

5-CARD MAJOR

OPENING BIDS

REFERENCE CARD

STRONG HANDS

20 - 21 HCPs

Balanced Hand 20-21:

If you have a balanced hand (a hand in which there are no Voids, no Singletons and at most one Doubleton), you will:

Open 2NT
(inviting Game or Slam)

To respond, partner goes to 2NT table

22-37 HCPs

Unbalanced Hand 20-37 or Balanced Hand 22-37:

Start looking for a **Fit** (a suit in which your partnership has at least 8 cards), or
Work towards a **2NT** contract (almost certain if you have 22+ HCPs), or
Work towards a **3NT** contract (almost certain if you have 24+ HCPs)

In all of these cases you will most likely use the artificial Strong Two opening:

Open 2♣
(Strong Two, partner must bid at least once)

To respond, partner goes to STRONG2 table

To win Game points: In **NT**, ♠ or ♥ we need **26+ HCPs** In ♦ or ♣ we need **29+ HCPs** To win Slam points we need: **33+ HCPs**
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