

BIDDING CONVERSATIONS - WEEK 3

ASSIGNMENT ANSWERS

LAST REVISED ON OCTOBER 7, 2016

1. a) **Pass in first or second seat.** You have 9 declarer points (7 HCP + 2 ♠ LSP) and six spades with two of the top four honors. That is the right strength and shape for a weak 2 ♠ opening. But you also have a side four-card heart suit, so you should pass in first or second seat.

Open a weak 2 ♠ in third seat. You do not have enough strength to open 1 ♠ in third seat but you can open a weak 2 ♠ to preempt your left hand opponent.

Pass in fourth seat. Fails the *Guideline of 15* (7 HCP + 6 ♠ = 13).

b) **Open a weak 2 ♥ in first, second, or third seat.** You have 11 declarer points (9 HCP + 2 ♥ LSP) and six hearts with two of the top four honors. This is an ideal hand to open a weak two 2 ♥ with any vulnerability.

Pass in fourth seat. Fails the *Guideline of 15* (9 HCP + 3 ♠ = 12).

c) **Pass in any seat.** You have 9 declarer points (7 HCP + 2 ♠ LSP) with six diamonds but you do not have two of the top four honors. This hand also fails the *Guideline of 20* and the *Guideline of 15*.

d) **Open 1 ♠ in first, second, or third seat.** You have 13 declarer points (11 HCP + 2 ♠ LSP) with a six-card spade suit. This is too strong to open a *weak 2 ♠* in the first three seats.

Open a weak 2 ♠ in fourth seat. You could open 1 ♠ but your partner has passed so a game is unlikely. A 2 ♠ opening makes it difficult for opponents to compete for the contract.

2. Your partner's *weak 2 ♠* opening bid when not vulnerable describes a hand with 7-12 declarer points (5-10 HCP) and at least six spades with at least two of the top four honors.

a) **Respond a forcing 2NT.** You have 15 dummy points (14 HCP + 1 ♣ SSP) so a game is possible if your partner has 10-12 declarer points. If partner rebids 3 ♠ to show a minimum, you can pass.

b) **Respond a preemptive raise to 4 ♠.** Your partner has 5-10 HCP. You have 5 HCP. Opponents must have 25-30 HCP which, with distribution points, is enough for a game and possibly a slam. Apply the *Law of Total Tricks* to the ten-card spade fit and raise to 4 ♠ to preempt your left hand opponent who must have a strong hand.

c) **Respond a preemptive 3 ♠.** You only have 10 dummy points (10 HCP) so your partnership has 17-22 (10+7 to 10+12) total points, not enough for a game. But your partnership only has 15-20 (10+5 to 10+10) total high card points which means that your opponents have 20-25 high card points and should be able to make a part score or a game. If you apply the *Law of Total Tricks* you can make a *preemptive raise* to 3 ♠ to make it difficult for your left hand opponent to compete.

3. Your partner's *weak 2* ♦ opening bid when vulnerable describes a hand with 10-12 declarer points (8-10 HCP) and at least six diamonds with at least two of the top four honors.
- a) **Respond a sign-off 3NT.** You have 17 dummy points (16 HCP + 1 ♥ SSP) and, because your partnership is vulnerable, your partner has 10-12 declarer points. With 27-29 (17+10 to 17+12) total points, your partnership should be able to make a game in diamonds. But you have stoppers in all four suits and your partnership has 24-26 (16+8 to 16+10) total high card points with a long diamond suit that should produce at least five winners. A 3NT game should be easier to make and could produce an overtrick for a higher score than a 5 ♦ game.
- b) **Respond a new suit forcing 2♥.** You have 17 declarer points (15 HCP + 2 ♥ LSP). If you only include partner's high card points, your partnership at least 25-27 (17+8 to 17+10) total points, enough for a game in hearts if partner has support.
- c) **Pass.** You have 11 dummy points (11 HCP) which gives your partnership 21-23 (11+10 to 11+12) total points, not enough for a game. If you bid your spades you may get your partnership in trouble. Note that the *Law of Total Tricks* says that your partnership is safe to bid at the two level but not at the three level.
4. a) **Rebid 3♦.** You have 11 declarer points (9 HCP + 2 ♥ LSP) which is in the upper end of the *weak two* opening point range. Tell your partner about your diamond feature.
- b) **Rebid 3♥.** You only have 9 declarer points (7 HCP + 2 ♥ LSP). A *cheap raise* to 3♥ tells your partner you are in the lower end of the *weak two* opening point range.
- c) **Rebid 3NT.** You have 11 declarer points (9 HCP + 2 ♥ LSP) which is in the upper end of the *weak two* opening point range. Without a feature, bid 3NT to describe your strength.
5. a) Since your partnership is not vulnerable, your partner should have 7-12 declarer points (5-10 HCP) and at least six spades with two of the top four honors. Your partner must also be short in at least one suit.
- b) **Respond 2NT.** You have 14 high card points counting the ♠K in partner's bid suit. If your partner has a feature that will allow you to gain access to the long spade suit, you might be able to make 3NT. Your *forcing artificial 2NT* response asks partner to bid a feature.

