

ASSIGNMENT ANSWERS

LAST REVISED ON MARCH 13, 2018

1. Your partner's *longer minor* **1♣** opening bid describes a hand with 13-21 declarer points, no five card or longer major (or six or more clubs) and usually at least four (89%) but it may only be three (11%) clubs.
 - a) **Respond 1♠** (*unlimited, forcing*). Respond to show the four-card major. If you respond a weak **2♣** you limit the hand to 6-9 points with five clubs. But you have 11 HCPs. You can show your clubs on the next turn.
 - b) **Respond 2♣** (*limiting, invitational*). You have 6/7 HCPs and know the partnership has at least an eight-card trump fit. Without a four-card major, respond a weak **2♣** to describe a hand with 6-9 points and at least five clubs.
 - c) **Respond 2NT** (*limiting, invitational*). You have a balanced hand with 11 HCPs and no four-card major. A **2NT** response limits your hand to 10-12 HCPs with a balanced shape.
 - d) **Respond 1♦** (*unlimited, forcing*). Although you do have a four-card major, you have five diamonds. Your response should show the longest suit. You can show your spades on the next turn.

2. Your partner's *longer minor* **1♦** opening bid describes a hand with 13-21 declarer points, no five card or longer major (or six or more diamonds) and usually at least four (97%) but it may only be three (3%) diamonds.
 - a) **Respond 1♥** (*unlimited, forcing*). You have 12 HCPs which gives your partnership at least 25 (12+13) total points, enough to suggest or force a game. But your first priority is to look for a major suit fit. With two four-card suits, bid the lower ranking suit. If your partner does not rebid a spade or raise your hearts, you can jump to **3NT** on the next turn.
 - b) **Respond 1NT** (*limiting, invitational*). You have 8 HCPs which is too weak to bid the clubs at the two level. Your response has to be **1NT** to limit the hand to 6-9 points without a four-card major and without diamond support.
 - c) **Respond 2♦** (*limiting, invitational*). You only have 6 HCPs. You do not have a four-card major but you can support partner's diamonds. Since you will be the master hand (the longest diamonds) you can add one point for the five card suit. A **2♦** response is the best description of your strength and shape.
 - d) **Respond 2NT or 3♦** (*limiting, invitational*). You have 11 HCPs.
 - Although you have five-card support for partner's diamonds, you have a balanced hand with stoppers in two of the unbid suits. Partner must have points in other suits and probably has a stopper in spades. You would be justified if you jumped to **2NT** to describe a balanced hand with 10-12 high card points.
 - You do not have a four-card major but you can support partner's diamonds. Since you will be the master hand (the longest diamonds) you can add one point for the five card suit. You could limit raise to **3♦** to describe a hand with 10-12 points and at least five diamonds.

3. Your partner's unlimited new suit forcing **1♥** response describes a hand with at least 6 points and at least four hearts.
- a) **Rebid 1♠** (*limiting, invitational*). You have 13 HCPs, minimal strength, and cannot support partner's hearts. Rebid **1♠** to limit your hand to 13-16 points with four spades and at least three, but probably four, diamonds.
- b) **Rebid 2♣** (*limiting, invitational*). You have 14 declarer points (12 HCPs + 2 ♣ LSPs) which is minimal strength. Cheap rebid the second suit to limit the hand to 13-16 declarer points without four spades, at least four clubs, and at least four diamonds (if you only had three diamonds you would have opened the four-card club suit).
- c) **Rebid 3♥** (*limiting, invitational*). Because you can support partner's hearts, you can count short suit points and revalue the hand to 17 dummy points (14 HCPs + 3 ♠ SSPs) which is medium strength. Jump to **3♥** to show your strength and heart support.
4. Your partner's cheap raise of your major is invitational and limits the hand to 13-16 points with at least four hearts. The partnership has a golden eight-card heart fit and should bid a heart contract.
- a) **PASS**. You have 7 HCPs so the partnership only has 20-23 (7+13 to 7+16) total points, not enough for a game. You must be content with a part score.
- b) **Rebid 4♥** (*sign-off*). Counting the ♣Q in partner's suit, you have 14 declarer points (13 HCPs + 1 ♥ LSP) which means the partnership has 27-30 (14+13 to 14+16) total points, more than enough for a game but not enough to explore for slam. Jump to the **4♥** game.
- The one who knows, goes!***
- c) **Rebid 3♥** (*limiting, invitational*). You have 11 HCPs which means the partnership has 24-27 (11+13 to 11+16) total points and the chance for a game. Rebid **3♥** to limit your hand to 10-12 points and invite partner with 15-16 points to bid the game.
5. a) Your partner's opening bid describes a hand with no five card or longer major and at least three but usually four diamonds. Your partner's limiting jump rebid to **2NT** describes a balanced hand with 18-19 points, too strong to open **1NT** and too weak to open **2NT**. This bid probably also denies a four-card spade support.
- b) **Rebid 3NT** (*sign-off*). Your 8 HCPs added to partner's 18-19 points gives your partnership 26-27 total points, enough for a game. Without an eight-card trump fit, you should bid a **3NT** game.
6. **Lead the ♥4**. Lead from the unbid major. With no sequence, lead low.

7. 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 $\spadesuit Q$.

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

Pause: Can afford 3 South (master hand) losers.

Look: You have 5 South (master hand) losers (3 fast \spadesuit + 0 \heartsuit + 2 slow \diamond + 0 \clubsuit).

Analyze: Can discard two losers on the two extra club winners in the dummy.

Now Execute: Cash the $\spadesuit A$. Draw trump. Then lead the $\clubsuit 4$ to gain entry to the dummy. Play the extra club winners and discard two losers.

8. a) Your partner's opening bid of $1\diamond$ describes a hand with 13-21 declarer points, no five card or longer major, and at least three but usually four or more diamonds. Your partner's cheap new suit rebid of $1\spadesuit$ limits the hand to 13-16 points with four spades.

b) **Rebid 3NT** (*sign-off*). You have 12 HCPs which means the partnership has at least 25 (13+12) total points, enough for a game. It is unlikely that your partnership has an eight-card trump fit. With your stoppers in clubs, the unbid suit, you should jump to 3NT.

9. **Lead the $\spadesuit 2$.** You usually do not want to lead an ace unless it is a singleton or the top of connecting honors. And, you usually do not want to underlead an ace. Since opponents probably have most of the other honors in spades, leading trump is the best bet.

10. Develop a plan to make the contract:

Listen: The bidding is no help.

Observe: The $\spadesuit Q$ is probably top of connecting honors. West should have the $\spadesuit J$ and East should have the $\spadesuit K$.

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

Pause: Declarer can afford 3 South (master hand) losers.

Look: You have 5 South (master hand) losers (2 slow \spadesuit + 0 \heartsuit + 2 slow \diamond + 1 slow \clubsuit).

Analyze: Declarer can ruff the two slow spade losers in the master hand using trump in the dummy.

Execute: After cashing the $\spadesuit A$, lead a low heart to the master hand to draw trump and lead a spade to ruff in the dummy. Lead another low heart to the master hand to draw trump and lead the last spade to ruff in the dummy. Cash the $\clubsuit A$ and lead a low club to lose. When regain the lead, finish drawing trump and cash the $\diamond A$ to make the contract.

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