

# Bridge Booklet

## ANSWERS

#1 – Introduction

#2 – Declarer Play

#3 – Defence

#4 – Bidding 1

#5 – Bidding 2



## Booklet #1 – Introduction

### Dealing your first hand (15)

1. (a) 52 cards in a pack ✓ (b) 13 cards in each suit ✓ (c) Everyone has 13 cards ✓  
(d) If you have 5 Diamonds, 3 Spades and 2 Clubs you must have 3 Hearts ✓
2. (a) This hand has  $4+5+3+7 = 19$  points ✓ (b) This hand has  $3 + 4 + 4 + 4 = 15$  points ✓
3. (a) This hand wants Spades as trumps ✓ (b) This hand wants Spades or Diamonds ✓
4. There are 40 high cards points in a complete pack (10 in each of the 4 suits) ✓
5. (a) This hand has  $9 + 1 = 10$  points ✓ (b) This hand has  $4 + 4 = 8$  points ✓
6. As an example, this hand has 13 points ♠x ♥Axx ♦KQJxxx ♣QJx ✓
7. (a) If East is declarer, West is dummy ✓ (b) North and South are defenders ✓✓

### Playing the cards (20)

1. If South is declarer then West makes the opening lead ✓
2. (a) 13 tricks in a deal ✓ (b) 7 tricks is least half ✓ (c) If declarer get 9 defence get 4 tricks ✓
3. (a) ♣A (b) ♣J (c) ♥2 (d) ♥5 (e) ♣8 (f) ♥5 ✓✓✓✓✓✓
4. (a) This trick is unusual as the ♣A is used to beat his own partner's ♠K ✓✓  
(b) This trick is unusual as the last player throws away a losing ♦A ✓✓
5. (a) You have 10 points ✓ (b) Play your lowest, the ♥3 ✓ (c) Ruff with the ♠2 ✓
6. (a) Won 7 tricks ✓ (b) Lost 4 tricks ✓ (c) 2 tricks to go ✓

### The auction (20)

1. (a) If South is dealer South bids first ✓ (b) West bids next ✓

Contract	Trump Suit	Tricks Declarer Needs	Tricks Defence Needs	
2♠	Spades	8	6	✓
3NT	None	9	5	✓
4♥	Hearts	10	4	✓
6♣	Clubs	12	2	✓

2.	4♦	Diamonds	10	4	✓✓
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3. (a) After 2♠ you can bid 2NT ✓  
 (b) After 3♠ you can bid 4♦ or 5♦ ✓✓  
 (c) After 4♥ you can bid 4NT or 5♥ ✓✓
4. (a) 4♥ making ten declarer wins ✓  
 (b) 5♦ making 12 declarer wins ✓  
 (c) 6♣ losing 2 defence wins ✓
5. (a) The contract is 2♣ and South is declarer ✓✓  
 (b) The contract is 3NT and East is declarer (they bid NT first) ✓✓

### Basic Declarer Play (20)

1. (a) 7 Hearts for declarer, 6 for defence ✓  
 (b) 8 Diamonds for declarer, 5 for defence ✓  
 (c) 9 Clubs for declarer, 4 for defence ✓
2. (a) If trumps split 2-2 you need to draw only 2 rounds ✓  
 (b) If trumps split 3-1 you need to draw only 2 rounds ✓  
 (c) If trumps split 4-0 you need to draw only 2 rounds ✓
3. (a) Declarer can ruff 1 Heart in dummy ✓  
 (b) He can ruff 2 Diamonds in dummy ✓  
 (c) Declarer can win 5 Spades, 2 Hearts, 2 Diamonds and 2 Clubs for 11 tricks ✓✓✓
4. (a) Lose 0 Spades (b) Lose 1 Heart (c) Lose 0 Diamonds (d) Lose 1 Club ✓✓✓✓  
 (e) Declarer can win 5 Spades, 2 Hearts, 3 Diamonds and 1 Club for 11 Tricks ✓✓✓  
 (f) If declarer plays all his trumps he can't ruff a Diamond in dummy, gets only 10 tricks ✓✓

### Basic Defence (20)

1. (a) Against 7NT you need 1 trick so should lead your ♠A to beat the contract ✓✓  
 (b) Against 6NT you need 2 tricks so lead ♥K to set up a Heart trick along with ♠A ✓✓

- (c) Against 3NT you need 5 tricks so lead ♦Q to set up 4 Diamond tricks along with ♠A ✓✓
2. (a) Aces are for killing Kings ✓  
(b) Second hand low third hand high ✓
  3. (a) If West plays ♥A declarer will be able to win ♥K and ♥Q for two tricks ✓  
(b) If West plays low declarer will win ♥K only for just one trick ✓
  4. (a) If East plays ♣K declarer will win ♣A for one trick ✓  
(b) If East plays low declarer will win ♣J and ♣A for two tricks ✓
  5. (a) Against 4♠ you lead your singleton Heart ♥7 to try and get a ruff ✓✓  
(b) Against 3NT you lead your 4<sup>th</sup> highest club ♣4 to try and establish the suit ✓✓  
(c) Against 4♥ you lead ♠Q as its your partner's suit ✓✓
  6. (a) If East starts each trick East-West win ♦J and ♦K for 2 tricks ✓  
(b) If West starts each trick East-West win nothing for 0 tricks ✓

