

# Module 21 – Acol 2♣ Opening Bids and Responses

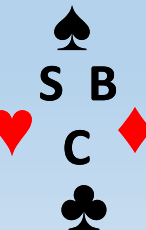
1. Acol 2♣ Opening Bids and Responses
2. Further Rebids after Responses
3. 6 Playing Hands

**ETERNITY** was a difficult concept until I started playing with my bridge partner

**K**keep  
**I**t  
**S**imple  
**S**tupid



*This week's Paddy's Pearl*





# Acol 2 ♣ Opening Bids

- Acol 2♣ is the strongest possible bid in Acol.**
  - It is conventional and says nothing about clubs
  - It is game forcing, no matter how few points responder has.
- There are two types of hands that open 2♠, all of which show  $\geq 23$ HCPs**
  - Balanced hands with 23+ HCPs
  - A hand with one or more strong suits (each  $\geq 5$  cards) which can promise game on its own (this hand may have slightly lower points)

3. Since 2♣ is game forcing, responder keeps bidding until game is bid

4. The only time responder can pass is

2♣	2♦	{2♦ is a negative bid, 2NT shows 23/24HCPs	}
2NT		{ and balanced hand. With $\leq 1$ HCP responder	}
		{ can pass as game may not be on with $< 25$ HCPs}	}



# Responding to a Strong 2♣ Opener

Opening Bid	Responsive Bids
<p><b>2♣</b></p> <p>Balanced 23+HCP Hand OR Strong single or 2 Suited hand guaranteeing game</p> <p>Points required for: Small Slam 33+HCP Grand Slam 37+HCP</p>	<p><b>2♦</b> - Relay/Waiting Bid with few values not suitable for any of bids below</p>
	<p><b>2♥, 2♠, 3♣ and 3♦</b>: 8+HCPs, 5+ card suit and at least 2 of the top 3 honours</p>
	<p><b>2NT</b>: 10+HCP and a balanced hand. <b>Opener now know they should be in a slam in NT or his/her suit</b> <i>(A very rare bid)</i></p>

## 8 Playing Trick hands in ♣ Suit

Since, 2♣ is Conventional and forcing such 8 Trick clubs hands need to be treated with caution.

- Stronger Hands: Open 2♣ and over 2♦ relay/waiting bid then bid 3♣
- Weaker hands: Open 1♣ then bid 3♣



# Rebids after an Acol 2♣ Opener (After 2♦ Response from Partner)

Opening Bid	Responsive Bids
<p style="text-align: center;"><b>2♣</b></p> <p style="text-align: center;"><b>Forcing to game (only one exception)</b></p>          <p>Points required for:            Small Slam    33+HCP            Grand Slam    37+HCP</p>	<p><b>2NT:</b> 23-24HCP and balanced hand  <b>Only if responder has 0/1HCPs can this be passed</b>  <i>Responses as 2NT openers knowing opener has 23/24HCPs</i></p> <p><b>3NT:</b> 25/26HCPs and balanced hand</p>
	<p><b>2♥, 2♠, 3♣ and 3♦:</b> Bid suits naturally knowing <i>responder cannot pass</i> until at least game level.</p> <p>Responder can:</p> <ul style="list-style-type: none"> <li>- Support with 3 cards</li> <li>- Bid own 5 card suit without support</li> <li>- Bid 2 or 3NT with balanced hand</li> </ul> <p><i>Remember Opener may have a second suit to bid</i></p>





# Examples of Acol 2♣ Opening Bid

a)

♠ AKQJ1053  
♥ AK54  
♦  
♣ A2

10 Playing Tricks |  
Spades.  
21HCPs

b)

♠ AKQ754  
♥ AKQ73  
♦ A10  
♣

Certain game in one of  
the majors  
24HCPs

c)

♠ AKJ42  
♥ AKQ6  
♦ AK4  
♣ 9

Strong 3 suiter  
looking for a fit  
Probably game in major  
24HCPs

d)

♠ AQ2  
♥ AQJ  
♦ KQ86  
♣ AJ8

Balanced hand 23+HCP  
Too strong for 2NT  
Bid 2NT next round  
of bidding.





# Responses to Acol 2♣ Opener

a)

♠ 72  
♥ AQJ54  
♦ QJ96  
♣ 83

Good heart suit  
2 Top Honours  
10HCP  
Respond 2♥

b)

♠ A83  
♥ Q4  
♦ 963  
♣ K9752

Bid 2♦  
9HCP  
Club suit too weak to bid 3♣  
Not strong enough for 2NT

c)

♠ KQ732  
♥ 10  
♦ 7532  
♣ K43

Bid 2♠  
8HCP  
Two top honours in spades  
and 5 card suit





# Responses to Acol 2♣ Opener

d)

♠ 8765  
♥ 54  
♦ 9832  
♣ 1094

Respond 2♦

No, choice. You must bid  
Since 2♣ is forcing.

