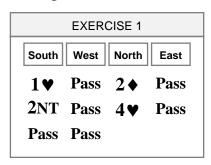
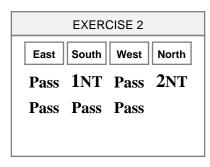
## BIDDING CONVERSATIONS - WEEK 1

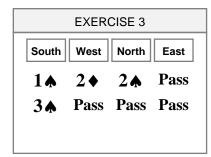
## **ASSIGNMENT ANSWERS**

LAST REVISED ON SEPTEMBER 8, 2018

## 1. Bidding translations:







- 4. a) The English version of the bidding conversation is:
  - *South:* I have less than 13 declarer points and do not have the shape or strength to open a weak two or a preemptive three.
  - *North:* I have a balanced hand with 15-17 high card points and stoppers in at least three suits. My limiting bid makes you the captain of the bidding.
  - South: I have at least 8 high card points and at least one four card major. My 2♣ artificial bid initiates Stayman to force you to bid a four card major or bid an artificial 2♠ if you do not have a four card major.
  - North: I have a four card spade suit.
  - *South:* I do not have four spades and I only have 8-9 high card points. My limiting bid invites you to bid a game.
  - *North:* Since I am at the upper end of the opening no trump point range I have decided to try for the game.
- 4. **b**) The English version of the bidding conversation is:
  - North: I have 13-21 declarer points and at least five spades.
  - *South:* I only have 6-9 points and can not support your spades. Since I have limited the strength of my hand, you are captain of the bidding.
  - North: I have at least four diamonds. Do you like diamonds better than spades?
  - *South:* Since you did not jump bid to show extra strength or invite a game, I will pass because I have better support for your four diamonds than I do for your five spades.
- 4. c) The English version of the bidding conversation is:
  - *South:* I have 13-21 declarer points and at least five spades.
  - *North:* I have at least 10 points and at least five hearts. My unlimited bid forces you to further describe your hand.
  - *South:* I have at least four clubs in addition to my five spades. My cheap rebid limits my hand to 13-16 points.
  - *North:* I have at least three spades which gives the partnership an eight-card spade fit but I do not have enough points to risk a game. I invite you to bid the game if you have 15-16 points.
  - South: I only have 13-14 points and do not want to risk a game.

- 5. a) Open 1 ♦. You have 14 declarer points (14 HCP), enough strength to open in any seat. Without a five-card suit but with two four-card minor suits, open diamonds.
  - **b)** Open 1. You have 13 declarer points (13 HCP), enough strength to open in any seat. Without a five-card suit but with two three-card minors, open clubs.
  - c) Open 1  $\spadesuit$ . You have 14 declarer points (13 HCP + 1  $\spadesuit$  LSP), enough strength to open in any seat. Open the five-card major.
- 6. a) Open 1♠ in third seat. You have 12 declarer points (11 HCP + 1♠ LSP) which is enough to open in third seat.

**Pass in first or second seat.** This hand does not have 13 declarer points and it does not satisfy the *Guideline of 20* (11 HCP + 5  $\spadesuit$  + 3  $\heartsuit$  = 19). (Agressive bidders might open in first or second seat, especially if not vulnerable.)

**b)** Open  $1 \vee$  in third seat. You have 11 declarer points (10 HCP + 1  $\vee$  LSP), which is just enough strength to open in third seat.

**Pass in first or second seat.** This hand does not have 13 declarer points and it does not satisfy the *Guideline of 20* (10 HCP + 5  $\vee$  + 3  $\spadesuit$  = 18).

- c) PASS in any seat. The hand only has 10 declarer points (9 HCP + 1  $\vee$  LSP).
- 7. a) PASS in fourth seat. The hand only has 12 declarer points (11 HCP + 1 V LSP) and it does not satisfy the *Guideline of 20* (11 HCP + 5 V + 3  $\spadesuit$  = 19) or the *Guideline of 15* (11 HCP + 3  $\spadesuit$  = 14).

PASS in first or second seat.

Open 1♥ in third seat.

b) PASS in fourth seat. The hand only has 11 declarer points (10 HCP + 1  $\clubsuit$  LSP) and it does not satisfy the quideline of 20 (10 HCP + 3  $\lor$  + 5  $\spadesuit$  = 18). The hand is too weak to open in fourth seat. But the hand does satisfy the *Guideline of 15* (10 HCP + 5  $\spadesuit$  = 15) and an agressive player might decide to open 1  $\spadesuit$  with favorable vulnerability or because of the quality of the spade suit.

PASS in first or second seat.

Open 1 in third seat.

- c) Open 1 ♦ in any seat. The hand has 14 declared points (13 HCP + 1 ♦ LSP), enough strength to open in any seat.
- 8. Your partner's 1♠ opening bid describes a hand with 13-21 declarer points and at least five spades.
  - a) Respond 2♦. Your hand has 11 dummy points (11 HCP), enough to make a *new suit* forcing 2♦ response to describe an unlimited hand with at least 10 dummy points and at least four diamonds. Plan to show your three-card spade support on the next turn.
  - **b)** Respond 1NT. Your hand only has 9 declarer points (8 HCP + 1 & LSP) if clubs are trump or 8 dummy points (8 HCP) if spades are trump. Since the hand is not strong enough to bid a new suit at the two level and it does not have three-card spade support, respond a weak 1NT to describe a limited hand with 6-9 points and less than three spades.