### Use your memory (20)

1. (a) ♠J62 ♥K765 ♦Q43 ♣J43 is 4333 ✓ (b) ♠AKT965 ♥♦AK43 ♣932 is 6430 ✓
2. (a) Declarer has 2 Spades, 3 Hearts, 1 Diamond so started with 7 Clubs ✓✓  
(b) After ruffing three times he has 4 Clubs left ✓
3. Your master cards are ♠Q, ♥JT and ♣9 ✓✓✓✓
4. Keep the ♥5. Your ♦A is no use as declarer isn't about to play them as he just ruffed one ✓✓
5. (a) You have 2 Spades, opener and dummy have 4, so partner must have 3 Spades ✓✓  
(b) You have 13 points, dummy has 11, opener has 12-14, so partner has 2-4 points ✓✓  
(c) You have 5 Diamonds, dummy has 2, partner 2, so declarer started with 4 Diamonds ✓✓
6. (a) East is declarer so West is dummy ✓  
(b) West bid Spades then Clubs then raised Hearts so is probably 5314 with 1 Diamond ✓✓

## Booklet #2 – Declarer Play

### Winning tricks by force (25)

- (a) 2 tricks ✓ (b) 2 tricks ✓ (c) 3 tricks ✓ (d) 4 tricks ✓
- (a) 1 trick ✓ (b) 2 tricks ✓ (c) 2 tricks ✓ (d) 3 tricks ✓
- (a) 9 points in dummy and 18 in hand for 27 in total ✓  
(b) In 3NT you need  $3 + 6 = 9$  tricks ✓  
(c) You can cash 1 Spade, 0 Hearts, 2 Diamonds and 5 Clubs (8 in total) ✓✓✓✓  
(d) You can develop 2 tricks in Hearts ✓✓  
(e) With your 8 cashing tricks and 2 in Hearts that gives you 10 in total ✓
- (a) 1 trick ✓ (b) 2 tricks ✓ (c) 1 trick ✓  
(d) 5 tricks (as no one else will have any left after the ♠AKQJ) ✓
- (a) ♥Q ✓ (b) ♥A ✓ (c) ♥J ✓ (d) ♥A ✓

### Establishing a suit (25)

- (a) 5 tricks ✓ (b) 4 tricks ✓ (c) 4 tricks ✓ (d) 4 tricks ✓
- (a) 4 tricks ✓ (b) 3 tricks ✓ (c) 3 tricks ✓ (d) 3 tricks ✓
- (a) 5 Spades ✓ (b) 6 Hearts ✓ (c) 2 Diamonds ✓ (d) 0 Clubs ✓
- (a) 3 tricks ✓ (b) 1 trick ✓ (c) 4 tricks ✓ (d) 4 tricks ✓
- (a) You can cash 2 Spades, 2 Hearts, 2 Diamonds and 2 Clubs (8 tricks altogether) ✓✓✓✓  
(b) You need a total of 3 Heart tricks, so need 1 extra ✓  
(c) You are hoping the Heart suit splits 3-2. If you just win the ♥AK you'll lose the third round and have no way back to dummy. You must deliberately lose the first Heart trick. Then you can come back and win the ♥AK, and hopefully a few more as the other defenders will be out. ✓✓  
(d) You could win 5 Heart tricks, giving you  $2+2+2+5 = 11$  tricks in total ✓  
(e) Spades could also give you a ninth trick, if you lose a round ✓

### The finesse (25)

1.

	Which key honour is missing?	Who do you hope has it?	How will you play the first trick	How many tricks could you win?	
♠AQ ♠xx	King	West	Low to the Queen	2	✓✓
♥Kx ♥xx	Ace	West	Low to the King	1	✓✓
♣AKJT ♣xx	Queen	West	Low to the Jack	4	✓✓
♦KQx ♦xx	Ace	West	Low to the Queen	2	✓✓
♠AJx ♠Kxx	Queen	West	Low to the Jack	3	✓✓
♥AJxx ♥Kxx	Queen	West	Low to the Jack	4 (if suit splits 3-3)	✓✓

2. In Spades max is **3 tricks** just by **cashing your ♠AKQ** ✓✓

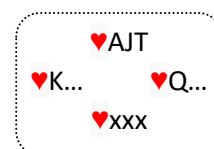
In Hearts max is **1 trick** by **leading up to dummy's ♥Q twice** hoping West has ♥AK ✓✓

In Diamonds max is **6 tricks** by **finessing the ♦K** by leading ♦Q ✓✓

In Clubs max is **0 tricks** ✓

3. (a) **Finesse the ♥J** on the second trick ✓

You are hoping the suit is like this, and you get **two tricks** ✓



(b) **Finesse the ♥J** on the second trick ✓

You are hoping the suit is like this, and you get **two tricks** ✓



4. (a) You have only 7 Hearts so should **finesse the ♥Q** (low to the ♥J) ✓

(b) If East opened 1♥ he probably has ♥Q so don't finesse, instead **play for the drop** ✓

### Playing in NT (25)

1. (a) Sure winners are **0 Spades, 2 Hearts, 0 Diamonds, 2 Clubs** (4 in total) ✓✓

(b) You could get **5 Spades, 3 Hearts, 0 Diamonds, 3 Clubs** ✓✓

(c) The most profitable suit to work on is **Spades**, as there are potentially 5 extra tricks.

You **start with low to the ♠Q**, then keep going, hoping the suit splits 3-2 ✓✓✓

(d) The danger suit is **Diamonds** where you have no stopper ✓

(e) You will probably **lose 5 Diamonds** (if the suit splits 5-4), but could lose more ✓

You should make **1NT**, losing 1 Spade and 5 Diamonds (but a better contract is 1♠!)

