

ASSIGNMENT ANSWERS

LAST REVISED ON MARCH 22, 2018

1. a) **Respond 2♣** (*artificial, Stayman*). You have 9 HCP, enough to invite a game. Because you have a four-card major, initiate Stayman to find out if partner has the same four-card major.
 - b) **Respond 2♥** (*artificial, Transfer*). Although you only have one point, you have a five-card spade suit. Initiate a transfer to spades and then pass. Your partner should be able to make a 2♠ contract more easily than a 1NT contract.
 - c) **Respond 2♣** (*artificial, Stayman*). You have 10 HCP, enough to drive to a game. But with a five-card major and a four-card major, initiate Stayman to find out if partner also has a four-card major.
2. a) **Respond 2♦** (*artificial, Stayman reply*). Your partner initiated Stayman but you do not have a four-card major.
 - b) **Rebid 2♥** (*natural, Stayman reply*). Your partner initiated Stayman and you have two four-card majors. Bid the lower ranking major (bid up the line).
 - c) **Rebid 2♥** (*natural, Stayman reply*). Your partner initiated Stayman and you have a four-card heart suit.
3. a) **Rebid 2NT** (*transfer rebid*). You have 8 HCP and exactly five hearts. The 2NT rebid invites your partner to bid a 3NT game or, if partner has at least three hearts to make an eight-card trump fit, a 4♥ game.
 - b) **Rebid 3♥** (*transfer rebid*). You have 8 HCP and six hearts. The 3♥ rebid tells your partner there is at least an eight-card golden fit in hearts and it invites your partner to bid a 3NT game or a 4♥ game.
 - c) **Rebid 3NT** (*transfer rebid*). You have 11 HCP and exactly five hearts. The 3NT rebid tells your partner you have enough points to ensure a game but you only have five hearts. It also invites your partner to bid a 4♥ game if partner has three or four hearts to make an eight-card trump fit.
4. Your partner's invitational 2NT rebid tells you that partner has 8-9 HCP and exactly five spades.
 - a) **Rebid 3♠ or 4♠**. You have 15 HCP so the partnership has 23-24 (15+8 to 15+9) total HCP, not quite enough for a game. But the partnership has a nine-card spade fit and the doubleton club might allow you to *ruff* a club trick. It should be easy to make a 3♠ contract and you have a very good chance to make a 4♠ contract to earn a game bonus.
 - b) **Rebid 3NT**. You have 17 HCP so the partnership has of 25-26 (17+8 to 17+9) total HCP, enough for a game. But the partnership only has a seven-card spade fit.
 - c) **Rebid 4♠**. You have 17 HCP so the partnership has 25-26 (17+8 to 17+9) total HCP, enough for a game. The partnership also has an eight-card spade fit and given the worthless club doubleton, the best chance for game is 4♠.

5. a) Your partner has a balanced hand with 15-17 HCPs and the **2♥** response to your **2♣ Stayman** bid tells you that your partner also has a four-card heart suit.
- b) **Rebid 4♥ (sign-off)**. You have 12 dummy points (11 HCP + 1 ♦ SSP) which gives the partnership 27-29 (12+15 to 12+17) total points, enough strength for a game. Since your partnership has an eight-card heart fit and you have a very weak doubleton in diamonds, you should bid the game in hearts.
6. **Rebid 3♦ (forcing to game) or 3NT**. Although you could bid **3NT** to describe a hand with 10-15 HCPs and exactly five spades, a **3♦ control bid** tells your partner about your points and the ♦ A which could help your partner to decide if the game should be played in **3NT** or **4♠**.
7. **Lead the ♦ 4 (fourth highest)**. Opponents convention card indicates that they play Stayman so West must have a four-card major. Based on the bidding East has four hearts. Since West did not raise the hearts, West has fewer than four hearts and must have four spades. Although spades were not bid, spades were inferred. Lead the fourth highest diamond, the unbid suit.
8. The bidding suggests the following:
- East's opening **1NT** bid limits the hand to 15-17 HCP. East's **3NT** sign-off bid narrows the range to 16-17 HCP, most likely 17.
 - Because East-West uses the **Transfer Convention**, the **2♦** response tells us that West must have five or more hearts.
 - West's **2NT** rebid tells us West only has five hearts and only has 8-9 HCP, enough to invite East to bid the game in either hearts or no trump.
 - East should have 17 HCP to bid the game. Since East prefers no trump, East probably has a doubleton in hearts.
 - East-West has 25-27 (17+8 to 17+9) HCP and you have 12 HCP. That means partner can only have 1-3 HCP.
 - Lead the ♦ 6. You want to lead from your long, strong suit. Without a three card solid or broken sequence, the best lead is fourth highest. But fourth highest is the ♦ 8 which partner will probably think is top of nothing and partner might not help you establish your diamonds. Better to tell a much smaller lie and lead the six.
- Partner has few HCP, but partner might have the ♦ J or ♦ T to help you set the contract.
9. **Rebid 3NT (sign-off)**. Because your partner bid hearts, you can count the ♥ J to get 11 HCPs, enough to drive to game. Since partner's four-card major does not match your four-card major, your partnership does not have an eight-card golden trump fit. You should bid the **3NT** game. If partner also has four spades, partner may elect to bid a **4♠** game.
10. a) The **3♠** rebid tells you that your partner also has four spades but does not have enough high card points to bid the game. Your partner is inviting you to bid the game.
- b) **Rebid 4♠ (sign-off)**. You have 17 HCPs so the partnership has 25-26 (17+8 to 17+9) HCPs, enough for a game. With a golden eight-card spade fit, a weak heart suit without a stopper, and only a doubleton in clubs, you should bid the game in spades.

11. Develop a plan to make the contract.

Listen: The bidding is no help.

Observe: The $\spadesuit Q$ is probably top of a three card sequence or broken sequence. West should have 3+ diamonds including the $\spadesuit J$ or $\spadesuit T$ or both. Opponents will try to establish their diamond suit.

Pause: You must take 9 tricks.

Look: You have 8 sure winners (3 \spadesuit + 0 \heartsuit + 2 \diamondsuit + 3 \clubsuit).

Analyze: You can promote 1 heart by losing two tricks. You can afford two losses if the missing hearts are split 4-2 (49%) or 3-3 (35%).

An overtrick is possible if the hearts are split 3-3 (35%) and you ensure that you can get to the dummy to play the fourth heart.

An overtrick is also possible if the clubs are split 3-3 (33%) or the $\clubsuit J$ and $\clubsuit T$ fall and you ensure that you end in your hand to play the fourth club.

An overtrick is also possible if the $\spadesuit J$ falls on the first three spade tricks or a finesse against the $\spadesuit J$ works.

Now Execute: Since you have three stoppers in spades and clubs, you need not fear a suit switch. Duck the first diamond to help ensure that East will not have a diamond to lead if East gains the lead with a high heart. Then, lead a heart at every opportunity. When you play the clubs, cash the $\clubsuit A$ and $\clubsuit Q$ and then lead a club to the $\clubsuit K$.

Watch: Watch for the $\heartsuit A$ and $\heartsuit K$ to fall and count the hearts to see if the fourth heart in dummy can take a trick. If twelve clubs are played the last club in your hand is good.

Note that there is a 94% chance of making the contract by promoting one heart while there is only a 35% chance of making the contract by developing one club. In addition, the hearts may yield an overtrick. When you have a choice, go with the best chance.