- c) Respond 2 . Your hand has 15 dummy points (14 HCP + 1  $\nabla$  SSP) so you know the partnership has enough strength for a game and possibly a slam. But, you can bid a new suit forcing 2 to describe an unlimited hand with at least 10 points and at least four clubs. After partner rebids, you can decide if the partnership should stop at a 4 game or begin to confirm a slam.
- 9. Your partner's *new suit forcing* **1**♥ response describes an unlimited hand with at least six points and at least four hearts.
  - a) Rebid 1NT (or 2.). You have a balanced hand with 14 HCP and stoppers in the two unbid suits. You could respond a new suit forcing 2. but a 1NT response describes a balanced hand that was too weak to open 1NT, more descriptive then a 2. response. Besides, a no trump contract will make a higher score than a club contract.
  - b) Rebid 2♣. You have an unbalanced hand with 14 HCP although the spade and heart points are weak. Respond 2♣ to limit the hand to 13-16 points with at least four diamonds and at least four clubs.

Although you could rebid  $2 \diamondsuit$  to show the five-card diamond suit, the diamonds are weak. The  $2 \clubsuit$  rebid shows a club stopper and, if partner has a spade stopper, partner could bid a no trump contract.

- c) **Rebid 2**NT. You have a balanced hand with 19 high card points, to strong to open **1**NT and too weak to open **2**NT. A jump to **2**NT is the best description of your hand.
- 10. Your partner's **1** ♥ response describes a weak hand with 6-9 dummy points and at least three-card heart support.
  - a) Rebid  $3 \checkmark$ . You have 18 declarer points (17 HCP + 1  $\checkmark$  LSP) and know the partnership has 24-27 (18+6 to 18+9) total points which is not enough to ensure a game. Respond  $3 \checkmark$  to invite partner with 8-9 dummy points to bid the game.
  - **b) PASS**. You have 15 declarer points (14 HCP + 1 V LSP) and know the partnership only has 21-24 (15+6 to 15+9) total points, not quite enough for game.

If partner has high cards in the spade suit, it might be possible to make a game. Next week we will learn how to ask for help with the spades.

- c) Rebid 4  $\checkmark$ . You have 19 declarer points (18 HCP + 1  $\checkmark$  LSP) and know the partnership has at least 25 (19+6 to 19+9) total points with first round control of each suit. Go for the game.
- 11. a) Your partner's *new suit forcing* 2♦ response describes an unlimited hand with at least 10 points and at least four diamands. The *cheap* 3♠ rebid limits partner's hand to 10-12 dummy points with at least four diamonds and at least three spades.
  - **b)** Rebid 4 $\spadesuit$ . You have 15 declarer points (14 HCP + 1  $\spadesuit$  LSP) which gives your partnership 25-27 (15+10 to 15+12) total points with an eight-card spade fit and an eight-card diamond fit. This should be enough strength to try for the 4 $\spadesuit$  game.

- 12. a) Your partner's 1 ◆ opening bid describes a hand with 13-21 declarer points, no five-card major and probably at least four (97%) but maybe only three diamonds. The cheap 2 ♠ rebid limited the hand to 13-16 points with four spades and probably four diamonds.
  - **b**) You are the bidding captain because you have not yet limited the strength of your hand.
  - c) Rebid 3NT. You have a balanced hand with 14 high card points which gives the partnership 27-30 (14+13 to 14+16) total points, enough for a game but not enough for a slam. You also have two stoppers in hearts, the unbid suit. Since the partnership has not discovered an eight-card trump fit, the best game bid is 3NT.
- 13. a) You have 14 high card points and know the partnership has 27-35 total points, enough for a game and perhaps enough for a slam. But you do not yet know the contract strain or level. Your *new suit forcing* 1♥ response describes an unlimited hand with at least six points, at least four hearts and does not deny four spades (bid up the line).
  - b) Your partner's 1♣ opening bid described a hand with 13-21 declarer points, no five-card or longer major, and probably at least four (89%) but maybe only three clubs. Partner's cheap 1♠ rebid limited the hand to 13-16 declarer points, denied four hearts and promised exactly four spades.
  - c) Rebid  $4 \spadesuit$ . After partner's cheap rebid you know your partnership has 27-30 (14+13 to 14+16) total points, enough strength for a game but not enough for a slam. Given the eight-card spade fit, bid the  $4 \spadesuit$  game. *She who knows*, *goes*.
- 14. a) Your partner's 1♦ opening bid describes a hand with 13-21 declarer points, no five-card or longer major, and probably at least four (97%) but maybe only three dismonds. Your partner's cheap new suit rebid of 1♠ limits the hand to 13-16 points with exactly four spades.
  - **b) Rebid 3**NT (*sign-off*). You have 12 **HCP** 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 **3**NT.
- 15. a) Your partner's forcing new suit 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  $4 \spadesuit$  (*sign-off*). You have 15 declarer points (14 HCPs + 1 V LSP). Since your partnership has 25-27 (15+10 to 15+12) combined points and an eight-card spade fit, you should try for the  $4 \spadesuit$  game.