2. (a) Sure winners are **1 Spade, 3 Hearts, 1 Diamond, 2 Clubs** (7 in total) ✓✓

(b) You could get **4 Spades, 3 Hearts, 1 Diamond, 4 Clubs** ✓✓

(c) The most profitable suit to work on is **Spades**. Start by finessing **low to the Q♠** ✓✓✓

(d) The danger suit is **Diamonds**. After playing the ♦A stopper you could lose 3 or 4 tricks ✓✓

3. (a) Sure winners are **2 Spades, 3 Hearts, 2 Diamonds, 2 Clubs** (9 in total) ✓✓  
 (b) You could get **3 Spades, 3 Hearts, 5 Diamonds, 3 Clubs** ✓✓  
 (c) The suit to work on is **Diamonds**. Play ♦AK then lose a trick, hoping they split 3-2 ✓✓✓

Using Trumps (25)

1.

	How many trumps you have	How many missing	Minimum rounds to draw trumps	Way to play first trick	
♠A6 ♠KQJT432	9	4	2 (they split 2-2)	Low to Ace	
♥Q4 ♥AKJ653	8	5	3 (they split 3-2)	Low to Queen	✓✓
♣AQ62 ♣7543	8	5	3 (they split 3-2)	Low to Queen	✓✓
♦AJT6 ♦5432	8	5	3 (they split 3-2)	Low to Ten	✓✓
♠AKJ62 ♠75	7	6	3 (they split 3-3)	Low to Jack	✓✓

2. (a) **Three rounds** draws all the trumps if they split 3-2 ✓  
 (b) You could win **5 Diamonds** (4 top tricks and one length winner) ✓  
 (c) If you don't draw trumps first a **winning Diamond might get ruffed** ✓✓  
 (d) **Draw trumps, then win Diamonds**. You lose (at most) two Clubs and one Heart ✓✓
3. (a) **Three rounds** draws all the trumps if they split 3-2 ✓  
 (b) Drawing trumps you **lose 3 Diamonds** and 1 Club for **4 losers** (too many for 4♠) ✓✓  
 (c) **Don't draw trumps!** Ruffing one or more Diamonds lets you make the contract ✓✓
4. (a) If you draw trumps you will win only your **4 Diamond tricks** ✓✓  
 (b) If you don't draw trumps you can win your eight trumps separately, for **8 tricks** ✓✓  
 (c) You win the trump opening lead, then win six more trumps ruffing, for **7 tricks** ✓✓

Counting losers (25)

1.

♥Kx	♥Kx	♥A	♥AKx	♥QJxx	♥AQJxx	♥Axxx	♥Kx	
♥Axxx	♥Qxx	♥Kxx	♥xxx	♥Kxxx	♥xxx	♥QJxx	♥xx	
0	1	0	1	1	½	1½	1½	✓✓✓✓
								✓✓✓

2. (a) **0 Spade** losers, **1 Heart** loser, **1 Diamond** loser, **1 Club** loser (3 in total) ✓✓  
 (b) **5 Spade** winners, **2 Hearts** (with a ruff), **3 Diamonds**, **0 Clubs** ✓✓

- (c) **Immediately play Hearts to get your ruff.** Wait too long and defence draw trumps ✓✓
3. (a) **1 Spade** losers, **1 Heart** loser, **1 Diamond** loser, **1 Clubs** loser (4 in total) ✓✓  
(b) **2 Spade** winners, **4 Hearts**, **2 Diamonds**, **2 Clubs** ✓✓  
(c) You will get 10 winners without ruffs, so **just draw trumps**  
A losing Spade or Club can be thrown on an extra Diamond winner from dummy ✓✓
4. (a) **0 Spade** losers, **1 Heart** loser, **0 Diamond** losers, **½ Club** loser (1½ in total) ✓✓  
(b) **Up to 4 Spade** winners, **1 Heart**, **5 Diamonds**, **5 Clubs** ✓✓  
(c) You can't ruff all those Spades and get back to hand  
Instead **finesse Clubs early on**, draw trumps and throw losing Spades on Clubs ✓✓



## Booklet #3 – Defence

### Which card to play (20)

1. (a) Start a trick with top of a sequence: ♠K, ♥J, ♦Q or ♣K ✓  
 (b) Follow suit with the lowest of a sequence ♠Q, ♥9, ♦J or ♣Q ✓
  
2. (a) Declarer has the ♥J. If partner had it he'd have played it instead of the ♥Q ✓✓  
 (b) Partner has the ♥K. If declarer had it he'd (almost certainly) use it to win the trick ✓✓
  
3. Spades lead ♠A (top of a doubleton) ✓✓  
 Hearts lead ♥6 (start of a middle-up-down) ✓✓  
 Diamonds lead ♦3 (low from an honour) ✓✓  
 Clubs lead ♣6 (second from all small) ✓✓
  
4. (a) Partner has either a doubleton Spade, or many small Spades ✓✓  
 (b) Partner has three small Spades ✓  
 (c) Partner has either some Diamonds with an honour (like ♦Q42) or a singleton ✓✓  
 (d) Partner has either a doubleton Diamond (like ♦94) or a singleton ✓

### Opening leads vs suit contracts (25)

1.	Your lead	Reason	
♠2 ♥A54 ♦QJ84 ♣AK865	♠2	Singleton, to try and get a ruff	✓✓
♠2 ♥A ♦QJT742 ♣K8653	♦Q	Top of a sequence (no point trying for a ruff as your only trump is the Ace which will win anyway)	✓✓
♠J2 ♥J32 ♦A742 ♣K865	♠J	Top of a doubleton	✓✓
♠KQJ2 ♥J32 ♦74 ♣K865	♠K	Top of a sequence	✓✓
♠KT3 ♥732 ♦Q74 ♣K865	♥3	If in doubt, lead a trump!	✓✓

2. (a) Lead ♣A (top of sequence) ✓✓  
 (b) Lead the ♦J (partner's suit) ✓✓  
 (c) Lead Diamond/Heart (avoid declarer's suits) ✓✓
  
