

ASSIGNMENT ANSWERS

LAST REVISED ON MARCH 12, 2018

1. Your partner's **1♠** opening bid describes a hand with 13-21 declarer points, at least five spades, and no suit longer than spades. Because your partner has at least a five card suit, your partner must have two cards or less in at least one of the other suits.
 - a) **Respond 2♠** (*limiting, invitational*). With only 8 dummy points (8 HCP), you should make a weak limiting response. Since you do have three spades to make an eight-card trump fit, raise opener's spades.
 - b) **Respond 1NT** (*limiting, invitational*). Because it is in partner's suit, you can count one HCP for **♠J** but you can not count one SSP for a doubleton in partner's suit. So you only have 8 dummy points, all high cards, and must make a weak limiting response. Since you can not support partner's spades (you would need three), you should bid a weak **1NT**. Note that a bid of **2♥** would promise at least 10 declarer points but you only have 9 declarer points (8 HCPs + 1 ♥ LSP) if hearts are trump.
 - c) **Respond 2♦** (*unlimited, forcing*). You have 11 dummy points (11 HCP) assuming spades are trump. Although you do have support for spades, you should bid a new suit to describe a hand with at least 10 points and force your partner to bid again. You can show your spade support on the next turn.
 - d) **Respond 2♦** (*unlimited, forcing*). You have 14 high card points so you know that your partnership must try for a game. With your support in spades, you could jump directly to a **4♠** game. But that cuts out a lot of bidding room, especially if your partner has a big hand and is thinking slam. Your new suit response of **2♦** tells partner you have at least four diamonds, at least 10 points and forces your partner to make another bid. On the next turn you can decide if you should jump to **4♠** spades or start confirming a slam.
2. Your partner's cheap raise of your major describes a hand limited to 6-9 dummy points with at least three hearts.
 - a) **3♥** (*limiting, invitational*). You have 18 declarer points (17 HCPs + 1 ♠ LSP) so your partnership has 24-27 (18+6 to 18+9) total points and an eight-card heart fit. This is enough for a game if partner has 8-9 dummy points to narrow the range to 26-27 (18+8 to 18+9) total points. Bid **3♥** to invite partner to bid the game.
 - b) **Rebid 4♥** (*sign-off*). Counting the **♦KQ** as four high card points, you have 19 declarer points (17 HCPs + 2 ♥ LSP) which gives your partnership 25-28 (19+6 to 19+9) total points and a nine-card trump fit which adds additional strength. Since your partner's response was a weak limiting bid, and a slam is not likely, you should jump directly to game.
 - c) **PASS**. You have 15 declarer points (14 HCP + 1 ♥ LSP) which gives your partnership 21-24 (15+6 to 15+9) total points, not enough for a game. You should pass and settle for a part score.

3. **a)** You only have seven points, all high cards. You do not have three-card support for partner's spades and you are too weak to make a new suit forcing bid at the two level.
- b)** Partner's opening **1♠** describes a hand with 13-21 declarer points and at least five spades. Partner's cheap **2♥** rebid limits the hand to 13-16 points with five spades and at least four hearts.
- c) PASS or rebid 2♠.** Partner is most likely giving you a choice between hearts and spades. With a combined seven spades and seven hearts, you should pass because your three hearts are better support than your two spades and there is a slim chance that partner has five spades and five hearts. But you would be justified in bidding **2♠**, your partner's first bid suit.
4. **a)** Partner's *unlimited* new suit forcing **2♦** response describes a hand with at least 10 points and at least four diamonds.
- b)** Rebid **3♣** (*limiting, invitational*). You have 14 HCPs and your partner shows at least 10 HCP so a game is still possible. Bidding no trump is risky because you have two doubletons, including a worthless spade doubleton. Perhaps partner has four clubs or three hearts for a trump fit. Bidding a new suit at the cheapest level limits your hand to 13-16 points, shows a stopper in clubs, and gives partner a choice of possible rebids.
5. **a)** You only have 8 dummy points (all high card) and three-card support for partner's spades. You must make a weak response.
- b)** Partner's **1♠** opening bid describes a hand with 13-21 declarer points and at least five spades. Because you have limited your hand to 6-9 dummy points, partner must have at least 17 declarer points to invite you to bid a game.
- c) Rebid 4♠** (*sign-off*). Given 8 dummy points, all high cards, which is at the upper end of the weak response point range, you should accept your partner's invitation and try for the **♠4** game.
6. **a)** Your partner's *unlimited* new suit forcing **2♥** response describes a hand with at least 10 points and at least five hearts. Your partner's limiting **3♠** rebid tells you that your partner has at least three spades. But because your partner did not jump to game, your partner has limited the hand to 10-12 dummy points.
- b)** Rebid **4♠** (*sign-off*). You have 15 declarer points (14 HCPs + 1 ♥ LSP). Since your partnership has 25-27 (15+10 to 15+12) combined points and an eight-card trump fit in spades, you should try for the **4♠** game.