You can support any bid

Partner makes to game

Except 2NT, which you can  
pass

e)

♠ K76  
♥ 9  
♦ AQ10852  
♣ 743

Bid 3♦

9HCP

You have 5+♦ and 2 top tricks  
2♦ is relay/waiting bid, so not  
an option.

f)

♠ KJ2  
♥ 972  
♦ J103  
♣ QJ107

Bid 2♦

8HCP, no good suit

Not strong enough for +ve bid  
So you must show strength  
next time

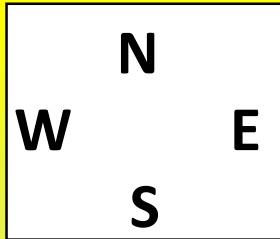




# Bidding Auctions with Acol 2♣ Bids

a)

♠ AQ1J3  
♥ KQJ2  
♦ A109  
♣ AQ



♠ 1086  
♥ 875  
♦ K42  
♣ 9732

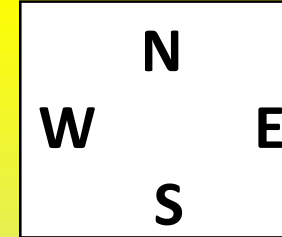
**West**  
2♣  
2NT  
Pass

**East**  
2♦  
3NT

W shows balanced hand and 23/24HCPs  
3HCP is enough to bid 3NT

b)

♠ AKQ4  
♥ A96  
♦ KQJ2  
♣ AJ



♠ J1082  
♥ Q1054  
♦ 963  
♣ 75

**West**  
2♣  
2NT  
3♠

**East**  
2♦  
3♣  
4♠

3♣ is Stayman (as over 1NT or 2NT) trying to  
find the best game Fortunately E finds a  
spade fit for game.





# Module 21 – Opening 2NT Bids

## *6 Playing Hands*

**ETERNITY** was a difficult concept until I started playing with my bridge partner



*This week's Paddy's Pearl*

**K**keep  
**I**t  
**S**imple  
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Dealer: North

Vulnerability:

5pts

♠ 7

♥ Q86

♦ 10965

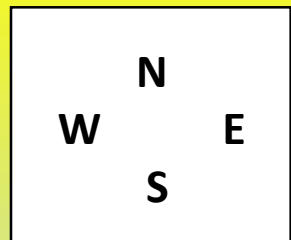
♣ K5432

♠ 1043

♥ 9742

♦ K843

♣ Q7



♠ AKQJ65

♥ A53

♦ AQ

♣ A6

24pts

♠ 982

♥ KJ10

♦ J72

6pts

♣ J1098

Bidding

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

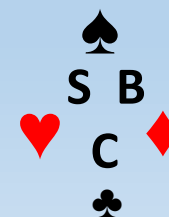
Deal 21.1

**Bidding:** After W's waiting bid of 2♦ and E showing 23+HCP type hand and a good spade suit, W shows spade support (at least 3 over a strong Acol 2 bid) and by bidding 3♠ shows above minimum hand in case opener has a hand good enough to seek slam.

4♠ from W would be a sign-off with no slam interest.

**Lead:** ♣J (top of an honour sequence)

**Play:** Declarer should make 11 tricks after playing ♦AQ taking out trumps finishing in W with ♠10 and discarding the losing ♦ or ♥ on ♦K





Dealer: East

Vulnerability:

6pts

♠ Q654

♥ 1094

♦ Q6

♣ Q975

♠ AK3

♥ AKQ8

24pts ♦ K72

♣ AJ4

	N	
W		E
	S	

♠ J972

♥ 63

♦ A109

♣ 10862

5pts

♠ 108

♥ J752

♦ J8543

♣ K3

5pts

**Bidding:** After W showing 23/24HCPs and a balanced hand with 2NT, E now bids stayman (3♣) hoping to find a spade fit. When E bids 3♥, by bidding 3NT E is showing a 4 card ♠ suit (why else would she have bid Stayman?) and no interest in slam.

Had W had a 4 card spade suit as well as hearts she would have bid 4♠ over 3NT.