3. (a) Danger suit is Hearts (could lose three quick tricks) ✓✓  
 (b) Danger suit is Spades (they might get a ruff) ✓✓  
 (c) Danger suit is trumps (you need dummy's trumps) ✓✓

4. (a) Likely to get a ruff (partner should have ♥A) ✓
- (b) Unlikely to get a ruff (they'll have all the Aces) ✓
- (c) Unlikely to get a ruff (West likely has ♥A) ✓

### Opening leads vs NT (20)

1.	Your lead	Reason	
♠2 ♥A54 ♦QJ84 ♣AK865	♣6	Fourth highest of longest suit	✓✓
♠2 ♥A ♦QJT742 ♣K8653	♦Q	Top of a sequence of best suit	✓✓
♠J2 ♥J32 ♦AT42 ♣K865	♦A	Fourth highest of best suit	✓✓
♠KQJ2 ♥J32 ♦74 ♣K865	♠K	Top of a sequence	✓✓
♠632 ♥73 ♦Q742 ♣9865	♥7	Top of a doubleton (with weak hand try and hit partner's suit)	✓✓

2. (a) Lead 4<sup>th</sup> highest Club ♣4 ✓
  - (b) Lead 4<sup>th</sup> highest Spade ♠2 (avoid leading Clubs if opponents have bid them) ✓
  - (c) Lead top of doubleton ♥8 (the suit partner bid) ✓
3. (a) Diamonds are weakest suit (only one stopper) ✓
  - (b) Spades are weakest suit (only four cards) ✓
  - (c) Clubs are weakest suit (only five cards) ✓✓
4. (a) Likely partner has Clubs (partner bid them) ✓
  - (b) Possible partner has Clubs (East probably has some too) ✓
  - (c) Unlikely partner has Clubs (West bid them) ✓

### Using your high cards (25)

1. (a) If West leads ♥3 declarer wins ♥T then later ♥K and ♥A for three tricks ✓
  - (b) If West leads ♥Q declarer wins ♥A then later finesses to win ♥T and ♥K for three tricks ✓
  - (c) If East leads the suit declarer can only get ♥K and ♥A for two tricks ✓
  - (d) If declarer plays the suit declarer can only get ♥K and ♥A for two tricks ✓
2. (a) If West leads ♥3 declarer wins ♥Q then later ♥A for two tricks ✓
  - (b) If West leads ♥K declarer wins ♥A then later ♥Q for two tricks ✓
  - (c) If East leads West gets his ♥K and declarer gets only ♥A for one trick ✓
  - (d) If declarer plays the suit he gets only ♥A for one trick ✓

3. (a) **Spades** are safe (lead top of sequence ♠K), and **Hearts** (lead top of doubleton ♥7) ✓✓✓✓  
 (b) **Diamonds** and **Clubs** are attacking (lead low from honour ♦3 or ♣2) ✓✓✓✓
4. (a) ♠J lead is **safe** (as you have ♠T and ♠9) **and attacking** as it might develop Spade tricks ✓✓  
 (b) Declarer opened 1NT so has **12-14 points** ✓  
 (c) Declarer has ♠Q and also ♠AK, as partner didn't play either of these on the first trick  
 He also has **another 3-5 points**, out of ♣KQ and ♥Q ✓✓  
 (d) Declarer has **three Spade** tricks (♠AKQ), **two Hearts** (♥AK), **six Diamonds to come** (♦KQJ643). This is 11 tricks, more than enough to make his contract. ✓✓  
 (e) Your only hope is to quickly take four Club tricks.  
 You must hope partner has the ♣K, and lead a low Club now ✓✓

### Discards (25)

1.
 

♠A	♠K3	♠QJ	♠Q764	♠KJ	♠T5432
Protected	Protected	Not	Protected	Protected	Protected
✓✓✓					
2.
 

♥AT74	♠AKJ74	♦AKJ74	♣AK93
♥QJ86   ♥932	♠Q52   ♠T96	♦Q5   ♦T962	♣QJ   ♣T542
♥K5	♠83	♦83	♣876
3 <sup>rd</sup> West ✓	West ✓	North ✓	East ✓
4 <sup>th</sup> West ✓	North ✓	East ✓	North ✓
3. (a) From ♠Q32 ♥K532 ♦K752 ♣74 discard **two Hearts** and **two Diamonds** ✓✓  
 (this keeps all your suits protected)
- (b) From ♠932 ♥KQJ52 ♦K72 ♣74 discard **three Spades** and **one Diamond** ✓✓  
 (keep your Hearts as that's a good suit)
- (c) From ♠QJ2 ♥97432 ♦Q42 ♣74 discard **four Hearts** ✓✓  
 (keep your Spades and Diamonds protected)
- (d) From ♠KQ3 ♥AK42 ♦K872 ♣74 discard **two Hearts** and **two Diamonds** ✓✓  
 (keep your Spades and Diamond protected)
4. (a) **6 Spade** winners, **3 Heart** winners (as they split badly), **1 Diamond** winner, **1 Club** winner  
 That makes only 11 – not enough for 6NT! ✓

(b) West must keep the ♥JT74 protected and not throw any Hearts ✓

(c) East must keep the ♦K protected, and also keep some Clubs with the ♣Q ✓✓

(d) Declarer will probably fail. He has 11 sure winners. He'll try and take the Hearts but when they don't split he'll try the Diamond finesse and when that fails he loses ♦K and ♣Q ✓✓

### Signalling (25)

1.

