

LET'S TRY IT! ANSWER KEY

1.
  - a) You promise to take nine tricks (six plus three) with clubs as trumps.
  - b) You promise to take eleven tricks (six plus five) with diamonds as trumps.
  - c) You promise to take twelve tricks (six plus six) with hearts as trumps. This is all of the tricks but one and is called a small slam
  - d) You promise to take thirteen tricks (six plus seven) in notrump — there will not be a trump suit when the deal is played. A seven-level contract is all of the tricks. It is called a grand slam. Making one is one of the great moments in bridge.
  
2.
  - a) 2♥. Since hearts are lower ranking than spades, you must go up one level.
  - b) 1♥. You don't need to go to 'the second floor', since hearts are higher ranking than diamonds.
  
3. 2♥ is the lowest possible heart bid, since hearts are higher ranking than clubs.
  
4. You have to go to the third floor and bid 3♣, since clubs are lower ranking than diamonds. You are committing your side to take nine ricks (six plus three) with clubs as trumps.
  
5.
  - a) The contract is 2♥.
  - b) Hearts are trumps and North-South must take eight tricks.
  - c) South is declarer because he bid hearts first, even though North's 2♥ bid named the final contract.
  - d) West makes the opening lead since he is sitting on declarer's left.
  - e) Declarer's partner's hand becomes the dummy. North puts his hand down on the table face up after the opening lead.
  - f) Dummy plays second, which means declarer calls the card from dummy. East plays third.
  
6.
  - a) The contract is 3♣, since it was the last bid of the auction before all three remaining players passed.
  - b) East is declarer, since he was the first one to bid clubs on his side.
  - c) Clubs are trumps, and declarer must take nine tricks (6 + 3).
  - d) Since East is declarer, South makes the opening lead before dummy comes down.



## 2

## LET'S TRY IT! ANSWER KEY

1.
  - a) You have 16 high card points.
  - b) You have 13 high card points.
  - c) You have 2 high card points.
  - d) You have no high card points at all. A hand this bad, lacking even a ten, has a special name — it is called a yarborough.
  
2.
  - a) You have 0 distribution points, since you have no long or short suits. Total: 16.
  - b) You have 1 distribution point. Total: 16.
  - c) You have 2 distribution points. Total: 4.
  - d) You have 1 distribution point. Total: 1.
  
3.
  - a) This hand has 23 points. It has 21 HCP and 2 for distribution.
  - b) This hand has 18 points, 17 HCP and 1 for distribution.
  - c) This hand has 13 points, 10 HCP and 3 for distribution.
  - d) This hand has 13 points, 9 HCP and 4 for distribution.
  
4.
  - a) No. Although this hand does have 15 HCP, it has two doubletons and is therefore not balanced.
  - b) No. This hand is balanced, but has only 14 HCP. We do not count distribution points for notrump.
  - c) No. This hand is balanced, but it has 18 HCP. That is too much to open 1NT.
  - d) Yes. This hand is perfect. It has 15 HCP and only one doubleton.
  
5.
  - a) 1♠. Open the higher of two five-card suits.
  - b) 1♦. This hand pattern is the only time you will open 1♦ on three cards.
  - c) 1♥. Open the higher of two six-card suits when you are lucky enough to hold them!
  - d) 1♦. A balanced hand but not strong enough for 1NT. Open 1♦ with 4-4 in the minors.
  - e) 1♣. Open your longest suit.
  - f) 1♣. Again balanced, but this time too strong for 1NT. With no five-card major and 3-3 in the minors, open 1♣.
  - g) Pass. Not enough points, even using the Rule of 20.



## 3

## LET'S TRY IT! ANSWER KEY

1.
  - a) This is perfect. You have found an eight-card fit and you have an honor for partner.
  - b) Two trumps are not enough.
  - c) This is fine. You have found an eight-card fit.
  - d) Excellent trump support! Your side has at least nine trumps.
  
2.
  - a) You have support for spades, so you have 4 dummy points: 3 points for the singleton heart and 1 point for the doubleton diamond.
  - b) You have 5 dummy points, all for the diamond void.
  
