

DEFENDER PLAY - WEEK 1
ASSIGNMENT ANSWERS

LAST REVISED ON MARCH 7, 2022

1. Your opponent's **1♥** opening bid describes a hand with 13-21 declarer points and at least five hearts. Opponent must also have a least one short suit.
 - a) **Overcall 1♠**. You have a five-card suit with 13 declarer points (12 HCP + 1 ♠ LSP), more than enough to overcall **1♠**. Your hand also qualifies for a takeout double but the overcall, especially when it is a major suit is the best bid.
 - b) **Takeout Double**. You have 14 dummy points (13 HCP + 1 ♥ SSP), are short in opponent's suit and have three or more card support in each of the three unbid suits. Since you do not have a five card suit to overcall, use a takeout double to get your partnership into the bidding.
 - c) **Overcall 1NT**. You have a balanced hand with 17 HCP and stoppers in opponent's suit. The no trump overcall describes your hand and gives your partner a number of response options.
 - d) **Pass**. Although you have 14 HCP you can not overcall because you do not have a good five card suit and you can not make a takeout double because you are not short in opponent's suit and you do not have three card support for each the unbid suits. You must pass.

*Some players refer to this as a **trap pass**. The hope is that you will trap opponents into bidding a contract that you can defeat.*

2. Your opponent's **1♦** opening bid describes a hand that usually has four or more diamonds and usually does not have a five card major.
 - a) **Weak Jump Overcall 2♠**. You have 11 declarer points (9 HCP + 2 ♠ LSP) with a six card suit. If your right hand opponent did not open the bidding you would have opened a *weak 2♠*. A weak jump overcall to **2♠** describes you hand better than a simple overcall to **1♠** and it makes it more difficult for your left hand opponent to respond to the opening bid.
 - b) **Takeout double**. You have 14 declarer points (13 HCP + 1 ♣ LSP) and could overcall **2♣**. But you also have 16 dummy points (13 HCP + 3 ♦ SSP), are short in opponent's suit, and have at least three cards in the unbid suits. The takeout double should be better than the overcall because you have a better chance of finding an eight-card heart fit and it allows your partner to respond at a lower level.
 - c) **Pass**. Although you have a nice five-card club suit, you only have 9 declarer points (8 HCP + 1 ♣ LSP) which is not strong enough to overcall at the two level, especially when vulnerable.
 - d) **Pass**. You have 14 dummy points (13 HCP + 1 ♦ SSP) but the ♦ **QJ** are wasted values because even though they follow opponents diamonds, they are not likely to take a trick if your partnership gets the contract.

3. a) Your partner has 13 or more dummy points, is short in diamonds, and has at least three cards in each of the other suits.
b) **1♥** (*advance partner's takeout double*). Since your right hand opponent passed, you must bid. Although your clubs are stronger, it is better to bid the four card major at the one level in the hopes of finding a four-four heart fit.
4. a) Since your partnership is vulnerable and your opponents are not vulnerable, partner should have at least 11 declarer points and at least five spades to make the overcall.
b) **2♠** (*advance partner's overcall*). You will be the dummy if your partnership wins a spade contract. You have 7 dummy points (6 HCP + 1 ♥ SSP) and three card spade support, enough to raise partners spades.
5. a) Your partner has at least 13 declarer points, and no five card major. The *better of minor* club bid promises at least three clubs and more clubs than diamonds.
b) **Double** (*a negative double*). You have 16 dummy points (15 HCP + 1 ♥ SSP) so you know that your partnership belongs in a game. Double to find out if there is a four-four fit in diamonds or (hopefully) spades. Then you can bid the game in diamonds or spades. With only one stopper and a doubleton in East's heart suit, a no trump game is risky.
6. a) West has exactly four hearts because West did not open a five card major and West must have four hearts to supports East's hearts. West could have as few as two clubs if their partnership bids a short club or three clubs if their partnership bids better of the minors.
b) East has at least six points and at least four hearts. Since East did not rebid **3♥** to invite West to bid a game, East probably has fewer than 11 points.
c) **Pass** or **2♠**. Your partner's pass indicates a weak hand with no support in spades. Since you only have three sure tricks plus two probable tricks, taking eight tricks will be difficult if not impossible. On the other hand, your partnership is not vulnerable so going down a trick or two might give you a higher score. It is also possible that a **2♠** rebid will drive opponents into bidding a contract they can not make.
7. a) Your partner's jump to **2♥** after **1♣** indicates a medium strength hand with 10-12 declarer points and at least four hearts.
b) **4♥**. You have 17 dummy points (15 HCP + 2 ♣ SSP) for a partnership total of 26-28 points and at least an eight card heart fit. This is enough to go directly to game.
8. a) Since your partnership is not vulnerable, your partner should have at least 9 declarer points and at least five spades.
b) **2♦** (*a cuebid*). You have support for your partner's spades but you also have 11 high card points. This is too strong to make a simple raise. The **2♦** cuebid tells your partner you have at least three spades with at least 11 points and it forces partner to make another bid.

9. a) Your partner's *negative double* tells you that partner has at least 7 dummy points, at least four hearts and at least four spades.
- b) **3♥** (*a jump bid*). Since your right hand opponent passed, you must bid again. But with 17 declarer points (16 HCP + 1 ♦ LSP), you want to show your extra values. With a partnership total of at least 24 points, you should be able to make 9 tricks even if partner has a minimal hand.
10. a) East has at least five spades and the artificial **2♥** bid initiates a *transfer* to spades.
- b) **Double** (*lead directing*). Since West will be the declarer for either a spade or a no trump contract, your partner will make the opening lead. Your double of the *artificial 2♥ Jacoby Transfer* response tells your partner that you have strength in hearts and want a heart lead.
11. a) Your partner has 13 or more dummy points, is short in hearts, and has at least three cards in each of the three unbid suits.
- b) **1NT** (*advance partner's takeout double*). Because your right hand opponent passed, you must bid. But you do not have four cards in any of the unbid suits which means your partnership probably does not have an eight card trump fit. Given the two stoppers in opponent's hearts, you can bid **1NT** to describe your hand.
12. a) West has at least 13 declarer points of which 12 likely come from high cards. Because East bid a new suit at the two-level, East should have at least 10 points of which most are likely from high cards. Since you have 14 high card points, your partner has less than 5 high card points.
- b) **Pass**. Although you have four cards in the two unbid suits, a takeout double has little chance of leading to a winning contract and it would telegraph the location of high cards to your opponents. It is better to pass and try to set opponent's final contract.