Suit	♠Q952	♠Q98	♠Q32	♠KJT2	♠Q5	♠KQ72	
Card to encourage	♥9	♥9	♥3	♥2	♥5	♥7	✓✓✓
Card to discourage	♥2	♥8	♥2	♥2	♥5	♥2	✓✓✓

2. On ♠A play ♠4 (to encourage) ✓

On ♥A play ♥6 (no choice) ✓

On ♦A play ♦2 (to discourage) ✓

On ♣A play ♣8 (to encourage) ✓

3. (a) The ♥5 is discouraging ✓

(you can see the ♥2, ♥3, ♥4 so the ♥5 is the lowest partner could have played)

(b) The ♥5 is encouraging ✓

(you can see the ♥6, ♥7, ♥8 and ♥9 so the ♥5 is the highest partner could have played)

(c) The ♥5 could be encouraging or discouraging! ✓

(there's not enough information to tell)

4. (a) You should encourage with the ♦9 as you like Diamonds ✓✓

(b) You should discourage with the ♦3 as you don't like Diamonds ✓✓

(c) You should beat the ♦K with the ♦A to win the trick (this is more important than signalling) ✓✓

5. (a) Discard the ♠9 to show partner you like Spades ✓✓

(b) Discard the ♥2 to show you don't like Hearts ✓✓

(then partner knows you like Spades and Diamonds)

(c) Discard the ♦5 and hopefully partner will work out you like Diamonds

(he can't see the ♦2 ♦3 or ♦4 in his hand or dummy so will know the ♦5 is high) ✓✓

## Booklet #4 – Bidding #1

### Aim of bidding (25)

1. The game bids are 3NT 4NT 4♥ 5♣ ✓✓
2. For making a game you get about 500 points, for a part score about 100 points ✓✓
3. (a) 5 Spades, 8 Hearts, 9 Diamonds, 4 Clubs ✓✓  
(b) Hearts or Diamonds ✓✓  
(c) 12 points in North and 13 in South gives 25 in total ✓✓  
(d) These hands should play game, and since it's a trick less the best choice is 4♥ ✓✓
4. (a) 4♥ (b) 3NT (c) 5♣ (d) 1NT ✓✓✓✓
5. The first hand has 7+19=26 points and 8 Spades, so should play 4♠ ✓✓  
The second hand has 6+14=20 points and 9 Diamonds so should play 1♦ or 2♦ ✓✓  
The third hand has 16+9=25 points and 7 Clubs / 7 Diamonds so should play 3NT ✓✓
6. The slam bids are 6NT 7NT 6♥ 6♣ 7♣ 6♦ ✓✓✓✓

### Opening (25)

1. (a) North (b) East (c) South ✓✓
2. The first hand has 13 points and is balanced so should open 1NT ✓✓✓  
The second has 15 points and is balanced so should open 1♣ (too strong to open 1NT) ✓✓✓  
The third hand has 13 points and is unbalanced. It should open 1♥ ✓✓✓
3. (a) 12 points so open 1♥ ✓  
(b) 8 points and six Hearts so open 2♥ ✓  
(c) 9 points but only five Hearts so Pass ✓
4. (a) 19 points so open 1♠ ✓  
(b) 21 points and balanced so open 2NT ✓  
(c) 25 points and unbalanced. Open 2♣ ✓
5. (a) For example ♠K72 ♥A42 ♦7 ♣AKQ432 has 16 points and six Clubs so would open 1♣ ✓✓  
(b) For example ♠K72 ♥A432 ♦Q7 ♣A432 has 13 points balanced so would open 1NT ✓✓  
(c) For example ♠42 ♥32 ♦KQT973 ♣A32 has 9 points and six Diamonds so opens 2♦ ✓✓

6. (a) 16 points and Hearts is the longest suit so **open 1♥** ✓  
 (b) 21 points and balanced so **open 2NT** ✓

### Responding to 1 level openings (25)

1. (a) **South**      (b) **East**      (c) **South** ✓✓✓
2. (a) 6 points so **raise partner to 2♥** ✓✓  
 (b) 13 points so **raise partner to 4♥** ✓✓  
 (c) 10 points so **raise partner to 3♥** ✓✓
3. (a) 6 points so **respond 1♠** ✓  
 (b) 10 points but still **respond 1♠** ✓  
 (c) 6 points, not enough points to bid 2♣, so **respond 1NT** ✓  
 (d) 5 points, **Pass** ✓
4. (a) **6 points** and no five card suit so **Pass** ✓  
 (b) **2 points** and a five card suit so **bid 2♠** ✓  
 (c) **13 points** and balanced, so **bid 3NT** ✓  
 (d) **16 points** and good Hearts, **bid 3♥** (partner will choose 3NT or 4♥) ✓
5. (a) East has responded with a new suit at the 2 level so has **10+ points** ✓  
 He has not supported Hearts so has **three or fewer Hearts** ✓  
 He has bid 2♣ so Clubs is his longest suit, with **at least four Clubs** ✓  
  
 (b) East has responded by raising 1♦ to 3♦  
 He has about **10-12 points** ✓  
 He has **fewer than three Spades or Hearts** else he would have bid them ✓  
 He has **at least four Diamonds** ✓  
  
 (c) East has responded 1NT  
 He could not raise Spades so has **three or fewer Spades** ✓  
 He has **6-9 points** ✓

### Responding to 2 level openings

1. (a) 5 points opposite 20-22 balanced so **raise partner to 3NT** ✓  
 (b) 7 points and good Hearts so **bid 3♥** (partner will choose 3NT or 4♥) ✓  
 (c) 5 points and very good Hearts so **bid 4♥** ✓
2. (a) 0 points, but you can't pass partner's 2♣ opening so must **bid 2♦** ✓  
 (b) 4 points and weak Hearts so just **bid 2♦**, and let partner bid his suit ✓  
 (c) 10 points and very good Hearts so **bid 2♥** ✓

