

## ASSIGNMENT ANSWERS

LAST REVISED ON APRIL 12, 2017

1.
  - a) West's **1♣** opening bid describes a hand with 13-21 declarer points, no five-card major (or a longer club suit) and less than four diamonds (or a longer club suit). The **3♠ jump** rebid refines the hand to 17-18 dummy points and at least four spades (to make an eight card fit). This bid invites East to bid the game with more than a minimum response.
  - b) East's new suit forcing **1♠** response implies at least 6 declarer points with at least four spades. The **4♠** rebid implies at least 8 declarer points.
  - c) **Lead the ♥4**. A lead from the unbid major is better than a lead from a similar unbid minor. With no sequence, lead low (fourth highest).
  - d) **Lead the ♠2**. On the opening lead you do not want to lead an Ace that is not followed by the King and you do not want to underlead an Ace. You know your partner has very few high cards. Since opponents probably have all of the high honors in spades and might only have a 4-4 trump fit, leading trump is the best bet.
  - e) **Lead the ♦J**. The **♦J** is top of an interior three card sequence. This attacking lead is better than a **♥4** passive lead.
2.
  - a) Partner must have at least five spades and at least 9 declarer points to overcall spades at the one level, not vulnerable.
  - b) East should have at least eleven points and at least five hearts to overcall North's overcall at the two level.
  - c) **Lead the ♠2**. You should almost always lead the suit that partner overcalls. Since you do not have the Ace, a doubleton or touching honors, lead a low spade to discourage your partner in spades. This will also tell your partner you do not have a doubleton in spades.
  - d) **Lead the singleton ♦4**. Partner should know you had a good reason for not leading a spade. If partner has the **♦A**, partner will return a diamond to give you a *ruff*. If not, you will get a chance to lead spades later when you take the Ace of trump.
  - e) **Lead the ♠A**. Normally you do not want to lead an Ace but it is the best lead when the Ace is in partner's suit.. Watch partner's third hand play to see if partner encourages you to lead another spade to partner's **♠K**.
3.
  - a) East's **1♥** opening bid describes a hand with 13-21 declarer points and at least five hearts. The **2♥** cheap rebid refines the description to a hand with 13-16 declarer points and at least six hearts.
  - b) West's new suit forcing **1♠** response describes a hand with at least 10 points and at least four spades. The jump to the **4♥** game refines the description to a hand with at least 12 points, at least two hearts, and too little strength to consider a slam.
  - c) **Lead the ♦T or the ♣4**. Leading top of a doubleton in an unbid suit has higher priority than a passive lead of fourth highest in an unbid suit. Unfortunately, either lead might give declarer a free finesse.

- d) Lead the  $\spadesuit 8$  or  $\heartsuit 6$ .** With your spades, you can block declarer from running dummy's spades and discarding losers. A spade lead might also give declarer a free finesse. Because of the higher quality of the diamonds, leading the low diamond is probably better than leading the low club. A trump lead is also a safe passive lead.
- e) Lead the  $3\spadesuit$  or the  $6\heartsuit$ .** Because you have five clubs either an opponent or your partner must be short in clubs. There is a better chance to develop a trick by making a passive lead from the three card unbid suit. A trump lead is also a safe passive lead.
4. **a)** East has at least five spades and because East accepted West's invitation to bid a game, East has more than opening count.
- b)** In our bidding system a jump raise in a major suit is a *limit raise* so West should have (10)11-12 dummy points and at least four spades.
- c) Lead the  $\spadesuit K$ .** Lead the top card from an attacking sequence. Even if declarer has the Ace, you setup tricks you can take later.
5. **Lead the  $\spadesuit A$ .** Based on the bidding, opponents have no fear of spades which suggests a void, singleton, or a doubleton in spades. If the board is void after the first trick, lead a trump to reduce opponents ruffing power.
6. **a)** Your partner's lead should be top of connecting honors which means your partner should have the  $\spadesuit K$ .
- b)** You should encourage partner to continue with diamonds by playing the  $\spadesuit T$  to start a *doubleton echo*. When partner leads the third diamond you will get a ruff.
7. **a)** You have 13 declarer points (12 HCP + 1  $\spadesuit LSP$ ) and a five card spade suit with the top two honors, more than enough to overcall at the one level, even when vulnerable. This is an excellent lead directing overcall and even though your partner passed, you partnership might be able to win a part score contract.
- b)** West's  $2\heartsuit$  overcall implies West has at least five hearts. This means East must have at least three hearts to support the suit but can not have more than four hearts because East did not open a five card major.
- c)** Since you can see the  $\spadesuit 643$  you can not be sure if the  $\spadesuit 7$  is a high card to encourage or a low card to discourage. Cash the  $\spadesuit J$ , lead the  $\spadesuit K$ , and watch partner's play on the second trick. Then:
- ✓ if partner plays the  $\spadesuit 5$  or the  $\spadesuit 2$  (or discards another suit), then partner started with a doubleton (or a singleton) and declarer must have a third spade. Lead the  $\spadesuit A$  to take the third spade trick and watch partner's discard for an attitude signal about another suit. Because cashing the  $\clubsuit A$  would not set the contract, hold it to block a finesse with the  $\clubsuit K$ .
  - ✓ if partner plays a higher spade on the second trick, then partner started with at least three spades, declarer is void, and you do not want to give declarer a ruff. You should switch to a diamond or a club depending on the cards you see in dummy.