3. Since you like hearts, you have 13 total points: 10 high card points and 3 for the singleton club.
  
4.
  - a) Bid 1♠. We prefer bidding a major suit to raising partner's minor, as major suits score better than minor suits. Partner could still have a spade suit.
  - b) Bid 1♥. You bid the longest suit you can bid at the one-level and that is hearts.
  - c) Bid 1NT. You have four clubs to go with partner's, but with a balanced hand, it is better to bid 1NT rather than raise clubs.
  - d) Bid 2♣. You have terrific support for partner and you have some distribution as well.
  
5.
  - a) Bid 1♠. Sure, your clubs are longer, but you do not have enough points to bid a new suit at the two-level.
  - b) Bid 1♥. With two four-card suits that you can bid at the one-level, bid the lower ranking.
  - c) Bid 1♠. It is more important to show the spade suit than to support partner's minor. We really don't like playing in minors if we can find another spot since they score fewer points. If partner doesn't like spades, we can support diamonds on the next round.
  - d) Bid 1♥. Although you do have support for partner, you would rather play in a major than in diamonds. With two four-card suits (spades and hearts), bid the lower ranking first.
  
6.
  - a) Bid 2♥. Since partner is known to have five hearts, your three-card support is good enough to ensure at least an eight-card fit.
  - b) Bid 1NT. You are in the 6-9 point range. The singleton heart is not an advantage and does not add value to your hand. Although both diamonds and clubs are biddable suits, you do not have enough points to bid a new suit at the two-level.
  
7.
  - a) Bid 2♣. Yes, your clubs are longer, but the most important and happiest thing you can do with a 6-9 point hand is raise partner's major.
  - b) Bid 1NT. You cannot raise partner's spades with only two trumps and you do not have enough points to bid a new suit at the two-level. So 1NT is your only choice, even though you don't really want to play in notrump with such a distributional hand. The response of 1NT is just an all-purpose bid promising 6-9 points and saying you do not like partner's major.



## 4

## LET'S TRY IT! ANSWER KEY

1.
  - a) Bid 1♠. You have wonderful diamond support, but you should check first to see whether you have a spade fit. A major-suit game at the four-level is easier than a minor-suit game at the five-level. You can support diamonds later.
  - b) Bid 1♥. Length before strength. Even though the spade suit is prettier, you always bid the longer suit first.
  - c) Bid 3♦. You have no other suit to bid and excellent trump support. Time to raise partner.
  - d) Bid 1♥. With more than one four-card suit, bid the lowest suit first.
  
2.
  - a) Bid 1♠. With only two hearts, you can't raise partner. Bid your longest suit.
  - b) Bid 3♥. You have excellent trump support — partner will be delighted.
  - c) Bid 2♣. You don't have support for partner. Bid your longest suit.
  - d) Bid 2♦. With only three-card support, you are going to raise hearts at your next turn. Bid your longest suit now.
  - e) Bid 1♠. With two four-card suits, clubs and spades, bid the cheaper one on the bidding ladder. Again, you plan to support hearts with your next bid.
  
3. In each of the first three cases, you bid 1♠, your longest suit. Example (d) is a peculiar case: the only time you don't bid spades is when partner bids them! Although you have four-card support, you are too strong to bid 3♠, so your first move should be 2♣. You will raise to game in spades next round.
  
4.
  - a) You have no four-card major, but no club stopper either. Even though this is a balanced hand, you have to start with 2♣, not 2NT.
  - b) This hand is perfect for a 2NT response.
  
5.
  - a) Bid 2♦. You have too many points (17) to raise hearts immediately. Start with your longest suit and support hearts next.
  - b) Bid 3♦. Jump shift to show your five-card suit and 19+ points. You will show your heart support on the next round of bidding.
  - c) Bid 2♣. Bid your longest suit first. You have too much distribution to consider bidding 3NT (two doubletons).
  - d) Bid 3♦. Jump shift into your terrific diamond suit.
  - e) Bid 1♠ and raise hearts at your next turn. A new suit bid by responder is 100% forcing.
  - f) Bid 3NT. You have support for all the unbid suits, no support for hearts, 16 HCP and no four-card major. This bid describes your hand perfectly.



