BIDDING CONVERSATIONS - WEEK 2 ASSIGNMENT ANSWERS

LAST REVISED ON SEPTEMBER 15, 2018

- 1. a) Respond 2♥ (*cheap raise*). You have 8 dummy points (8 HCP) with three-card support for partner's hearts. The *cheap raise* to 2♥ describes a hand with 6-9 dummy points and at least three hearts.
 - **b)** Respond 2NT (*Jacoby*). You have 15 dummy points (15 HCP) and four-card support for partner's hearts. The *Jacoby* 2NT response describes a hand with at least 13 dummy points and at least four hearts.
 - c) Respond 2. (new suit forcing). You have 11 dummy points (11 HCP) with three-card support for partner's hearts. Because you do not have a fourth heart to make a *limit raise*, you should start with a *new suit forcing* 2. to describe a hand with 10-12 points and usually four (but it might only be three) clubs. You can show your heart support on the next turn.
 - **d)** Respond $4 \vee (preemptive)$. You have five-card support for partner's hearts but you only have 6 dummy points (5 HCP + 1 \diamond SSP). If your partner has a minimal opening, your opponents could have as many as 23 high card points, enough for a part score or a possible game when distribution points are included. A *preemptive raise* to $4 \vee$ makes it difficult for your left hand opponent to make a bid.

If you are chicken to jump to game, you can make a **cheap raise** to $2 \vee$ and hope your partner has extra strength or opponents do not compete.

- 2. a) **Respond 3** (*limit raise*). You have 11 dummy points (11 HCP) with four-card trump support. The most descriptive response is a *limit raise* to describe a hand with 10-12 dummy points and at least four spades.
 - b) Respond 2♦ (new suit forcing). You have 14 declarer points (13 HCP + 1 ♦ LSP) without three-card support for partner's spades. The partnership has about 25 high card points which is often enough strength to bid a no trump or major suit game. Given stoppers in the unbid suits you could just jump to a 3NT game. But a new suit forcing 2♦ response describes a hand with at least 10 points and at least four diamonds. This gives your partner a chance to refine the description of the hand. For example, your partner might rebid spades to show extra length which would give the partnership an eight-card spade fit.
 - c) PASS. Although you do have four-card trump support, you only have 4 dummy points $(3 \text{ HCP} + 1 \text{ } \text{\lor} \text{ } \text{SSP})$ which is not enough strength to respond. Given the nine-card trump fit, you can compete up to the three level (nine tricks) if your left hand opponent makes an overcall or a takeout double.
 - **d) Respond 2**NT (*Jacoby*). You have 17 dummy points (17 HCP) so the partnership might have a chance for a slam. A *Jacoby* 2NT response gives your partner a chance to refine the description of the hand. If partner bids clubs to show a singleton or a void, a slam is a definite possibility.

- 3. Your partner's *Jacoby* **2**NT response describes a hand with at least 13 dummy points and at least four spades.
 - a) Rebid 4♠. You only have 14 declarer points (13 HCP + 1 ♠ LSP) counting the weak ◆ J. Since you do not have a singleton or a void, jump to the 4♠ game to limit the hand to 13-16 declarer points without an interest in slam.
 - **b)** Rebid 3NT. You have 17 declarer points ($16 \text{ HCP} + 1 \triangleq \text{LSP}$). Rebid 3NT to describe a hand with 17-18 declarer points and an interest in a slam.
 - c) Rebid $3 \, \text{V}$. Opener's priority after a *Jacoby* 2NT response is to show a singleton or a void regardless of the strength of the hand.
- 4. Your right hand opponent has at least 12 points and a short heart suit to make the *takeout double*. Your partnership has little chance for a slam.
 - a) Respond 2♣. You have 11 dummy points (10 HCP + 1 ♠ SSP) and four-card heart support, enough for a normal limit raise. But after a double, a 3♥ response would be preemptive. Respond a *new suit forcing* 2♣ to describe a hand with at least 10 points and at least four clubs. Plan to rebid hearts on the next turn.
 - **b)** Respond $2 \checkmark$ (*cheap raise*). You have 8 dummy points (7 HCP + 1 \clubsuit SSP) with three-card heart support, enough to raise hearts to the two level, the normal response if your opponent had passed.
 - c) Respond $3 \vee$ (preemptive raise). You have 7 dummy points (5 HCP + 1 \clubsuit SSP + 1 \clubsuit SSP), enough to make a *cheap raise*. But after a *takeout double* it is more effective to apply the *Law of Total Tricks* to the nine-card trump fit and make a *preemptive raise* to $3 \vee$ to make it more difficult for West to advance the double.
- 5. You have 18 declarer points (17 HCP + 1 ♥ LSP) and an unbalanced hand with a five card major. You should not open no trump with an unbalanced shape so the most descriptive opening bid is 1♥.
 - a) Rebid $4 \checkmark$. Your partner's *limit raise* to $3 \checkmark$ describes a hand with 10-12 dummy points and at least four hearts. The partnership has 28-30 (18+10 to 18+12) total points so a game is ensured but without unusual distribution a slam is unlikely. Rebid the $4 \checkmark$ game.
 - **b)** Rebid $3 \checkmark$. Your partner's *cheap raise* to $2 \checkmark$ describes a hand with 6-9 dummy points and at least three hearts. The partnership has 24-27 (18+6 to 18+9) total points so a game is possible. Rebid $3 \checkmark$ to invite partner to bid the game if partner has 8-9 dummy points.
 - c) Rebid 3NT. Your partner's *Jacoby* 2NT describes a hand with at least 13 dummy points and at least four hearts. The partnership has 31-?? (18+13 to 18+??) total points so a slam is possible if the partnership has the necessary controls. Rebid 3NT to narrow the strength of your hand to 17-18 declarer points with a possible interest in a slam.

