enough.
  - d** 2♣ With 26 points, you will rebid 3NT to show a balanced 25-27.
  - e** 1♣ It works best to open at the one level on unbalanced hands with no strong suit. We normally open hands of this shape with 1♦, the middle suit from three touching suits. However, when you are very strong, 1♣ offers the best chance of finding a suit fit. If partner bids 1♠, you can bid 3NT. This way a heart suit fit will not be missed.
  - f** 2♠ Partner must keep the bidding open and you'll get to bid both your suits.
- 2**
- a** 2♠ You have 9 points and a five-card suit with two top honours.
  - b** 2♦ Even with six clubs, you cannot pass 2♣ or you may be looking for a new partner. This hand looks good for playing in either major; even though you have only 1 point, a slam could be making.
  - c** 2♠ A six-card suit with one top honour is good enough to give a positive response.
  - d** 2NT With 13 points, give a positive to show a balanced hand. Don't jump to 3NT to show the extra points. A small slam must be making, but a grand slam is quite likely too.

- 3 a** 2NT Use the second negative and tell partner you have an awful hand. You can support hearts later.
- b** 3NT You have enough points, so you might as well try for the game bonus. Maybe some of your jacks and tens will be useful.
- c** 2NT You have spade support but a bad hand, so give partner the bad news by using the 2NT second negative. You will raise spades at your next turn, knowing partner won't expect you to have any high cards.
- d** 3♥ Despite having five of them, don't show your spades. Bid 3♥, which is stronger than 4♥ — remember?
- e** 6NT The 4NT bid is quantitative, looking for a slam if you are maximum. With a good five-card suit, bid 6NT, even though you have only 23 points.
- f** 3♥ Yes, we know we haven't told you about this yet. However, there is a general rule that a jump bid in a forcing situation shows a solid suit where you can play even opposite a void. You would like to ask for aces, but 4NT in this auction is not Blackwood (see next chapter) — it shows a balanced 28+ points.

[To Questions](#)

## NEWCOMER/SOCIAL

*Acol Two Bids*  
*Blackwood*  
*Cuebid Raises*  
*Cuebids to Slam*  
*Fourth Suit Forcing*  
*Grand Slam Force*  
*Jacoby 2NT as a Major-suit Raise*  
*Landy 2♣ over Opponent's 1NT*  
*Lightner & Lead-directing Doubles*  
*Meckwell*  
*Michaels*  
*Negative Doubles*  
*Protection*  
*Red-suit (Jacoby) Transfers*  
*Responding to a 2NT Opener*  
*Reverses*  
*Roman Key Card Blackwood*  
*Rubensohl after a 1NT Opening is Overcalled*  
*Splinter Bids*  
*Stayman*  
*Takeout Doubles*  
*Trial Bids*  
*Two Clubs Strong Artificial Opening*  
*Unusual Notrump*  
*Weak Two Bids*

If you're like most beginning bridge players, you want to know more about bidding systems, and especially conventions. Even if you just play socially, it can't hurt to add a few choice gadgets to your bidding arsenal. This book describes and explains 25 basic conventions that you can easily assimilate into your own bidding. Each one is clearly and simply explained, and you'll see how it fits in the Acol system if you decide to use it. Each chapter includes a helpful summary of key points and a quiz with full explanations of all the answers.

### *25 Bridge Conventions You Should Know*

(Barbara Seagram & Marc Smith) is the bestselling bridge book of the last 50 years! World Champion Eddie Kantar's comment on *25 Bridge Conventions You Should Know*: "A reader who knows nothing about the convention being played will leave each chapter thinking he or she can play it. It doesn't get any better than that."

**SANDRA LANDY** (Aylesbury) is a former World and European Champion. She has recently retired as Education Manager of the English Bridge Union, where she was responsible for developing their teaching scheme, *Bridge for All*.



**MARK HORTON** (London) is an internationally-known player and writer, with more than ten books to his credit. He is editor of BRIDGE magazine.



**BARBARA SEAGRAM** (Toronto) is one of North America's leading bridge teachers. Her *25 Bridge Conventions You Should Know* has sold more than 60,000 copies in English, and has been translated into French, German and Japanese.



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