# 5

## LET'S TRY IT! ANSWER KEY

1. **a)** Your hand has improved. You started out with 18 points: 15 HCP and 3 for distribution. Your hand should be upgraded to the 19+ range.  
**b)** Rebid 4♠, since you have enough for game.
  
2. **a)** Your hand has improved and should be moved up from the 13-15 point range to the 16-18 point range.  
**b)** Bid 3♥. Ask partner if he has a maximum. If partner has a maximum 8 or 9 points, he will bid 4♥. If partner has only 6 or 7, you are a touch short. He will pass 3♥.  
**c)** Bid 4♥. You have enough for game opposite partner's 10-12.
  
3. **a)** Bid 2♥. You do not have enough for game and your hand is too distributional to want to play in notrump. Partner will pass your 2♥ bid, since you are the captain. Don't bid 2♠, since spades are higher ranking than hearts. In any case, partner can't have four spades or he would have bid 1♠ instead of 1NT.  
**b)** Bid 3♥. You want to play in hearts, but you cannot be sure that your side has 26 points. If partner has a maximum, he will bid 4♥; otherwise, he will pass.  
**c)** Bid 4♥. You have enough to play in game even if partner has a minimum and very little heart support.
  
4. **a)** Bid 2♥. You have a minimum hand with excellent trump support for partner.  
**b)** Bid 1NT. You have a balanced minimum hand.  
**c)** Bid 2NT. You have a balanced minimum hand. This is not forcing.
  
5. No, you have not yet found a fit, so your hand has not improved. Bid 3♥: you have a moderate hand with a good six-card suit.
  
6. **a)** You have a maximum hand. You should rebid 2♠, a jump shift.  
**b)** Bid 4♠. Even if partner has a minimum, you have enough for game.



## 6

## LET'S TRY IT! ANSWER KEY

1.
  - a) Bid 2♥. This hand will almost surely play better in spades than in notrump. When you have a five-card major, use a Jacoby Transfer. Partner will bid 2♠ and you will pass.
  - b) Pass. You have 7 HCP, a decent hand for partner, but not enough for game. He will be happy to be playing in 1NT.
  - c) Bid 2♦, Jacoby Transfer. You want to play in hearts, but you have way too little for game. You will pass partner's 2♥ rebid.
  - d) Pass and hope for the best. With only four spades, you must not transfer to spades (partner may only have two of them) and there is no way to play in 2♦, since that bid is a transfer to hearts.
  
2. Hand (a) is worth 6 points and hand (b) is worth 7 points (even for notrump, you add 1 for the five-card suit headed by the ace). Both hands fit within the 0-7 point range.
  
3.
  - a) Bid 2♥ (transfer). You have 9 points: 8 HCP and 1 for the fifth spade. When partner bids 2♠, bid 2NT to invite to game in either notrump or spades.
  - b) Bid 2♦ (transfer). You have 7 HCP and 2 for distribution since you are going to play in hearts. You have enough to invite. When partner bids 2♥, bid 3♥ to invite to game in hearts.
  - c) Bid 2NT to invite partner to bid 3NT. You have a very balanced hand. Notrump is the spot.
  
4.
  - a) Partner is asking you to choose between playing hearts or notrump and also whether you have a maximum or a minimum.
  - b) You have only two hearts, but you do have a maximum. Bid 3NT.
  
5.
  - a) Start with a transfer to spades and then bid 4♠. With a six-card suit, you want to play the deal in your major.
  - b) Transfer to hearts and then bid 3NT. Give partner a choice of games. If partner doesn't have at least three hearts, chances are this deal will play better in notrump.
  
6. Partner has five spades and is asking you to bid 4♠ with three or more spades or to pass with two. Even though you have a perfectly balanced hand, your partner does not. You do have three spades, so bid 4♠.
  
7.
  - a) You have three sure winners.
  - b) You have one sure winner. You may make another trick if the finesse works, but that is not a sure winner.
  - c) You have no ace and therefore no sure winners. You can, however, establish three tricks in this suit by knocking out the ace.
  - d) You have one sure winner, the ♠A.
  - e) You have four sure tricks.
  
8. You have two sure tricks in spades, three in hearts, three in diamonds and none in clubs. That makes a total of eight sure tricks. Remember — no ace, no winner!