3. (a) 3 points but good Hearts and a singleton so **raise to 3♥** (expecting to fail) ✓  
 (b) 7 points but four good Hearts and a singleton so **raise to 4♥** (expecting to fail) ✓  
 (c) 15 points and good Hearts so **raise to 4♥** (expecting to make it) ✓  
 (d) 13 points balanced hand so **Pass** ✓  
 (e) 15 points very good Spades so **bid 2♠** (hoping to get to 4♠) ✓  
 (f) 17 points very good Diamonds just **bid 3NT** ✓
4. (a) **Respond 2♦** as you can't pass a 2♣ opening bid ✓✓  
 (b) Raise 2♦ by **bidding 3♦**, even though it's a weak hand you've Diamond support ✓✓  
 (c) Raise 2♥ by **bidding 4♥**, even though it's a weak hand you've good Heart support ✓✓  
 (d) **Bid 3♠** giving partner the choice of bidding 3NT or 4♠ ✓✓

### Opener's rebid (30)

1.

	Points	Min/Inv/Max	Opening bid	Planned Rebid	
♠A2 ♥AK2 ♦K762 ♣Q974	16	Inv	1♣	1NT	✓✓✓
♠AQJ72 ♥AQ42 ♦2 ♣Q74	15	Inv	1♠	2♥	✓✓✓
♠AQJ982 ♥A42 ♦J2 ♣74	12	Min	1♠	2♠	✓✓✓
♠AQJ982 ♥A42 ♦A42 ♣K	18	Max	1♠	3♠	✓✓✓

2. (a) 12 points and four card Spade support, **bid 2♠** ✓  
 (b) 15 points and four card Spade support, **bid 3♠** ✓  
 (c) A very good 17 points and four card Spade support, **bid 4♠** ✓
3. Partner bids 2♣. You **Pass** (partner has a weak hand with Clubs) ✓

Partner bids 2♥. You **Pass** (partner has a weak hand with Hearts) ✓

Partner bids 2NT. You **bid 3NT** (partner has invited and you have a maximum hand for 1NT, with a full 14 points) ✓

Partner bids 3♣. You **bid 3NT** (partner has a good hand with Clubs, so 3NT is best) ✓

Partner bids 3♥. You **bid 4♥** (partner has a good hand with Hearts, you have Hearts too so 4♥ is best) ✓

Partner bids 3NT. You **Pass** (partner made a sign-off bid and you respect that by Passing) ✓

Partner bids 4♥. You **Pass** (partner made a sign-off bid and you respect that by Passing) ✓

Partner bids 4NT. You **bid 6NT** (partner's gone beyond 3NT so must be looking for 6NT. You have a maximum hand for 1NT, with a full 14 points, so accept the invite and bid slam!) ✓

4. (a) A minimum opening hand (approx 12-15 points) with at least 5 and probably 6 Hearts ✓✓
- (b) A minimum or invitational opening hand (approx 12-17 points) with at least 5 Hearts and at least 4 Clubs, and 3 or fewer Spades ✓✓✓
- (c) A maximum opening hand (approx 18-19) with at least 5 Hearts and at least 4 Clubs ✓✓

### General bidding (40)

1. (a) East has 10-12 points, 3 or fewer Hearts and 3 or fewer Spades ✓✓✓  
(with Hearts he would raise partner, with Spades he would bid them)
- (b) East has 6-9 points, 4 or more Hearts ✓✓
- (c) East has 10-12 points, 4 or more Hearts ✓✓
2. (a) East has 6+ points, 4 or more Spades, 3 or fewer Hearts ✓✓✓
- (b) East has 12+ points, 5 or more Hearts ✓✓
- (c) East has 15+ points, 5 or more Spades, 2 or fewer Hearts ✓✓✓
3. (a) Only 12 points so refuse the invite and **pass 2NT** ✓
- (b) A full 14 points so accept the invite and **bid 3NT** ✓
4. (a) You have 15 points so should accept the invite and **bid 4♥** ✓
- (b) You have 12 points so should refuse the invite and **pass 3♥** ✓

5.

W	N	E	S
1♥	Pass	1♠	Pass
2♥	Pass	3♥	Pass

W	N	E	S
1♣	Pass	1♥	Pass
1♠	Pass	4♠	Pass

W	N	E	S
2♣	Pass	2♠	Pass
5♠	Pass		

1♠: **Forcing** (6+) ✓

2♥: **Limit** (12-15) ✓

3♥: **Invitational** (10-12) ✓

1♥: **Forcing** (6+) ✓

1♠: **Forcing** (12+) ✓

4♠: **Sign-off** ✓

2♣: **Forcing** (23+) ✓

2♠: **Forcing** (8+) ✓

5♠: **Invitational** ✓

6. For the first hand

West has 12-15 points and 5+ Hearts and 3- Spades ✓✓✓

East has 10-12 points and exactly 3 Hearts and 4+ Spades ✓✓✓

For the second hand

West has 12+ points and 5+ Clubs and 4+ Spades ✓✓✓

East has 12+ points and 4+ Hearts and 4+ Spades ✓✓✓



For the third hand

West has 23-24 points and 3+ Spades ✓✓

East has 8+ points and 5+ Spades ✓✓

## Booklet #5 – Bidding #2

### Bidding suit contracts (25)

- The first hand has a total of 8 Hearts and 27 points, so should play 4♥ ✓✓  
 The second hand has a total of 9 Hearts and 21 points, so should play 1♥ or 2♥ ✓✓  
 The third hand has a total of only 6 Hearts and 25 points, so should play 3NT ✓✓

2.

