

Homework - NT bidding

S.T.O

1) 1NT -----3H
4H

NB opener has 3 Hrts

2) 1NT -----3H
3NT

NB opener has 2 hrts

W.T.O

3) 1NT ----- 2S
Responder
Has a 5+ suit and
Weak pts 0---5

L.R.

4) 1NT -----3NT
Responder does NOT do a
S.t.o in a minor

S.

5) 1NT -----2C
2S ----- 3S

6) 1NT ----- 2C
2D -----3NT

Opener shows a major if they have one; if they haven't they bid 2D.

Responder adds their points to opener's known point (NB that is ONLY 12) and
Raises as far as they can

S.T.O

7) 1NT -----3S

8) 2NT -----3S

Responder needs 13+ for a S.T.O after 1NT and only 5+ for a S.T.O after 2NT

S.

9) 2NT -----3C

Q.R.

10) 2NT -----4NT

Responder needs 5+ for a Stayman bid after 2NT; responder prefers the Q.R (with 11
pts rather than the Stayman response)

11) 1NT -----2C
2S -----3s
4S

12) 2NT-----6NT
if you bid "only" 4NT you are wrong.
You know of 33+ between the pair so bid slam directly

13) The best chance is that the clubs break 3—2 (67% ish).

So you play the A + K + Q clubs . If they "broke" the last club is a winner (and your
9th trick); if that didn't work you can next try the diamonds and hope they break 3-3 (about 36%ish). So play the A + K + Q and if they "broke" the last diamond is a winner
and the 9th trick . If nothing works you will have to take the spade finesse (50%).

We tried the suits in this order (clubs /Diamonds/spades)because we would not lose
the lead in clubs and diamonds whatever happened.

14) This time there are two main chances , the clubs breaking 3-3 and the spade
finesse. We try both but play clubs first because (as above) if the clubs don't break
you can still fall back on the spade finesse without losing the lead,.

W.w.w. in hrts then A + K + Q clubs -(if they broke you are home + dry) if they didn't,
play Ace diamonds and a spade finesse.

15) no number 15

16) The defender should have held up their diamond Ace to make it more difficult for opener to cross to their long diamond suit in the dummy.

So the defender should NOT play their Ace on the 9; when the next diamond is led again they should NOT play their Ace; finally they play their Ace on the 3rd round of the suit.

17) The only real hope is a ruffing finesse in clubs.

(Know what that is ? Still you could always look it up in your notes I spose ? The advantage of having notes to read and re read ?. Oh yes that's a good idea)

Here goes.

1) win Ace clubs

2) play Q clubs –quite likely to be covered by the K ...which you ruff in hand

3) play a spade to the Ace

4) play winning J clubs throwing a heart (or a diamond)

You started with 4 losers and by discarding a loser on the good J clubs you reduced those to 3 losers.