

## BIDDING CONVERSATIONS - WEEK 6

### ASSIGNMENT ANSWERS

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LAST REVISED ON OCTOBER 10, 2018

1.
  - a) **Open 2NT**. You have a balanced hand with 20 high card points and a stopper in all four suits. Open **2NT** to describe the hand.
  - b) **Open 2♣ (Strong)**. You have an unbalanced hand with 23 (22 HCP + 1 ♥ LSP) declarer points. Open a *strong artificial 2♣* to force partner to respond. Plan to rebid **2♥** to show your good five-card heart suit.
  - c) **Open 1♦**. You have 22 HCP but you can not open a *strong artificial 2♣* because you do not have a good five-card suit to rebid and you do not have a balanced hand with stoppers in all four suits. If your partner can not muster six points to make a response, your partnership probably does not have a game. If your partner does respond, you should drive to game.
  - d) **Open 2♣ (Strong)**. You have a balanced hand with 23 high card points and stoppers in all four suits. Open a *strong artificial 2♣* to force partner to respond. Plan to rebid **2NT** to describe a hand with 22-24 HCPs and stoppers in all four suits.
2. Your partner's artificial **2♦ waiting bid** limits the hand to 0-7 HCPs.
  - a) **Rebid 2♥**. You must bid your good five card suit to show an unlimited hand with at least 22 declarer points.
  - b) **Rebid 3♣**. You must bid your good five-card suit to show an unlimited hand with at least 22 declarer points.
  - c) **Rebid 2NT**. You have a balanced hand with 22 HCPs and a stopper in each suit.
3.
  - a) Because your partnership has agreed to use the *Major Suit Transfers*, your *artificial 3♥* response directed your partner to say "transfer" and rebid **3♠**.
  - b) **PASS**. Your partner's opening bid promised 20-21 HCP. You have 4 declarer points (2 HCP + 2 ♠ LSP) and six spades. So you know your partnership has at least an eight-card spade fit but only 24-25 (4+20 to 4+21) total points which is not quite enough strength to risk bidding a game, especially when your partnership is vulnerable.

*Although your partner will be the declarer for the spade contract, a plan for making a suit contract should be based on counting losers in the hand with the longest trump suit. Declarer points should be used to evaluate the strength of hand with the longest trump suit.*
4.
  - a) Your partner's artificial **2♦ waiting bid** limited the hand to 0-7 points. The **3♥** rebid promised at least three hearts and refined the strength to 4-7 dummy points.
  - b) **Rebid 4♥**. You have 23 declarer points (22 HCP + 1 ♥ LSP) so your partnership has 27-30 (23+4 to 23+7) combined points and at least an eight-card heart fit. That is enough strength to bid the game but not enough to try for a slam.

5. a) Partner's **2NT** rebid described a balanced hand with 22-24 high card points and stoppers in all four suits.
- b) **Rebid 3♣** (*Stayman*). You have 4 HCP so you know that your partnership has 26-28 high card points but you do not know if the game should be played in a suit or in no trump. Since you have a four card major, bid and **artificial 3♣** to initiate *Stayman* and direct your partner to bid either a four-card major or an **artificial 3♦** to deny a four-card major.
6. **Open 2♣** (*Strong*). You have have 22 declarer points (20 HCP + 2 ♥ LSP) which is just enough to open with an **strong artificial 2♣**.
7. a) You only have 7 declarer points (6 HCP + 1 ♥ LSP). A **2♥** response would promise at least 8 points and express an interest in a slam.
- b) Partner's **3♦** rebid describes an unbalanced hand with 22+ declarer points and a good five card or longer diamond suit.
- c) **Rebid 3♥**. You know the partnership has at least 29-?? (7+22 to 7+??) total points which is more than enough to bid a game. The **3♥** rebid tells your partner that you have 4-7 points and at least five hearts. This will force partner to continue bidding until a game is reached.
8. a) Partner's **2♥** rebid described a hand with at least 22 declarer points and a good five card or longer heart suit.
- b) **Rebid 3♥**. With 6 dummy points (5 HCP + 1 ♣ SSP) and a nine-card heart fit, you have enough to bid a **4♥** game. But **3♥** describes a hand with 4-7 dummy points and at least three hearts which means that your partner will know that the partnership has at least a game in hearts. Leave bidding room in case partner has extra strength and wants to begin using control bids to look for a slam.
9. **Rebid 3♣** (*cheaper minor*). Your partner could have opened **2♣** with more than enough points to make a game. But you have a lousy hand. Although you do have three card heart support, a **3♥** rebid would also promise 4-7 dummy points so you must make a negative rebid.
10. **Respond 2♦** (*waiting bid*). Although your hand is garbage **you can not pass a strong artificial 2♣ opening bid!!!** You must make a **2♦** *waiting bid*. If partner rebids a suit, an unlimited bid, you must make a *cheaper minor* reply. If partner rebids a limiting **2NT** you must pass.
11. a) You have a balanced hand with 21 HCP and stoppers in all four suits.
- b) Partner's **artificial 3♣** initiated the *Stayman* which means your partner should have at least 4 high card points and at least one four-card major.
- c) **Rebid 3♥**. Your partner directed you to bid a four-card major (or an artificial **3♦** if you do not have a four card major).

12. a) Your partner's *strong artificial*  $2\clubsuit$  opening bid described a hand with at least 22 points and the  $3\clubsuit$  rebid described a hand with a good five-card or longer club suit.
- b) **Rebid  $3\heartsuit$** . A  $3\heartsuit$  bid tells your partner that you have 4-7 points and a good five-card heart suit. Since your partner knows that the partnership has enough for a game, partner will make another bid.

*You actually have 8 declarer points (7 HCP + 1  $\heartsuit$  LSP) and could have responded with  $2\heartsuit$  instead of  $2\diamondsuit$ .*