

BIDDING CONVERSATIONS - WEEK 5

ASSIGNMENT ANSWERS

LAST REVISED ON SEPTEMBER 28, 2018

1. Your partner has a balanced hand with 15-17 high card points and probably no five-card major.
 - a) **Respond 2♣** (*artificial, forcing*). You have 9 HCPs and two four card majors. The *artificial 2♣* initiates the *Stayman* convention to find out if your partner has a four card major.
 - b) **Respond 4NT** (*quantitative, invitational*). You have a balanced hand with 16 HCPs and know the partnership has 31-33 (16+15 to 16+17) total HCPs. A slam is possible if partner has 17 HCPs. Jump to 4NT to invite partner to pass or bid a 6NT small slam.

An alternative is to jump to an artificial 4♣ to initiate the Gerber Convention (covered in week seven) to ask for an Ace count.
 - c) **Respond 2♥** (*artificial, transfer*). You have 12 HCPs and know the partnership should bid a game. But given the five-card spade suit, you should respond 2♥ to initiate a transfer to spades. Then plan to rebid 3NT to show at least 10 HCPs with exactly five spades.
 - d) **Respond 3NT**. You have 11 HCPs and know the partnership should bid a game. Even though you have a four-card major, your hand is perfectly balanced and does not have a short suit for ruffing purposes. Bypass Stayman and go directly to the 3NT game.
2.
 - a) Your partner's *artificial 2♣* bid initiates the *Stayman* convention. Your partner must have at least 8 high card points and at least one four card major.
 - b) **Rebid 2♦** (*artificial, forcing*). You must bid an *artificial 2♦* to tell your partner you do not have a four card major.
3. **Rebid 2NT** (*invitational*). You have eight high card points which is enough to invite a game but not enough to bid a game. Since you only have five hearts, invite game by bidding 2NT.
4. **Respond 2♦** (*artificial, forcing*). Although you only have four high card points, you do have a five card heart suit. Your partner will have a better chance with a 2♥ contract. Bid an *artificial 2♦* to initiate a transfer to hearts. Then pass on the next turn.
5.
 - a) Because your partner did not bid a game, partner only has 8-9 high card points. Partner's invitational 3♥ rebid promises at least six hearts.
 - b) **Rebid 4♥** (*sign-off*). Since your partnership has 25-26 high card points, a nine card heart fit, and you have a worthless club doubleton, you should bid the game in hearts.
6.
 - a) Your partner has a balanced hand with 15-17 HCPs and the 2♥ response to your 2♣ *Stayman* bid tells you that your partner also has a four-card heart suit.
 - b) **Rebid 4♥** (*sign-off*). You have 12 dummy points (11 HCP + 1 ♦ SSP) which gives the partnership 27-29 (12+15 to 12+17) total points, enough strength for a game. Since your partnership has an eight-card heart fit and you have a very weak doubleton in diamonds, you should bid the game in hearts.

7. a) Your partner has a balanced hand with 20-21 high card points.
- b) **Respond 4NT** (*quantitative*). Adding your 12 high card points gives the partnership 32-33 high card points which might be enough for a small slam. The quantitative **4NT** invites your partner to pass or bid the small slam.
- An alternative is to jump to an artificial 4♣ to initiate the Gerber Convention (covered in week seven) to ask for an Ace count.*
8. a) You and your partner have agreed to play transfers. Partner's *artificial 2♦* tells you that partner has at least five hearts and directs you to accept a transfer to hearts.
- b) **Rebid 2♥**. Accept the transfer.
9. **Rebid 3♦** (*forcing to game*) or **3NT**. Although you could bid **3NT** to describe a hand with 10-15 HCPs and exactly five spades, a **3♦ control bid** tells your partner about your points and the ♦A which could help your partner to decide if the game should be played in **3NT** or **4♠**.
10. **Rebid 3NT** (*sign-off*). Because your partner bid hearts, you can count the ♥J to get 11 HCPs, enough to drive to game. Since partner's four-card major does not match your four-card major, your partnership does not have an eight-card golden trump fit. You should bid the **3NT** game. If partner also has four spades, partner may elect to bid a **4♠** game.
11. a) Your partner's **2NT** rebid tells you that partner has exactly five spades and 8-9 high card points. Partner is inviting you to bid a game.
- b) **Rebid 3NT**. You have 17 high card points which means your partnership has 25-26 high card points but only a seven card spade fit. Since you have stoppers in the other suits, you should try for the no trump game.
12. a) The **3♠** rebid tells you that your partner also has four spades but does not have enough high card points to bid the game. Your partner is inviting you to bid the game.
- b) **Rebid 4♠** (*sign-off*). You have 17 HCPs so the partnership has 25-26 (17+8 to 17+9) HCPs, enough for a game. With a golden eight-card spade fit, a weak heart suit without a stopper, and only a doubleton in clubs, you should bid the game in spades.
13. a) You and your partner have agreed to play transfers. Your partner's **DBL** is a "stolen bid" double that tells you partner has at least five hearts and directs you to accept a transfer to hearts.
- b) **Rebid 2♥**. Accept the transfer.