6. a) Since your partnership is not vulnerable, your partner has 7-12 declarer points and at least six spades with two of the top four honors. Your partner must also be short in at least one suit.
- b) East's *takeout double* implies a hand that is close to an opening bid, is short in spades, and has support for the other three suits.
- c) **Preemptive raise to 3♠**. You only have 7 good dummy points (the ♣Q9 doubleton is not worth two high card points but is worth one short suit point). Although your partnership only has 14-19 (7+7 to 7+12) total points, it does have a nine-card spade fit. Apply the *Law of Total Tricks* and raise to 3♠ to make it very difficult for your opponents to compete and since your partnership is not vulnerable, this should be a rewarding bid even if you go down one.
7. a) Your partner has less than 13 declarer points and does not have the shape or strength to open a weak two or a preemptive three.
- b) East has 13-21 declarer points, usually at least four diamonds (but it might only be three), and does not have a five-card or longer major.
- c) **Weak jump overcall 2♥**. Your partner passed so your opponents probably have the majority of the high card points. You have 12 declarer points (10 HCP + 2 ♥ LSP) and six hearts with two of the top four honors. You would have opened a weak 2♥ if East had not bid. So this is an ideal hand for a weak jump overcall to make it more difficult for opponents to find their best contract.
8. a) To overcall at the three level, East should have at least 13 declarer points and at least five diamonds. East must have at least one short suit and it is probably spades.
- b) **PASS**. Your hand is not strong enough to rebid 3♠, especially after your partner's pass indicated a weak hand. Your partner will have another chance to bid and might decide to raise your spades with good spade support and some high card strength.
9. a) Because your partnership is not vulnerable, your partner has 7-12 declarer points and at least six hearts with two of the top four honors. You have 15 good dummy points (14 HCP + 1 ♣ LSP) which means the partnership has 22-27 (15+7 to 15+12) total points with a nine card heart fit. This is not enough to take a chance on a jump to a game. But if your partner opened with 10-12 declarer points your partnership does have a game. Your 2NT response asks your partner to bid a feature.
- If your partnership has agreed that you should always rebid a feature regardless of your opening strength, asking for a feature may not be helpful.*
- b) Partner's 3♠ rebid refines the description to a hand with 10-12 declarer points and a *feature* in spades. Because you have the ♠K, partner's feature must be the ♠A.
- c) **Rebid 4♥**. Now you know your partnership has 25-27 (15+10 to 15+12) total points with a nine card heart fit. This is enough to try for the game.

10. a) You have 12 declarer points (10 HCP + 2 ♥ LSP), a six card heart suit, and less than four spades, a hand that qualifies for a weak two opening bid.

The quality of your heart suit and high card points is not good enough to upgrade the hand to a 1♥ opening bid.

- b) Your partner's new suit response is **forcing** and describes a strong hand with at least five good spades.

- c) **Rebid 2NT**. You have 10 high card points and must make a bid that indicates that you are at the upper end of the opening point range. Because you do not have three card spade support or a feature (the ♦K4 is not a guaranteed entry to your hand) the correct rebid is no trump at the cheapest level.