

# THE LANGUAGE OF BIDDING

## ANSWERS TO PROBLEMS

- SLIDE 8** In the first sequence, 3NT is a Final Contract Bid. In the second, it is an informative bid (13-15, balanced, no 4 card major)
- SLIDE 16**
1. Consider opening 1NT rather than 1♠
  2. Opening 1♦ maybe better than 1♠. 1♠ would get the hand played the wrong way round if responder bids 1NT. Also there is a danger of losing a 5-3 heart fit.
  3. 1NT is better than 1♦ (to avoid having to rebid 2♦)
  4. Open 1♠ and plan to rebid 2♠ rather than 2♦
  5. Good enough for an opening 1♥ despite 10 HCP only
  6. Open 1♦ and rebid 1♠ over 1♥ (not 2♠).
  7. Open 1♦ and plan to rebid just 2♦ despite great playing strength
  8. Open 1♥ and rebid 2♥ - not strong enough for a reverse
  9. Prefer 1♦ as an opening rather than 1♥ with such a poor suit
- SLIDE 18**
1. Respond 1NT to an opening 1♥ or 1♠
  2. Raise an opening 1♥ or 1♠ to 2♥ or 2♠
  3. Respond 2♦ to an opening 1♥, bid 2♠ next round
  4. Raise 1♥ or 1♠ to 3♥ or 3♠
  5. Raise 1♥ to 4♥
  6. Respond 2♦ to an opening 1♥ or 1♠.
  7. Respond 2♠ after an opening 1♠, 1♦ or 1♥.
  8. Respond 1♠ only (as this is a two suited hand)
  9. Respond 2NT (Jacoby) to an opening 1♥ or 1♠
- SLIDE 20**  
1♥ - 1♠ - ?
1. Open 1♥ and rebid 2♦ over 1♠
  2. Open 1♥ and raise 1♠ response to 2♠
  3. Open 1♥ and raise 1♠ to 3♠
  4. Open 1♥ and rebid 3♥
  5. Open 1♥ and rebid 1NT over 1♠
  6. Open 1♥ and rebid 2NT
  7. Open 1♥ and rebid 3♠ over 1♠
  8. Open 1♥ and rebid 2♥ over 1♠ (not 2♦)
  9. Open 1♥ and rebid 1NT over 1♠ (not 2NT)
- SLIDE 22**  
1♥ - 2♣ - ?
1. Rebid 2♦ after 2♣ (this is forcing)
  2. Rebid 2♥ after 2♣ (not strong enough for a reverse)
  3. Rebid 2♠ after 2♣ response

4. Rebid 3♥ after 2♣ response (this is forcing)
5. Rebid 2NT rather than 2♦ after 2♣
6. Rebid 2NT after 2♣
7. Bid 3♦ after 2♣ response. This is a jump cue, agreeing clubs and forcing to game.
8. Rebid 2♥ after 2♣
9. Raise 2♣ to 3♣

SLIDE 24  
1♥ - 1NT - ?

1. Rebid 3♦ (strong, but not forcing)
2. Pass (responder won't have 3♥)
3. Rebid 2♠ (at a push)
4. Rebid 3♥ (not forcing)
5. Rebid 2♦
6. Rebid 2NT (or 3NT if you feel lucky)
7. Rebid 4♥
8. Rebid 2♥ (Better 6-1 than 4-3 in trumps)
9. Rebid 2♣

SLIDE 25

1. Bid 3♠ (100% working points)
2. Bid 4♣ - slam suitable, again working points
3. Respond 3♥ - excellent trumps and 100% working points

SLIDE 27

1. Raise to 4♥, not 3NT – presumed 6-2 fit
2. Raise to 3NT with max and only 3 hearts
3. Pass – partner is weak with long diamonds

SLIDE 29

1. Rebid 3♠ (2♥ was game forcing)
2. Pass – misfit hands should backpedal
3. Bid 3♥ - guard showing. Note 100% working points

SLIDE 34  
1♠ - ?

1. Bid 4♣ (Splinter – good 7 loser hand)
2. Raise to 2♠ (8 losers but No Aces or Kings)
3. Bid 4♦ (Splinter)
4. Bid 2♠ rather than 1NT
5. Model hand for a raise to 3♠
6. Bid 2NT (Jacoby) – too strong for Splinter
7. Raise to 2♠ (100% working points)
8. Respond 2♥

SLIDE 35

1. Bid 4♠ (100% working points)
2. Bid 3♠ only as heart values are not working points
3. Bid 4♣ - 100% working points

SLIDE 37

1. Bid 2NT – responder may have 3♥ only
2. Bid 4♠ - 100% working points
3. Bid 4♦ (Splinter, 100% working points)