7. a) West's $3\spadesuit$ response is a *limit raise* that described a hand with 10-12 dummy points and at least four spades.
- b) East's $1\spadesuit$ opening bid described a hand with 13-16 declarer points and at least five spades. The $4\spadesuit$ rebid after West's *limit raise* implies that East has at least 15 declarer points to ensure the partnership has 25-27 (15+10 to 15+12) total points.
- c) **Lead the $\diamond K$.** Lead the top card from an attacking sequence. Even if declarer has the Ace, you setup tricks you can take later.
- d) An honor lead should be the top of connecting honors. Your partner will expect you to have the $\diamond Q$ but because you do not need a three card sequence when leading against a suit contract, your partner will not know that you also have the $\diamond J$.
8. a) Your partner's *unlimited* new suit forcing $2\clubsuit$ response describes a hand with at least 10 points and at least four clubs.
- b) **Rebid $2NT$ (*limiting, invitational*).** You have 13 high card points without extra length in hearts or four-card support for partner's clubs. Respond $2NT$ to limit your hand to 13-16 points with stopper's in the unbid suits.
9. **Develop a plan to make the contract.**
- Listen:* The bidding is no help.
- Observe:* The $\spadesuit K$ is probably top of connecting honors. West should have the $\spadesuit Q$ and East should have the $\spadesuit A$.
- Pick Master:* South should be the master hand because it has the longest and strongest trump suit.
- Pause:* Can afford 3 losers.
- Look:* 3 South (master hand) losers (2 fast \spadesuit + 0 \heartsuit + 0 \diamond + 1 fast \clubsuit).
- Analyze:* There is no need to eliminate losers and since all of the losers are fast, there is no way to eliminate any of the losers to gain an overtrick.
- Now Execute:* When gain the lead on the third trick, draw trump. Lead clubs until the $\clubsuit A$ falls. Then take the remaining tricks.
10. a) West's *unlimited* new suit forcing $2\heartsuit$ response described a hand with at least 10 points and at least five hearts. West's $4\heartsuit$ rebid implies West has at least 12 declarer points to ensure the partnership has 25-26 (12+13 to 12+14) total points.
- b) East's $1\spadesuit$ opening bid described a hand with 13-21 declarer points and at least five spades. East's limiting invitational $3\heartsuit$ rebid after West's $2\heartsuit$ new suit forcing response refined the description to include at least three hearts to make an eight-card heart fit but only 13-14 dummy points, not enough to ensure a game.
- c) **Lead the $\diamond 7$.** Lead the top of the doubleton. Your hope is that partner can take some diamond tricks and return a diamond to give you a ruff with one of your low hearts.
- d) Your partner should suspect your relatively high spot card lead is either a singleton or more likely the top of a doubleton.

11. **a)** Your partner's *unlimited* new suit forcing **1♠** response describes a hand with at least 6 points and at least four spades.
- b) Rebid 3♥** (*limiting, invitational*). You have 18 declarer points (16 HCPs + 2 ♥ LSPs) and six hearts. You should jump to **3♥** to describe a hand with 17-18 points and at least six hearts.

12. **Develop a plan to make the contract.**

Listen: The bidding is no help.

Observe: The ♦A is probably top of connecting honors. West should have the ♦K.

Pause: Can afford 3 losers.

Pick: South should be the master hand because it has the longest and strongest trump suit.

Look: 4 South (master hand) losers (0 ♠ + 2 slow ♥ + 1 fast ♦ + 1 slow ♣) assuming the missing spades are split 3-2 (68%) or 4-1 (28%).

Analyze: The only possible way to eliminate a loser is to assume that hearts are split 3-2 (68%) so that the fourth heart can be developed into a winner.

Now Execute: When gain the lead by ruffing the second diamond lead, draw trump. In the unlikely event that spades are split 5-0 (4%), finesse twice against the ♠T9. Then play hearts and hope for the 3-2 split.