W	E
1♥	1NT
2♥	

6+ Hearts ✓

W	E
1♥	1NT
2♦	

5+ Hearts ✓

W	E
1♥	1NT
3♥	

6+ Hearts ✓

W	E
1NT	3♥
4♥	

2+ Hearts ✓

W	E
1♣	1♦
1♥	

4+ Hearts ✓

W	E
1♦	1♥
3♥	

4+ Hearts ✓

3.

W	E
1♥	1♠

Bid 3♠ ✓

Good hand 4 card support

W	E
1♥	2♣

Bid 2♠ ✓

Showing 5 Hearts 4 Spades

W	E
1♥	2♥

Bid 3♥ ✓

Inviting to game

W	E
1♥	3♥

Bid 4♥ ✓

Accepting invite to game

W	E
1♥	1NT

Bid 2♠ ✓

Showing 5 Hearts 4 Spades

W	E
1♥	2NT

Bid 3NT ✓

Accepting invite to game

- Pass (and be happy that Spades is a good trump suit for you both) ✓
  - Bid 3♥ (with seven Hearts and one Spade it should be better than 2♠) ✓
  - Bid 4♠ (and expect to make it with good Spade support and a singleton) ✓✓
- For the first hand with 19 points and a good Spade fit best to play a Spade part score ✓  
 For the second hand with 23 points and no major fit play NT or Diamond part score ✓  
 For the third hand with 31 points and one loser they can make a comfortable 6♣ (or 6♦) ✓

### Bidding NT contracts (30)

- Balanced, open 1NT (12 points) ✓✓
  - Unbalanced, open 1♣ (12 points) ✓✓
  - Balanced, open 1NT (13 points) ✓✓
  - Balanced, open 1♥ (too strong to open 1NT with 17 points) ✓✓

(e) **Balanced, open 2NT** (20 points) ✓✓

2. 

♠K2 ♠A5	♠J2 ♠Q5	♠Q ♠JT5	♠K ♠QJ	♠J32 ♠T54	♠QJ2 ♠5	♠Q3 ♠9542
Stopper	No	Stopper	Stopper	No	Stopper	No ✓✓

3. The first hand has 25 points, no major fit, stoppers in all suits, so should **play 3NT** ✓✓

The second hand has 26 points, big Diamond fit and no Spade stopper. It should **play 5♦** ✓✓  
(it should only lose one Spade and one Club and make 5♦=)

The third hand also has 26 points, no major fit, no spade stopper but no singleton and should only **play 4♦** (losing two Spades and one Club to make 4♦=) ✓✓

4. (a) East has a weak hand with six Spades so **bids 2♠** ✓  
(b) East has a good hand with Spades and Clubs so **bids 3♣** next (will end up in game) ✓  
(c) East has a good hand with Heart support (opener has five Hearts so three is enough to support) so **bids 4♥** ✓  
(d) East has a weak hand with Heart support so **bids 2♥** ✓

5. On a Spade lead declarer is in trouble.  
After winning the ♠A declarer will play on Diamonds and lose the A♦, then (at least) four more Spades  
He loses 5 tricks in total, so **makes 8 tricks** ✓✓

On a Heart lead declarer is safe from the immediate Spade danger  
He will play on Diamonds and lose the A♦  
He then needs the Club finesse to make the contract  
If it works he makes 1 spade, 2 Hearts, 4 Diamonds and 2 Clubs  
But if it fails he could lose 4 Spades, 1 Diamond and 1 Club  
He **makes 7 or 8 or 9 tricks** ✓✓

On a Diamond lead declarer has a bit more time, but still needs the Club finesse  
He **makes 8 or 9 tricks** ✓✓

On a Club lead he is guaranteed two Club tricks  
Along with 1 Spade, 2 Hearts and 4 Hearts he has 9 tricks  
He **makes 9 tricks** for 3NT= ✓✓

### Overcalls (30)

1. (a) **Overcall 1♥** (five good Hearts and 8+ points) ✓  
(b) **Pass** (Heart suit too weak) ✓✓  
(c) **Pass** (only four Hearts) ✓✓  
(d) **Overcall 1♠** (you have six Spades and only five Hearts) ✓✓

2. (a) **Overcall 1NT** (15-17 points and stopper in opponent's Diamond suit) ✓  
 (b) **Pass** (only 13 points, not enough for 1NT overcall) ✓✓  
 (c) **Pass** (no stopper in the enemy suit, Diamonds) ✓✓  
 Or, if you have read that far, you can make a **takeout double** with this hand!  
 (d) **Overcall 1♠** (hand is very unbalanced with 6 Spades) ✓✓
  
3. (a) **Overcall 1♥** instead (you are too strong to overcall 2♥) ✓✓  
 (b) **Overcall 2♥** (5-9 points and good six card Heart suit) ✓  
 (c) **Overcall 1♥** (you need six cards for a weak jump overcall of 2♥) ✓✓
  
4. ♠QJ2 ♥KJ532 ♦Q74 ♣J2 **Pass** (you have opener's suit, so better to defend) ✓  
  
 ♠AQJ42 ♥532 ♦Q74 ♣42 **Overcall 1♠** (good five card suit) ✓  
  
 ♠QJ2 ♥A52 ♦Q74 ♣KJ32 **Pass** (not enough points to overcall 1NT) ✓  
  
 ♠QJ2 ♥AK5 ♦Q74 ♣KJ32 **Overcall 1NT** (15-18 with a stopper in opener's suit) ✓  
  
 ♠4 ♥Q32 ♦J4 ♣KQJ8432 **Overcall 3♣** (weak hand with long Clubs) ✓  
  
 ♠72 ♥Q32 ♦AK764 ♣432 **Pass** (too weak to overcall 2♦ at two level) ✓
  
5. ♠QJ2 ♥J532 ♦QJ74 ♣Q2 **2♠** (you have an eight card Spade fit) ✓  
  
 ♠AQJ42 ♥2 ♦A974 ♣862 **4♠** (go for game) ✓  
  
 ♠Q2 ♥52 ♦QJ7 ♣AQJ532 **3♣** (introduce your very good Club suit) ✓  
  
 ♠Q2 ♥AJ2 ♦AQ74 ♣KJ32 **3NT** (you've points and good stopper in opponents' Heart suit) ✓  
  
