

# Beginners' Lesson 10: Strong Opening Bids

**Board 1**  
North Deals  
None Vul

♠ A Q 3  
♥ Q 7 6 2  
♦ K J 5  
♣ A K Q

♠ K 8  
♥ A 8 3  
♦ 10 9 8 6  
♣ 9 7 5 4

♠ 6 4 2  
♥ J 10 9 5  
♦ A 7 3  
♣ J 6 2

♠ J 10 9 7 5  
♥ K 4  
♦ Q 4 2  
♣ 10 8 3

West North East South  
Pass 2 NT Pass 3 ♠  
4 ♠ Pass Pass

2 NT by North shows 20-22 balanced and South's 3 ♠ promises exactly 5 spades.

North knows they have a fit, so bids 4 ♠ rather than 3 NT.

Lead is ♦ 10.

Declarer gets to their hand with ♦ Q then leads ♠ J to finesse West's King.

**Board 2**  
East Deals  
N-S Vul

♠ 8 6 4  
♥ Q 7 5  
♦ 6 4 3  
♣ 10 9 7 4

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

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

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

West North East South  
3 NT Pass 2 NT Pass  
Lead: ♦ J

West's 6 points are enough to bid game.

Declarer should use the diamond entries to double finesse in hearts.

Win the ♦ K and run the ♥ 10 which will lose to the ♥ K.

Back to dummy with a diamond and run the ♥ 9. After that, declarer should play on clubs.

**Board 3**  
South Deals  
E-W Vul

♠ Q J 9 7 5 3  
♥ 4 2  
♦ 7 5 2  
♣ 9 6

♠ A 10 2  
♥ 9 6 5  
♦ 10 9 8  
♣ Q 7 4 2

♠ 6 4  
♥ Q J 10 8  
♦ A J 6 3  
♣ 10 8 3

♠ K 8  
♥ A K 7 3  
♦ K Q 4  
♣ A K J 5

West North East South  
Pass 2 ♦ Pass 2 NT  
4 ♠ All pass

North must bid 2 ♦ first to show a weak hand of 0-7 HCP. After that, the bidding is natural and North bids 4 ♠ once partner has shown a balanced hand which must have at least 2 spades.

Lead is ♥ Q.

Declarer should draw trumps and lead twice towards the diamond honours in South's hand.

**Board 4**  
West Deals  
Both Vul

♠ 5 4  
♥ J 7 2  
♦ 7 6 5 3  
♣ Q 9 8 6

♠ A Q 6 3 2  
♥ Q 10 8 4 3  
♦ 8  
♣ 7 3

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

♠ J 10 9 7  
♥ 6 5  
♦ A Q 10 9  
♣ 10 4 2

West North East South  
Pass Pass 2 NT Pass  
3 ♠ Pass 3 NT Pass  
4 ♥ Pass Pass

West has plenty of HCP to bid game and shows two suits at least 5/5, giving East the choice of which one to play in.

Lead is ♣ 6.

Declarer should draw trumps then play on spades.

**Board 5**  
North Deals  
N-S Vul

♠ A K J 8 6 3  
♥ A K J 4  
♦ A Q  
♣ 5

♠ Q 9 5  
♥ 10 7 5  
♦ 9 7 6  
♣ A 9 8 2

♠ 7  
♥ Q 9 6 3  
♦ K 8 5 2  
♣ K Q 10 7

♠ 10 4 2  
♥ 8 2  
♦ J 10 4 3  
♣ J 6 4 3

West North East South  
Pass 2 ♣ Pass 2 ♦  
Pass 2 ♠ Pass 4 ♠

North's 2 ♣ is a game force bid. 2 ♦ by South shows 0-7 HCP. North's 2 ♠ bid shows at least 5 spades.

South must not pass, so bids to game 4 ♠

Lead is ♣ K.

Declarer should try to ruff two low hearts before drawing trumps.

**Board 6**  
East Deals  
E-W Vul

♠ 9 7 2  
♥ 7  
♦ J 10 7 4  
♣ Q J 9 8 3

♠ K 10 5  
♥ Q 4 2  
♦ 3  
♣ A K 10 7 4 2

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

♠ Q J 8 6 4 3  
♥ 10 3  
♦ 9 8 6 2  
♣ 6

West North East South  
3 ♣ Pass 2 ♣ Pass  
4 NT Pass 5 ♠ Pass  
6 ♥ Pass Pass

After East's game force bid, West bids 3 ♣ to show 8+ HCP.

Once the heart fit is found, West knows there are at least 32 points between the 2 hands. West should bid 4 NT to ask for aces and then bid the heart slam.

Lead is ♠ Q.

**Board 7**  
South Deals  
Both Vul

♠ 9 8 3 2  
♥ 10 6 4  
♦ J 3  
♣ 8 7 5 4

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

♠ Q 7 6 4  
♥ Q 9 2  
♦ A 10 6 2  
♣ 6 3

♠ A K  
♥ A K J 8 7 3  
♦ K Q 4  
♣ A 9

West North East South  
Pass 2 ♦ Pass 2 ♣  
Pass 4 ♥ All pass 2 ♥

North may not like it but 2 ♣ is forcing to game. South's 2 ♥ promises a 5-card suit, so once the heart fit is found, North bids to game as quickly as possible, showing no interest in slam.

Lead is ♣ K.

Declarer should draw trumps immediately. They should lose one trick in clubs, diamonds and hearts to make their contract.

**Board 8**  
West Deals  
None Vul

♠ K 7 3  
♥ 5 3  
♦ 9 8 6  
♣ Q J 9 6 5

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

♠ Q 9 6 5 2  
♥ J 10 4  
♦ K 3 2  
♣ 8 2

♠ 10 8 4  
♥ A 9 8 7 6  
♦ Q 5 4  
♣ 4 3

West North East South  
2 NT Pass 3 ♠  
3 NT All pass  
Lead: ♣ Q

East bids 3 ♠ shows a 5-card suit. West only has a spade doubleton so bids 3 NT.

Lead is ♣ Q.

Declarer should win and play ♠ A and ♠ J to guarantee two spade tricks (♦ K is an entry).