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.



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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	
1 st	2.	✓ Artificial & Forcing	2♦	✓ Artificial & Forcing
Bid	FORCING	✓ Balanced or Unbalanced	Forcing	Waiting for Opener to describe the shape of their hand.
	O PENER		RESPONDER	
2 nd Bid	FORCING 2♥ 2♠	 ✓ Unbalanced hand ✓ Good 5+ card suit NEW SUIT by OPENER is FORCING 	Ra ✓ 3+ card su ✓ Slam Contr ✓ ACE, KIN	rol(s) NG, VOID, SINGLETON NOT FORCING Raise to the 4-Level pport

Responder's Other Options

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

Bid that suit instead of 2

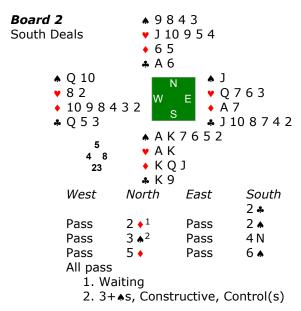
LESS THAN 8 POINTS OR a BAD SUIT

Bid 2 irst, then bid your own suit with no fit

Bridge With The Monroes

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Rock Crushers



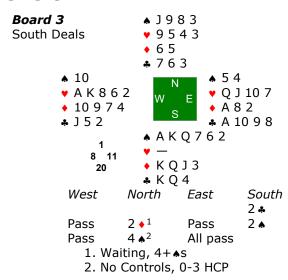
Contract: 6 ★ South, 12 Tricks **Lead:** ★ 10, top of sequence **Losers:** 1-♠, 1-♦ = 2.

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

Board 4 ▲ KQJ964 North Deals A K 8 7 K ♣ A J **↑** 7 3 ♠ A 10 8 2 ♥ J 10 **y** 6 • A 10 6 4 QJ32 **4** 10 8 7 6 5 ♣ K 4 3 2 **♦** 5 21 Q95432 5 10 9875 ♣ Q 9 West North East South 2 🌲 Pass 2 • ¹ 3 **v**² Pass 2 🛦 Pass 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 \clubsuit A, draws trump (2-1 split), and promotes \spadesuit s. The defenders need to win a \clubsuit and a \spadesuit after winning the \spadesuit A.

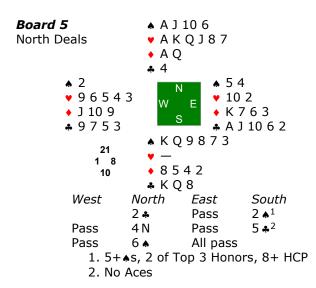


Contract: 4 ★ South

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.



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.