

Homework Answers DGRs 6-7 April

1) 4Sp -surely worth a sporting raise to 4Sp.

Yes you only have 7 high card points but to those you can add:

2 x singletons @ 2pts each and two extra spades @ 1 point each

ie the hand is "worth" 13 pts. There are other methods to gauge a hands

worth { some would count losers } but by far and away the best method is to

bid 4Sp on distributional hands like this and see what happens and then remember

the results! { you will be pleasantly surprised perhaps how often 10 or 11 tricks can be made }.

2) 3H a straightforward limit raise. A bid of 3H shows 10-12 pts

3) worth a raise to 4S BUT the raise must be delayed to convey the 13 High card points.

Bid 2D to begin with and follow with 4 Sp.

4) 4Hrts . Gambling raise.

NB the hand is "worth" 8 high card points plus a void plus two extra points for the extra Hrts.

5) Well far too good for an immediate 4Sp of course.

Did you think of a Delayed Game Raise of 2D ? well done but still not enough.

Having 16+ pts we need to jump in a new suit.

Bid 3D.

6) Bid 1Sp. Follow up with 4H.

7) Still try the DGR route. Bid 2D

8)Now an immediate 4Sp is right.

9)bid 4Sp.

10)partner's 4Sp bid will be of the distributional type and passing 4Sp is probably best.

11) Now partners DGR route to 4Sp promises 13 pts and we are entitled to investigate a slam. 4NT is our bid.

12)Well 3NT as an opening bid showed a solid minor preempt and little else

e.g x
Jxx
AKQJ10xx
xx

we held: xxx

AQxx

xxx

xxx

if we pass 3NT we are not going to do very well !! { the opponents will take 5 spades and 4Clubs at least before we can get in }}. Passing 3NT is not *un bon idee*.

You should bid 4Cl as a kind of weak take out.

Opener , if they have clubs will pass and if they have diamonds, will bid 4D.

13) no unlucky Q)13

14) d

we have 4 losers and need to dispose of one of the losers at break neck speed.
Playing on diamonds to discard a Hrt before the opponents get in is best.

15) d

Its the same as 14 in that we have potentially 4 losers. It is true that they are not the definite losers that they were in 14 { some may not be losers at all eg the diamond and spade finesses may not lose } BUT as they may be losers we should endeavour to discard the losers if we can. Playing on clubs to chuck Hrts is best.

16) Pass of course. Surely noone still does a weak take out on this type of hand do they ?