

# CONVENTIONS

## ROCK CRUSHERS

# Bridge Lab

*with the Monroes*

The purpose of a strong forcing opening bid is to reach a game when partner would be too weak to respond to a 1-level opening bid, or to reach a slam with little help from partner.

2♣

The definition of a modern 2♣ opening bid is:  
 If *balanced*, more high-card points (22+) than a 2NT opener (20-21). If *unbalanced*, some strong hand: no exact high-card range. It is artificial and says nothing about clubs.

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ACBL Bridge Bulletin May 2017

### Unbalanced Hand Requirements

- At least 4 quick tricks with two Aces and two Kings.
- Within one trick of game (Game minus 1). Minimum of 8.5 sure tricks.

### Opener's **second** bid defines the shape.

#### Balanced Hand.

Opener bids NoTrump  
 2♣ then 2NT = 22-24  
 2♠ then 3NT = 25-27 and so forth  
 Auction proceeds with quantitative bidding and NoTrump tools.

#### Unbalanced Hand.

Opener bids a suit.  
 Opener's suit bids are natural after 2♣ and **forcing to game** (one rare exception).

### Best Shape

- 6-card or longer strong single suit.

### Problematic

- 2-suited and 3-suited hands.
- Minor suits (6+ minimum).

	OPENER		RESPONDER	
<b>1st Bid</b>	<b>2♣</b> <b>FORCING</b>	✓ Artificial & Forcing ✓ Balanced or Unbalanced	<b>2♦</b> <b>FORCING</b>	✓ Artificial & Forcing Waiting for Opener to describe the shape of their hand.
<b>2nd Bid</b>	<b>FORCING</b> <b>2♥</b> <b>2♠</b>	✓ Unbalanced hand ✓ Good 5+ card suit  <b>NEW SUIT by OPENER is FORCING</b>	<b>GAME FORCING / SLAM INTEREST</b> <b>Raise to the 3-Level</b> ✓ 3+ card support ✓ Slam Control(s) ✓ ACE, KING, VOID, SINGLETON  <b>NOT FORCING</b> <b>Jump Raise to the 4-Level</b> ✓ 3+ card support ✓ No slam controls	
<b>Responder's Other Options</b>				

#### 8 POINTS AND GOOD SUIT (5+ CARDS)

- Bid that suit instead of 2♦

#### LESS THAN 8 POINTS OR a BAD SUIT

- Bid 2♦ first, then bid your own suit with no fit

*Bridge With The Monroes*

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 Visit Our Website

LAB.008.010

# Rock Crushers

## Board 2

South Deals

<p>♠ Q 10 ♥ 8 2 ♦ 10 9 8 4 3 2 ♣ Q 5 3</p>	<table border="1" style="width: 100px; height: 100px; border-collapse: collapse; margin: auto;"> <tr><td style="text-align: center;">N</td><td></td><td style="text-align: center;">E</td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">S</td></tr> </table>	N		E	W		S	<p>♠ J ♥ Q 7 6 3 ♦ A 7 ♣ J 10 8 7 4 2</p>	<p>♠ A K 7 6 5 2 ♥ A K ♦ K Q J ♣ K 9</p>
N		E							
W		S							

West	North	East	South
			2 ♣
Pass	2 ♦ <sup>1</sup>	Pass	2 ♠
Pass	3 ♠ <sup>2</sup>	Pass	4 N
Pass	5 ♦	Pass	6 ♠
All pass			
1. Waiting			
2. 3+ ♠s, Constructive, Control(s)			

**Contract:** 6 ♠ South, 12 Tricks

**Lead:** ♦ 10, top of sequence

**Losers:** 1-♠, 1-♦ = 2.

**Play:** South wins the 2nd ♦, draws trump (2-1 split), and wins 12 tricks.

## Board 3

South Deals

<p>♠ 10 ♥ A K 8 6 2 ♦ 10 9 7 4 ♣ J 5 2</p>	<table border="1" style="width: 100px; height: 100px; border-collapse: collapse; margin: auto;"> <tr><td style="text-align: center;">N</td><td></td><td style="text-align: center;">E</td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">S</td></tr> </table>	N		E	W		S	<p>♠ 5 4 ♥ Q J 10 7 ♦ A 8 2 ♣ A 10 9 8</p>	<p>♠ A K Q 7 6 2 ♥ — ♦ K Q J 3 ♣ K Q 4</p>
N		E							
W		S							

West	North	East	South
			2 ♣
Pass	2 ♦ <sup>1</sup>	Pass	2 ♠
Pass	4 ♠ <sup>2</sup>	All pass	
1. Waiting, 4+ ♠s			
2. No Controls, 0-3 HCP			

**Contract:** 4 ♠ South

**Lead:** ♥ A, Ace from Ace/King

**Losers:** 2-♦, 2-♣ = 4.

**Play:** South ruffs the ♥ A, draws trump (two tricks needed), promotes the ♦s, discards the ♣ 3 on the ♦ J, and ruffs the ♦ 3 and the ♣ 4 in dummy. South ruffs ♥s for entries to South hand.

## Board 4

North Deals

<p>♠ 7 3 ♥ J 10 ♦ A 10 6 4 ♣ 10 8 7 6 5</p>	<table border="1" style="width: 100px; height: 100px; border-collapse: collapse; margin: auto;"> <tr><td style="text-align: center;">N</td><td></td><td style="text-align: center;">E</td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">S</td></tr> </table>	N		E	W		S	<p>♠ A 10 8 2 ♥ 6 ♦ Q J 3 2 ♣ K 4 3 2</p>	<p>♠ 5 ♥ Q 9 5 4 3 2 ♦ 9 8 7 5 ♣ Q 9</p>
N		E							
W		S							

West	North	East	South
	2 ♣	Pass	2 ♦ <sup>1</sup>
Pass	2 ♠	Pass	3 ♥ <sup>2</sup>
Pass	4 ♥	All pass	
1. Waiting			
2. Poor Long Suit			

**Contract:** 4 ♥ South, 10 Tricks

**Lead:** ♣ 6, 4th highest card

**Losers:** 1-♠, 4-♦, 1-♣ = 6.

**Play:** South wins the ♣ A, draws trump (2-1 split), and promotes ♠s. The defenders need to win a ♣ and a ♦ after winning the ♠ A.

## Board 5

North Deals

<p>♠ 2 ♥ 9 6 5 4 3 ♦ J 10 9 ♣ 9 7 5 3</p>	<table border="1" style="width: 100px; height: 100px; border-collapse: collapse; margin: auto;"> <tr><td style="text-align: center;">N</td><td></td><td style="text-align: center;">E</td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">S</td></tr> </table>	N		E	W		S	<p>♠ 5 4 ♥ 10 2 ♦ K 7 6 3 ♣ A J 10 6 2</p>	<p>♠ K Q 9 8 7 3 ♥ — ♦ 8 5 4 2 ♣ K Q 8</p>
N		E							
W		S							

West	North	East	South
	2 ♣	Pass	2 ♠ <sup>1</sup>
Pass	4 N	Pass	5 ♣ <sup>2</sup>
Pass	6 ♠	All pass	
1. 5+ ♠s, 2 of Top 3 Honors, 8+ HCP			
2. No Aces			

**Contract:** 6 ♠ South, 12 Tricks

**Lead:** ♦ J, Top of sequence

**Losers:** 3-♦, 2-♣ = 5.

**Play:** South wins the ♦ A (no finesse), draws trump, and discards losing ♣s and ♦s on ♥ winners.