

ASSIGNMENT ANSWERS

LAST REVISED ON APRIL 2, 2018

1. Your opponent's *longer minor* **1♦** opening bid describes a hand with 13-21 declarer points, no five card or longer major and usually at least four (97%) but it may only be three (3%) diamonds.
 - a) **Overcall 2♣** (*invitational*). You have 12 declarer points (11 HCP + 1 ♣ LSP) and a five-card club suit. Your hand has enough strength to overcall at the two level.
 - b) **Double** (*takeout, forcing*). You have 14 dummy points (13 HCP + 1 ♦ SSP), are short East's diamonds and have two four-card majors and three clubs. This is an ideal hand for a takeout double.
 - c) **PASS**. You have 14 dummy points (13 HCP + 1 ♥ SSP) but you are not short in East's diamonds and you do not have at least three cards in each of the three unbid suits. You can not overcall because you do not have a five-card suit. You should pass and wait for further developments.
 - d) **PASS**. You only have 7 declarer points (6 HCP + 1 ♠ LSP), too weak to make a one-level overcall.
 - e) **Overcall 1♥** (*invitational*). You can make an overcall because you have 14 declarer points (13 HCP + 1 ♥ LSP) and a five-card heart suit. Or, you can make a takeout double because you have 14 dummy points (13 HCP + 1 ♦ SSP), are short in East's diamonds, and have at least three cards in each of the three unbid suits. But the overcall has a better chance of finding an eight-card major suit trump fit and it suggests an opening lead if your opponents win the contract.
 - f) **Double** (*takeout, forcing*). You can make an overcall because you have 11 declarer points (10 HCP + 1 ♣ LSP) and a five-card club suit so the hand has just enough strength to overcall at the two level. But you also have 15 dummy points (10 HCP + 5 ♦ SSP) with a void in diamonds and at least four cards in each of the three unbid suits. A takeout double is the best description of your hand and there is an excellent chance that your partner will have four or more cards in at least one of your suits.
 - g) **Overcall 1NT** (*invitational*). You have a balanced hand with 16 HCP and, since East is likely to have the ♦A, you have two stoppers in East's diamonds. A no trump overcall is the best description of the hand.
 - h) **PASS**. You do have 10 declarer points (9 HCP + 1 ♥ LSP) but your heart suit is too weak to risk an overcall.

2. Your partner's one level overcall describes a hand with 9-18 declarer points and at least five hearts.
- a) **Advance to 3♥** (*invitational*). You have 9 dummy points (6 HCP + 3 ♠ SSP) and four-card heart support. You should make a preemptive jump raise to describe a hand with 6-10 dummy points and at least four card support.
 - b) **Cuebid 2♦** (*forcing*). You have 12 dummy points (11 HCP + 1 ♦ SSP) and three-card heart support. You should cuebid opponent's suit to describe a hand with at least 11 dummy points and at least three card support.
 - c) **Advance to 1♠** (*invitational*). You have 10 HCP without support for partner's hearts. But you do have a good five-card spade suit and less than three cards in opponent's suit. You have the strength and shape to overcall your partner's overcall, especially when the overcall is at the one level.
3. Your partner's forcing takeout double describes a hand with at least thirteen dummy points, (usually) less than three hearts, and at least three cards in each of the other suits. Because your right hand opponent passed, you must bid regardless of the strength of your hand.
- a) **Advance to 2♣**. You only have 5 declarer points (4 HCP + 1 ♣ LSP) but you must make a contract bid.
 - b) **Advance to 2♠** (*invitational*). You have 11 declarer points (10 HCP + 1 ♠ LSP). Because the partnership has at least 24 (11+13) total points with an eight-card spade fit, you should jump a level to show 11-12 point invitational strength.
 - c) **Advance to 3NT or 5♣** (*signoff*). You have 15 declarer points (14 HCP + 1 ♣ LSP) which gives the partnership at least 28 (15+13) total points, enough to bid a game. Since partner must have at least three clubs, you know there is at least an eight-card trump fit and you can bid the game in clubs. But you have two stopper's in West's hearts and your partner's points must be scattered in the other suits which means there is an excellent chance to make 3NT with a possibility of an overtrick to get a higher score.
4. a) East should have 11-21 declarer points (you can open light in third seat), no five card major (or longer diamonds), and probably four diamonds (97%) but it might only be three (3%).
- b) **Overcall 1♥**. You have 12 declarer points (10 HCP + 2 LSPs), not counting the ♦J in East's suit. Given the five card heart suit, you should overcall to get your partnership in the bidding.
5. a) Your partner has at least 13 dummy points, is short in diamonds, and has at least three cards in each of the other suits.
- b) **Advance to 1♠**. Since your right hand opponent passed, you must bid. Although your clubs are stronger, it is better to bid the four-card major at the one level in the hopes of finding a four-four spade fit.

6. **a)** Because your partnership is vulnerable and your opponents are not vulnerable, your partner should have 11-18 declarer points and at least five spades.
- b) Advance to 2♠.** You will be the dummy if your partnership wins a spade contract. You have 7 dummy points (6 HCP + 1 ♥ SSP) with three card spade support, enough to raise partners spades.
7. **a)** East has 13-21 declarer points, at least five hearts, and fewer spades than hearts.
- b) Double (takeout, forcing).** You are short in opponents hearts, have support for the other three suits, and have 15 dummy points (14 HCP + 1 ♥ SSP). Since you do not have a five-card suit to overcall, use a takeout double to get your partnership into the bidding.
8. **Pass.** Your partner's second pass indicates a weak hand with no support in spades. Since you only have three sure tricks plus two probable tricks, taking eight tricks will be difficult if not impossible.
- Because your partnership is not vulnerable going down a trick or two might give you a higher score. It is also possible that a 2♠ rebid will drive opponents into bidding a contract they can not make. But a 2♠ rebid is very risky and your partner would assume that you have six spades instead of just five.*
9. **a)** Your partner's invitational jump bid of 2♠ indicates a medium strength hand with 11-12 declarer points and at least four spades.
- b) Rebid 4♠ (signoff).** You have 18 dummy points (15 HCP + 3 ♦ SSP) for a partnership total of 29-30 points with an eight-card spade fit. This is more than enough to go directly to game.
10. **Cuebid 2♦.** You have support for your partner's hearts but with 12 HCP you are too strong to make a simple raise. The 2♦ cuebid tells your partner you have at least three hearts with at least 11 points and it forces partner to make another bid.
11. **Advance to 1NT.** Because your right hand opponent passed, you must bid. But you do not have four cards in any of the unbid suits which means your partnership probably does not have an eight card trump fit. Given two stoppers in opponent's diamonds, you can bid 1NT to describe your hand.
12. **Pass.** West has at least 13 declarer points of which 12 likely come from high cards. Because East bid a new suit at the two-level, East should have at least 10 points of which most are likely from high cards. Since you have 14 high card points, your partner has less than 5 high card points. Although you have four cards in each of the unbid suits, a takeout double has little chance of leading to a winning contract and it would telegraph the location of high cards to your opponents. It is better to pass and try to set opponent's final contract.

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