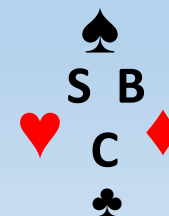
**Lead:** 5♣, 4<sup>th</sup> highest. Since E is showing a 4 card spade suit, this should discourage N from leading a spade

**Play:** Should make 11 tricks losing only ♣Q and ♠Q

Bidding

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

Deal 21.2





Dealer: South  
Vulnerability:

2pts

♠ 1083

♥ J83

♦ J52

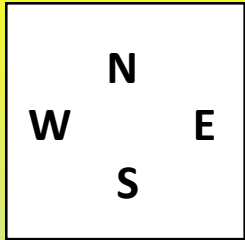
♣ 7432

♠ Q9754

♥ A764

♦ 87

♣ 106



♠ J6

♥ 1052

♦ 10963

♣ AJ95

♠ AK2

♥ KQ9

♦ AKQ4

♣ KQ8

26pts

6pts

6pts

**Bidding:** 3NT after a 2♣ shows 25/26HCP so even with only 2HCP E should feel comfortable.

**Lead:** ♠5, 4<sup>th</sup>A highest of longest suit against NT.

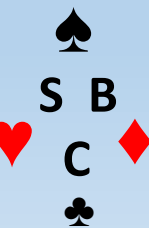
**Play:** N/S will probably make 8 tricks unless the defence make a mistake by taking the ♣A when first led. N/S should only make 2♠, 2♥, 3♦ and 1♣ trick.

You don't make every contract, sometimes the cards don't lie "fairly".

The person who makes every contract is underbidding!!

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

Deal 21.3





Dealer: West  
Vulnerability:

8pts

♠ 83  
♥ J72  
♦ J83  
♣ KQJ65

♠ AKQ76  
♥ AKQ6  
♦ AK7  
♣ 8

	N	
W		E
	S	

♠ 95  
♥ 10843  
♦ 9652  
♣ 732

0pts

Lead: ♣K, top of an honour sequence

Play: N/S will probably continue ♣ which W should ruff and *make 11 tricks by playing:*

- 3 top ♥s
- 4 top ♠'s discarding a ♦ in E and ruffing the 4<sup>th</sup>
- Enter W with a ♦
- Discard another ♦ from E on the 5<sup>th</sup> ♠
- *losing the last ♦*

♠ J1042  
♥ 95  
♦ Q104  
♣ A1094

7pts

Bidding

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

Deal 21.4





Dealer: North  
Vulnerability:

23pts

♠ AKJ97

♥ AK107

♦ 7

♣ AKJ

♠ 643

♥ 862

♦ KJ5

♣ 10854

	N	
W		E
	S	

♠ 102

♥ 53 *8pts*

♦ AQ1094

♣ Q972

♠ Q85

♥ QJ94

♦ 8632 *6pts*

♣ 63

**Bidding:** While S should definitely be comfortable with a game contract it is correct to bid 2NT to find out more about partner's hand (E knows partner will bid on until game). N's second suit ♥ means he has at least 5 ♠s and 4 ♥s. so S should *certainly bid 4♥.*

*BUT* S has 3 good cards N will not expect and should think his ♠Q and ♥QJ are probably exactly what her partner needs for better than a game. N should at most have 2 in each minor and with a max of 15HCP in the majors for a 2♣ opener should have at least 7HCP in the minors. So S should consider 5♥ to encourage N to bid 6♥ since she has only 1 loser in the minors

**Lead:** ♦A against a slam and see whether partner encourages continuation

**Play:** *N/S should make 12 tricks* losing only ♦A



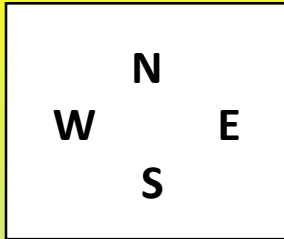
<u>Bidding</u>			
<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
2♣	p	2♦	p
2♠	p	2NT	p
3♥	p	4♥ (5♥)	p (p)
(6♥)	Deal 21.5		



Dealer: North  
Vulnerability:

5pts  
♠ 986  
♥ Q2  
♦ K64  
♣ 76532

8pts  
♠ 102  
♥ J53  
♦ Q1072  
♣ AQ98



6pts  
♠ J3  
♥ 864  
♦ J983  
♣ KJ104

20pts  
♠ AKQ754  
♥ AK1097  
♦ A5  
♣ -

**Bidding:** Although only 20HCP with 2 good suits and at least 11 tricks in ♠s or ♥s, S has a 2♣ Opener.

After N bids 4♠s he can be doing this on 0HCPs and 3 or 4 ♠s.

**BUT** S could consider that with a known 11 tricks he can bid 5♠s asking partner to bid 6♠s if he has any features/honours  
More experienced players would bid differently and would be more confidently bidding 6♠

**Lead:** ♣A against slam and see whether he gets encouragement from partner

**Play:** After the ruff of the club N should make 13 tricks

**Note:** With only 3 suits S has 21HCPs of the 30HCP's in those suits i.e. equiv. to 28HCP hand in 4 suits.  
Hence only needs HCPs in N in ♥ or ♦ to be looking for a slam



Bidding

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>
	p	2♣	p
2♦	p	2♠	p
4♠	p	p (5♠)	p
(6♠)	Deal 21.6		