



Answers to Quizzes 51-60

Quiz 51

- 1 a) Forcing to game
e) Forcing to game
- 2 a) 1♠ 2♣
2♦ 3♠
4♣ 4♦
6♣
- 3 West East
♠ AKxx ♠ xx
♥ KQxxx ♥ x
♦ Axx ♦ KQxxx
♣ x ♣ KQ10x
- b) Not forcing
f) Forcing to game
(After a 2over1 responder 'always' bids again - the delayed jump raise makes it easy for West to envisage slam)
- c) Forcing to game
g) Forcing for 1 round
- d) Not forcing
h) Not forcing
b) 1♥ 2♣
3♥ 4♣
4♦ 4♥
6♥
- (After a 2over1 the jump rebid is game-forcing. East shows his good clubs.)*
- West has 16+, 4531 or 4630 – longer hearts than spades
East has 10+ with values seriously concentrated in clubs,
longer diamonds, no support for partner's majors*

Quiz 52

- 1 a) Dbl b) 2♥ c) Dbl d) 2♣ e) 1NT
2 a) 2♥ b) 1NT c) 2♣ d) 3♦ e) 3NT
3 a) Dbl b) Dbl c) 2♣ d) Dbl

Quiz 53

- 1 ♣3. Second Hand Low guarantees a trick. East has ♣Q. Hold up till the 3rd round. West is the Danger Hand 6 Sure Tricks. Finesse diamonds into East, the Safe Hand.
2 ♠4. If East plays low ♠10 scores. If East plays king or queen you win ♠A and J10 guarantee a second trick West has ♠Q (as Third Hand East should play *lower* of touching cards). Work Suit is clubs. Play ♣4.

Quiz 54

- 1 5 Sure Tricks, 2 Work Suits, spades and diamonds. You may lose the lead twice, so hold up the first heart. Win ♥K and play spades, the only suit where North, the Danger Hand, may have an entry. You can safely finesse diamonds into South later.
2 6 Sure Tricks, Work Suit clubs. You have to lose the lead twice do duck the first spade in case South has only 2.
3 5 Sure Tricks. Work Suit, diamonds, can be finessed into the Safe Hand, but if finesse loses you need a heart trick. Duck the first spade, win the second, play a heart to the king. If it scores cross to ♣A to finesse diamonds.
4 6 Sure Tricks. If club finesse loses you may also lose four hearts. You can only hold up once. Then cash ♦AK in case the queen drops – if it does you have 9 tricks without the club finesse. If nothing happens, finesse the clubs.

Quiz 55

- 1 9 tricks in spades, 10 tricks in hearts. 19 Total Tricks. Par contract is 4♠ doubled down one.
- | | | | | | | | | | |
|----|------|-------|----------|-------|----|------|----------|------|-------|
| a) | West | North | East | South | b) | West | North | East | South |
| | 1♠ | Pass | 2♠ | 3♥ | | - | - | - | 1♥ |
| | Pass | 4♥ | 4♠ | 5♣ | | 1♠ | 2♥ | 3♠ | 4♥ |
| | Pass | 5♥ | All Pass | | | 4♠ | All Pass | | |
- 2 a) 1♥ b) 2♥ c) 2♦ d) 3♣ e) 2♦ (follow with 4♣, or just bid 4♠ at once)
3 a) 2♠ b) 3♠ c) 4♠ d) 2♥ f) 2♥

Quiz 56

- 1 a) 2♥ b) 3♥ c) 4♥ d) 2♣ e) 2♣
2 a) Pass b) 3♥ c) 4♥ d) 2NT e) 2NT
3 a) Dbl b) Pass c) 2♦ d) 2♥ e) Pass (follow with 3♦)

Quiz 57

- 1 a) 1NT b) 2♥ c) 2♣ d) 1♣ e) 1♠
2 a) 2♣ b) 2♥ c) Pass d) Pass
3 a) Non-forcing b) Non-forcing c) Forcing d) Non-focing
♠ x ♠ xx ♠ AQxxx ♠ xx
♥ KQxxxx ♥ Kxx ♥ Ax ♥ x
♦ Jxx ♦ Axxx ♦ AKQxx ♦ Kxxx
♣ Jxx ♣ Q109x ♣ x ♣ KJ109xx

Quiz 58

- 1) Win ♠A cash ♥A, play ♠K, ruff a spade, then play 3 rounds of clubs. If West does not ruff put him on lead with ♥Q.
2) Win, run ♥10, then ♥Q, draw the last trump, cash 3 clubs and exit with a spade, forcing defenders to lead diamonds.
3) Win, draw trump, cash diamonds and exit with a club, compelling the defence to open up spades or give a ruff/sluff.

Quiz 59

- 1) a) Discouraging b) Even number c) Lead the higher suit
2 a) Encouraging b) Odd number c) Lead the lower suit
3 a) ♠K – then a third round b) ♠Q – to show 3 cards c) ♠2 – to show 4 cards
4) a) ♠8, a high spade to suggest a diamond switch when partner ruffs.
b) ♠2, a low spade to suggest partner return a club when he ruffs.



Answers to Quizzes 51-60

Quiz 60

- 1a) 2♦ - 4thSF – the best contract could be in NT, ♥ or ♣, and could be game or slam.
Your next bid will be to show club support.
- b) 3♣ - not strong enough for 4thSF and anyway you have a good, natural bid available.
- c) 3NT - your ♦ holding is good enough to just bid game in NT.
- 2a) 2NT - shows your ♦ stopper.
- b) 2♠ - shows your spade support (could be 3-cards or sometimes Hx).
- c) 3♦ - when you have 4-cards in the 4th suit, you can raise (if below 3NT) to show that.
- d) 2♥ - no other features to show so you have to rebid your 1st suit, despite only having 5.

- 3a)

North	South	
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1♦	1♠	
2♥		- a reverse, 16+ hcp
	3♣	- opposite 16+, South has enough to game force but no clear natural bid available
3♦		- the extra length in diamonds makes this an obvious continuation
	3NT	- this delayed 3NT implies South is uncertain about it, with a good club holding they would bid 3NT last round
p		- with luck ♣Jx will be enough help for partner in 3NT.