

BIDDING CONVERSATIONS - WEEK 4

ASSIGNMENT ANSWERS

LAST REVISED ON OCTOBER 22, 2018

1. **a) Open a preemptive 3♠ if not vulnerable.** You can count at least six spade tricks and, since there is a chance the ♠Q can be finessed or that it will fall on the ♠AK, you can add a half-trick. You can overbid three tricks when not vulnerable.
Open a weak 2♠ if vulnerable. You should only overbid two tricks when vulnerable. In third seat, consider opening a preemptive 3♠ because you know your partner has a weak hand. Your opponents might have the shape and strength to make a game.
 - b) Open 1♦ with any vulnerability.** You have 14 declarer points (11 HCP + 3 ♦ LSP). This hand is too strong for a preempt, especially if you are opening in first or second seat.
 - c) Open a preemptive 3♦ with any vulnerability.** Given the top three honors, you can count seven diamond tricks. If you are opening in third seat and your partnership is not vulnerable, consider opening 4♦ to make it harder for your left hand opponent to compete.
 - d) PASS with any vulnerability.** You can only count five tricks from the weak heart suit. Since you can overbid three tricks when not vulnerable, you might consider opening a weak 2♥ but your partner will expect 5-10 high card points and you only have four. If you are opening in third seat, preempt with 3♥ because you know your opponents have at least 24 high card points and they should be able to make a game. Make it difficult for them to find it.
2. Your partner's *preemptive 3♠* opening bid describes a hand that has less than 13 declarer points with at least seven spades. Partner's hand should be able to take six tricks when not vulnerable (overbid by three) and seven tricks when vulnerable (overbid by two).
 - a) PASS if not vulnerable.** You have three sure tricks to cover your partner's three trick overbid. You do not have an extra trick to raise to game.
Raise to 4♠ if vulnerable. You can cover your partner's two trick overbid and raise to game with your extra trick.
 - b) PASS with any vulnerability.** You only have two sure tricks which means you can cover a two trick overbid but can not cover a three trick overbid. You do not have an extra trick to raise partner's spades.
 - c) Raise to 4♠ with any vulnerability.** You have four sure tricks so you can easily cover partner's overbid and have an extra trick to raise to game.

3. **a)** Your partner has less than 13 declarer points and does not have the strength and shape to make a preemptive bid at any level.
- b) Open 3♣ in third seat.** Your opponents have the majority of the high card points. You have five sure tricks in clubs plus one trick for the four card spade suit. You can overbid by two tricks when vulnerable. But you can not open 2♣ because that is a *strong artificial* bid in our bidding system. Although a preemptive bid at the three level usually requires a seven card suit, you can relax this requirement in third seat. Preempt your opponents by opening 3♣. *Note that you should pass if you are opening in first or second seat.*
- Using the Rule of 234 you can overbid three tricks if opponents are also vulnerable.*
4. **a)** East should have less than thirteen declarer points and at least seven diamonds. East probably overbid by three tricks (not vulnerable).
- b) DBL (takeout double).** Because you expect to be the dummy, you can count 16 dummy points (13 HCP + 3 ♦ SSP). With shortness in opener's suit and four card support in each of the three unbid suits, this is an ideal hand for a takeout double.
5. **a)** Your partner has less than 13 declarer points and does not have the shape and strength to make a preemptive opening bid at any level.
- b)** East should have less than 13 declarer points with (usually) at least seven clubs. East overbid by at least two tricks and may have overbid by three tricks because of equal vulnerability or because East is opening in third seat.
- c) Overcall a risky 3NT or a safer 3♦.** Your partnership should have the majority of the high card points. You have a balanced hand with 17 high card points and a stopper in clubs. Although risky, your partnership has a chance to make 3NT.
- You also have 18 declarer points with a five card diamond suit. So, a 3♦ overcall is reasonable and somewhat safer but it is less likely to lead to a game score.
6. **Open a preemptive 3♦.** You have six sure tricks in diamonds and can overbid by three tricks when not vulnerable.
7. **a)** Your partner should have less than 13 declarer points and at least seven hearts. Because your partnership is vulnerable, your partner should have seven sure tricks plus a two trick overbid.
- b) PASS.** Although you would prefer a spade contract you can not risk a spade overcall for two reasons:
- ✓ A new suit response would force your partner to rebid at the four level.
 - ✓ You do not have enough points or sure tricks to bid a new suit.

8. a) Your partner has at least seven spades and because your partnership is vulnerable, partner overbid by two tricks. So your partner expects to take six tricks.
- b) **Respond 4♠**. You have two and one-half sure tricks and can cover partner's overbid. There is also a good chance that West does not have any spades so it is doubtful that your partnership can defeat a 4♥ contract. Given the ten-card spade fit and the extra half trick, apply the *Law of Total Tricks* and preempt your opponents. Partner may go down one or two tricks but in duplicate that will be a better score than you will get if you allow your opponents to make the 4♥ game. And who knows, your partner might actually make four spades!
9. a) Your partner should have less than 13 declarer points and at least six spades with two of the top four honors. You have the ♠KQ, so partner should have the Ace and the Jack. Since your partnership is vulnerable, your partner should have six sure tricks with a two trick overbid.
- b) **Respond 4♠**. You have at least four sure tricks, two spades and two outside Aces. This covers the two trick overbid and leaves an extra two sure tricks to try a 4♠ game.
10. a) Your partner has less than 13 declarer points and does not have the strength and shape to make a preemptive bid at any level.
- b) East has 13-21 declarer points, probably at least four diamonds but maybe only three, and probably does not have a five card or longer major.
- c) **Overcall a preemptive 4♠**. Your partnership is not vulnerable so you can overbid three tricks. You have six sure winners in spades and two sure winners in clubs so you could bid 5♠, especially in third seat. But you have five sure losers and 5♠ would probably be doubled and might go down two or three tricks. The best strategy is to make a preemptive 4♠ overcall and wait to see what your opponents and partner do.
11. **Open 3♥**. You have 10 good declarer points (6 good HCP + 4 ♥ LSP) and an eight card heart suit with three of the top four honors. You can count seven sure tricks in hearts and you can overbid two tricks when vulnerable.
- Using the Rule of 234 you can overbid three tricks if opponents are also vulnerable.*
12. a) Your partner has less than 13 declarer points and does not have the strength or shape to make a preemptive opening bid at any level.
- b) East has at least 13 declarer points, no five-card or longer major, and more clubs than diamonds. Since you have a club singleton, East may have a legitimate club suit.
- c) **Overcall 3♦**. You have 11 good declarer points (8 HCP + 3 ♦ LSP) and could overcall 1♦. But your partner has passed so it is likely that opponents have the majority of the points. You have six sure tricks in diamonds and you can overbid three tricks not vulnerable. Make a preemptive double jump overcall to 3♦ to make it more difficult for opponents to find their best contract.

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