# 7

## LET'S TRY IT! ANSWER KEY

1. **a)** Bid 2♦. It doesn't matter that you have only ♦43 — this bid simply says that you do not have a four-card major. You aren't saying anything about diamonds.  
**b)** Bid 2♠. Tell your partner about your four-card spade suit. It might be just what he's looking for.  
**c)** Bid 2♥. Yes, your spades are better, but with both majors, you bid 2♥.
  
2. **a)** Pass. With only 7 high card points, you are too weak to use Stayman.  
**b)** Bid 2♣ (Stayman). If partner has four spades, you are probably better off playing in that suit; if not, you can play in notrump. In either case, you plan to bid game.  
**c)** Bid 2♦ (Jacoby Transfer). You intend to give partner a choice between 3NT and 4♥. With a five-card suit, there is no need to use Stayman: partner has a fit with you even if he has only three trumps.
  
3. **a)** Great! Partner has hearts too. You can now add dummy points to your high card points, since you are going to play in a suit. You have a hand worth 11 points in hearts, enough for game opposite partner's 15-17. Bid 4♥.  
**b)** Sadly, partner does not have four hearts, so you plan to play in notrump. Since your hand has only 9 HCP, invite to game by bidding 2NT.
  
4. **a)** Bid 2♥, transfer to spades. You don't need to use Stayman, since you have five spades. Your plan is to bid 2NT next and invite partner to pick between spades and notrump and between game and partscore.  
**b)** Bid 3NT. You have enough points for game and your diamonds will be useful as tricks in notrump. We like to avoid playing in a minor suit if we can, because game in a minor requires eleven tricks while game in notrump requires only nine tricks.  
**c)** Bid 2♣, Stayman. If partner has four spades, then spades is likely to be the best contract. If partner responds 2♠, you will bid 4♠ next. Otherwise, you will bid 3NT. (Don't worry about the quality of your spade suit — quantity not quality is what matters!)
  
5. Bid 3♠. You can count a point for your doubleton now that you have found a spade fit, but even so, you still have only 9 points. Invite partner to bid 4♠ with a maximum.
  
6. Bid 6NT. You have a balanced hand worth 18 points. Even if partner has only 15 HCP, it will be enough for slam.
  
7. You have a hand worth 17 points: 16 HCP and 1 point for the fifth diamond. Bid 4NT. You expect partner to bid 6NT with a maximum and pass with a minimum.



## 8

## LET'S TRY IT! ANSWER KEY

BARBARA SEAGRAM'S

## Beginning Bridge

1. You should bid 1♠. Your main purpose is to recommend a spade lead if partner is the opening leader. A spade is very likely to be the best lead for your side.
  
2.
  - a) Bid 2♦. You have a great five-card diamond suit and enough points to bid at the two-level.
  - b) Pass. You have only 9 total points, not enough to bid at the two-level.
  - c) Bid 1♠. You don't have a very good suit, but you have a good hand, so you should overcall.
  - d) Pass. You have a decent suit, but you don't have enough points to overcall, even at the one-level.
  
3.
  - a) Bid 2♠. You have support for partner and 8-11 points.
  - b) Bid 2NT. You don't have support for partner, but you do have 13 HCP and a double stopper in hearts.
  - c) Bid 3♠. You have great support for partner and 12-14 points.
  - d) Bid 2♦. You have 10+ points (but remember to downgrade for shortness in partner's suit). You do not have a good enough heart stopper to jump in notrump, so bid your good five-card suit.
  
4.
  - a) Partner probably has at least 13 points.
  - b) Bid 2♠. You do not have enough diamonds to support partner, but you do have an excellent five-card spade suit of your own. You have enough points to bid it.
  - c) No. This is a forcing bid. Your hand is unlimited, so partner cannot pass.
  - d) He promises the same five diamonds he has already shown with the overcall. You forced him to bid and he may not have another good bid.
  
5.
  - a) No. Although you have 16 HCP, your diamond stopper just isn't good enough.
  - b) Yes. This is the perfect hand for an overcall of 1NT.
  - c) No. You have diamonds very well stopped, but only 13 HCP.
  
6. Use a Jacoby Transfer (2♥). Partner will bid 2♠ and your plan is to bid 4♠ next, since you have enough for game. Partner has at least two spades, so you know that you have at least an eight-card spade fit.