- 6. Your partner's 2♥ response describes a weak hand with 6-9 declarer points and at least three-card heart support.
 - a) Rebid $3 \diamondsuit$. You have 15 good declarer points (14 HCP + 1 \heartsuit LSP) plus a weak \diamondsuit J. Given the quality of the major suits, a game is possible if your partner has help to cover the diamond losers. Rebid $3 \diamondsuit$, a *help suit game try*, to ask partner for diamond help.
 - **b)** Rebid $3 \checkmark$. You have 17 declarer points (16 HCP + 1 \checkmark LSP). Since you do not need help to cover losers in a weak suit, rebid $3 \checkmark$ to invite partner with 8 ot 9 dummy points to bid the game.
 - **c) PASS.** You only have 13 declarer points (12 **HCP** + 1 **V LSP**) and know the partnership only has 19-22 (13+6 to 13+9) total points which is not enough to try for a game.
- 7. Your partner's new suit forcing 1 response describes an unlimited hand with at least 6 points and at least four spades.
 - a) Rebid 2 \vee (a reverse). You have 18 declarer points (17 HCP + 1 \diamond LSP) so you know the partnership has at least 24 (18+6) points, enough to make a three level contract if partner prefers diamonds over hearts. That means it is safe to bid the 2 \vee reverse to describe a hand with at least 17 points, five diamonds, and four hearts.
 - **b) Rebid 2** ♦ . You have 14 declarer points (13 HCP + 1 ♦ LSP) which means the partnership might have as few as 20 (14+6) total points which is usually not enough to make a three level contract. Since you should not reverse to 2 ♥, rebid 2 ♦ to describe a hand limited to 13-16 points with at least five diamonds.
 - c) Rebid 2. You have 14 declarer points (13 HCP + 1 \blacktriangleright LSP) which means the partnership might have as few as 20 (14+6) total points which is enough to make a two level contract. Rebid 2. to describe a hand limited to 13-16 points with at least four diamonds and at least four clubs.
- 8. 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.
- 9. a) Your partner's 1 \(\text{\Lambda} \) opening bid describs a hand with 13-21 declarer points and at least five spades. Partner's rebid of 3 \(\text{\Lambda} \) after your \(\text{Jacoby 2NT} \) response refined the description to a hand with a singleton or void in clubs.
 - b) Rebid 4♠. You have 17 dummy points (16 HCP + 1 ♦ SSP) which gives the partnership 30-?? (17+13 to 17+??) total points which is approaching slam strength. But partner's 3♣ rebid shows a singleton or void in clubs which means your club honors are probably wasted values for the purposes of a slam. Your partnership will likely lose a club trick and one or more heart tricks which makes a slam risky.

BRIDGE STATISTICS

MEDIUM STRENGTH OPENING BIDS (13-21 DECLARER POINTS)

RESPONSE BIDS THAT SUPPORT PARTNER'S MAJOR SUIT OPENING BID

OPENING BIDS

PERCENT OF 10,000,000 RANDOM DEALS		
OPENING BID	OPENING SEAT	
	FIRST	SECOND
2NT	0.3 %	0.3 %
1NT	3.8 %	3.1 %
1 🖍	6.6 %	4.8 %
1♥	6.3 %	4.6 %
1♦	8.7 %	6.5 %
1&	8.0 %	5.9 %
TOTAL	33.8 %	25.2 %

MAJOR SUIT OPENING BIDS

PERCENT OF 10,000,000 RANDOM DEALS		
OPENING BID	OPENING SEAT	
	FIRST	SECOND
1 ♠	6.6 %	4.8 %
1♥	6.3 %	4.6 %
TOTAL	13.0 %	9.5 %

MINOR SUIT OPENING BIDS

PERCENT OF 10,000,000 RANDOM DEALS		
OPENING BID	OPENING SEAT	
	FIRST	SECOND
1♦	8.7 %	6.5 %
1.*	8.0 %	5.9 %
TOTAL	16.7 %	12.4 %

RESPONSES TO 1 A OPENING BIDS (RHO PASSED)

PERCENT OF OPENED HANDS		
RESPONSE BID	RESPONSE SEAT	
	THIRD	FOURTH
4♠	1.8 %	1.3 %
3♠	5.3 %	5.3 %
2NT	5.0 %	5.7 %
2♠	14.5 %	12.8 %
TOTAL	26.6 %	25.2 %

RESPONSES TO 1 ♥ OPENING BIDS (RHO PASSED)

PERCENT OF OPENED HANDS		
RESPONSE BID	RESPONSE SEAT	
	THIRD	FOURTH
4♥	1.7 %	1.3 %
3♥	5.3 %	5.3 %
2NT	4.8 %	5.5 %
2♥	11.2 %	9.8 %
TOTAL	23.1 %	21.9 %