

Homework answers-contested auction

- 1) 2Sp a weak takeout -just what you would have bid if there hadn't been an overcall. NB a bid of your suit at the *lowest* (possible) level is always a weak take out.
- 2) 3Sp - too good to only bid 2Sp. We need to show a strong takeout and a jump to 3Sp indicates that.
- 3) A choice here -either 3NT or Double.
Both acceptable and both are likely to work. ie 3NT will make and 2Sp Doubled will go down. Which is best ? Tricky to say and vulnerability and the type of bridge { rubber/duplicate/chicago} will all have a bearing.
If opps are vulnerable and you double them for (say) 3 off { a likely result}, that will net 800 points which in any ones book is a good score .
- 4) Again there are choices. If there had been no overcall you would have bid a straightforward 3NT { likely to make } ; now the overcall of 2H puts some doubt in your mind. Still you do have 15 pts and partner has 12+
3NT or Double 2H are the obvious bids. Take top marks for thinking of those. To bid diamonds isn't really going to be any better. For one thing how many diamonds should you bid ? 3D is a weak take out { no jump} , 4D is just a waffle as partner will have to bid 5D anyway which is even riskier than 3NT.
- 5) 3NT or the "clever" bid of 3H. Bidding the opponent's suit acts as Stayman. Partner will know to bid 3Sp { if they have spades) or bid 3NT if they don't. { I suppose Double is also a possibility}
- 6) These are getting a bit samey !
4NT or 3D { the best bid} or Double
- 7) 4H. Anyone who thinks 3H is enough needs to think.
- 8) Whats going on ???!! Opponent's have overcalled in Diamonds which is our best suit. Well they are not going to make 8 tricks that's a fact. Double in a loud voice .
{The *loud* bit was a joke by the way }.
- 9) This is a common situation. Partner opened 1NT and you judged to pass 1NT. Quite right. The opponents though have overcalled and stopped you playing 1NT. The answer is to bid a weak take out (belatedly). Bid 2D. The best you can do.

10) The answer is we will make Ace sp + Ace Hrts + Ace Clubs + a small spade
BUT ...see below we may make even more.

T1) Ace Hrts ✓ T2) K Hrts declarer ruffs × T3) Ace sp ✓ T4) J Hrts declarer ruffs ×

By forcing declarer to ruff twice { deliberately leading the Heart suit *knowing* that declarer was out and would have to ruff } we have ended up with more trumps than declarer. ie declarer had 5 and we had 4 BUT after declarer trumped twice they only had 3 trumps, one less than us. Actually if declarer isn't careful they are going to go for a packet!. Say they continue drawing trumps as follows :

T5) Q sp declarer wins × T6) J sp declarer wins × T7) Ace Clubs ✓

Declarer has used up all their trumps and we have the lead and can lead two winning Hearts.

11)

i) 4Sp gambling raise ii) 2D DGR iii) 4C splinter iv) 2S limit raise v) 3D jump shift
oh what a lot you know ...

12)

i) 3NT ii) 3D NB a jump in a minor is VERY strong iii) 3NT iv) 4NT v) 5NT

13) We must be careful not to lose Ace sp and Q Hrt + J Hrts + K clubs.

Some of those prospective losers we can't do anything about and, some, we can.
Rather than draw trumps straight away we need to ditch a loser as follows.

T1) Ace H ✓ T2) Q D ✓ T3) Ace D ✓ T4) KD *throwing a H* ✓

and then draw trumps

14) We must be careful not to lose K sp and Ace Di + K Di + Q Di.

Some of those prospective losers we can't do anything about and, some, we can.
Rather than draw trumps straight away we need to ditch a loser as follows.

T1) Ace H ✓ T2) K Cl ✓ T3) Ace Cl ✓ T4) Q Cl *throwing a Di* ✓

and then draw trumps

How to draw trumps ? we can lead the 9 sp for a finesse.