 ♠43 ♥J5 ♦QJ764 ♣AJ32 **Pass** (8 points should respond if partner opened 1♠ but doesn't need to respond if they only overcalled 1♠) ✓

### Doubles (30)

1. (a) **Double 1♥** ✓  
 (b) **Pass**, can't double 1♥ as no Spade support, and too weak to overcall 1NT ✓✓  
 (c) **Overcall 1♠**, too weak to double with only 8 points, but good enough to overcall ✓✓  
 (d) **Overcall 1NT**, shows your good hand and good Spade stop ✓✓
  
2. (a) **Takeout** (double of a low-level suit contract) ✓  
 (b) **Takeout** (double of a low-level suit contract) ✓  
 (c) **Penalty** (double of a high-level suit contract) ✓

- (d) **Takeout** (double of a low-level suit contract) ✓
3. (a) **12+ points** and **short in Diamonds** ✓✓  
 (b) **12+ points** and short in Clubs and Diamonds (so **has the majors**) ✓✓  
 (c) **12+ points** and short in Clubs, and without support for Diamonds (so **has the majors**) ✓✓  
 (d) **12+ points** and short in Spades, and without support for Hearts (so **has the minors**) ✓✓
4. (a) **2♥** as that's your **best of the unbid suits** (opponents bid 1♠) ✓✓  
 (b) **4♥** as you have a **good hand with Hearts** and so does partner ✓✓  
 (c) **3♦** as that's your **best suit** and you've got a **quite good hand**, too good for 2♦ ✓✓  
 (d) **Pass** as you are **happy to defend 1♠x** ✓✓
5. (a) **Bid 2♠**, as playing 2♠ will be OK as **partner has at least two card Spade support** ✓  
 (b) **Pass**, as you are **happy to defend 1NTx** ✓  
 (c) **Bid 2♣**, as **partner has at least two card support** and it'll be better than 1NTx ✓

### Slams (25)

1. The first hand has a combined **33 points**,  $2+4+5+1=12$  **sure winners** leading to **6NT=** ✓✓✓

The second hand as a combined **31 points**,  $1+4+5+1=11$  **sure winners**

If you are lucky and avoid a Spade lead, and make a trick with ♣Q, you can make 6NT, but a more likely result is **6NT-1** ✓✓✓

The third hand has combined **36 points**,  $2+4+5+2=13$  **sure winners** leading to **6NT+1** ✓✓

2. The first hand has a combined **27 points**, **1 loser** (in Diamonds) so should make **6♥=** ✓✓

The second hand has a combined **24 points**, **1 loser** (in Clubs) so should make **6♥=** ✓✓

The third hand has combined **34 points**, **2 losers** (Spades and Clubs) so will fail **6♥-1** ✓✓

3. The hand has 10 points

W	E
1NT	?

**Pass** ✓

Your team has 22-24 total

W	E
1♥	1♠
1NT	?

**Bid 3NT** ✓

Your team has 25-27 total

W	E
2NT	?

**Bid 3NT** ✓

Your team has 30-32 total

W	E
2♣	2NT
3NT	?

W	E
1♥	1♠
2NT	?

W	E
1♥	1♠
2♣	?

Bid 6NT ✓

Your team has 33+

Bid 3NT ✓

Your team has 28-29

Bid 2NT ✓

Your team has 22+

4. You've 14 points with 4 Hearts and a singleton

W	E
1♣	1♥
2♥	?

W	E
1♣	1♥
4♥	?

W	E
2♥	?

Bid 4♥ ✓

West has 12-15 with Hearts

Bid 6♥ ✓

West has 18+ with Hearts

Bid 4♥ ✓

West has 5-9 with six Hearts

W	E
	1♥
3♥	?

W	E
1♣	1♦
1♥	?

Bid 4♥ ✓

West has 10-12 with Hearts

Bid 4♥ ✓

West has 12+ with 4 Hearts

### Scoring

1.

1♣-1	2♥-1	3♣-2	4♥-3	6NT-1	6♥-5	
50	50	100	150	50	250	✓✓

2.

	1♣=	1♥=	1NT=	5♣=	4♥=	3NT=	3♥+1	1NT+2	2♥+1	1♣+3	
Bonus	50	50	50	300	300	300	50	50	50	50	✓✓✓
Tricks	20	30	40	100	120	100	120	100	90	80	✓✓✓
Total	70	80	90	400	420	400	170	150	140	130	✓✓✓

3.

Contract	Tricks	Result	Declarer scores	Defence scores	
3♣	10	+1	130		✓
3NT	7	-2		100	✓
3NT	9	=	400		✓
4♥	11	+1	450		✓
2♠	7	-1		50	✓

5♦	12	+1	420		✓
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4.

1♣x-1	2♥x-1	3♣x-2	4♥x-3	6NTx-1	6♥x-5	
100	100	300	500	100	1100	✓✓✓

5. Doubled into game: 2♥x 2NTx 3♣x ✓✓✓

6. 6♥= scores 980 (300+500+180) ✓

7♥= scores 1480 (300+1000+180) ✓