**MASTER POINT PRESS**

Duplication permitted for teaching purposes only.





## 9

## LET'S TRY IT! ANSWER KEY

1.
  - a) Make a takeout double. You have an almost perfect hand for a takeout double. You have 13-15 points and good support for every other suit.
  - b) With a five-card major, it is best to overcall. Bid 1♠.
  - c) Pass. With fewer than 13 points, your hand is not good enough for a double
  - d) With 19 HCP, your hand is too strong to overcall 1NT. Double and bid notrump next.
  
2. Your hand is too strong to overcall (21 HCP). You plan to bid spades over partner's response.
  
3.
  - a) Bid 1♠. It is your only unbid four-card suit.
  - b) Bid 1♠. It doesn't matter that you have no high card points. You should still bid your longest suit. But with a choice between a minor and a major, pick the major every time — also, 1♠ keeps the contract lower than 2♣!
  - c) Bid 1♥, your longest suit. That's all there is to it. With 0-8 points, bid your longest unbid suit.
  
4.
  - a) Bid 1NT. You have a balanced hand and 10 HCP with a good stopper in the opponents' suit. Did you think about passing the double? Your hearts are not close to being good enough to pass!
  - b) Bid 1♠. You have 0-8 points, not enough to jump. Just bid your four-card major.
  - c) You have a super hand with 13-15 points, so you know you want to be in game. With only four spades, you should start with a cuebid, since 4♠ may not be the right contract. Bid 2♥; this is forcing to game.
  - d) You don't have quite enough to force to game. You should show partner you are close to that by jumping to 2♠.
  - e) This is the kind of hand where it's very tempting to pass, but you must not. You will almost never defeat 1♥ doubled with this hand. Do what partner is asking you to do — bid your best suit outside hearts. In this case, you bid 1♠. When your only long suit is the opponents' suit, make your cheapest bid in a three-card suit. It only hurts for a little while.
  - f) Pass. You have great hearts and enough values to expect to defeat the opponents in 1♥.
  
5.
  - a) Bid 2NT. You have 14 HCP and partner has 9-11. If partner has a maximum, you have enough for game.
  - b) Bid 3NT. Partner has 11 or 12 points, so your side has 25 or 26 HCP.
  - c) Pass. Partner has 0-8 points. You don't have enough for game.
  - d) Bid 3♥, inviting partner to bid game. Your hand is worth 15 in support of hearts. You have enough for game if partner has a maximum.
  
6. Bid 1NT. This was your plan when you doubled. You have 19 points and a balanced hand with good stoppers in hearts. You have the type of hand that could have overcalled 1NT, but you are just too strong.



1.
  - a) Open 2NT. You have a balanced hand with 20 HCP.
  - b) Open 1♦. You have a balanced hand with 18 HCP. Open with 1♦ and jump in notrump next time.
  - c) Open 3NT. You have a balanced 26 HCP. (We had to count it twice to make sure!)
  - d) Open 1NT. You have a balanced hand in the 15-17 HCP range.
  
2.
  - a) Use a Jacoby Transfer and bid 3♥. After partner bids 3♠, you plan to bid 4♠. Your hand is good enough for game in spades, but not for slam.
  - b) Bid 3♣, Stayman. If you have a 4-4 major fit, you prefer to play in a major. You have 7 HCP, enough for game, but not slam. If partner bids a major, you will raise him to four of that major. If partner bids 3♦, showing no majors, you plan to bid 3NT.
  - c) Bid 3♥, Jacoby Transfer. After partner bids 3♠, you plan to bid 3NT. You are giving partner a choice between game in spades or notrump. With three or more spades, partner will bid 4♠; with only two spades, partner will pass 3NT. You have 9 HCP, enough for game, but not enough for slam.
  - d) You have a balanced hand with 14 HCP. Your side has enough for a contract at the six-level. With no majors and a balanced hand, just bid 6NT.
  
3.
  - a) Open 2♣. You have a balanced hand and plan to rebid 2NT. With 23 HCP, you have too many points to open 2NT.
  - b) Open 2♣. With 24 points and a good six-card suit, you have enough to start with 2♣ and bid spades at your next turn.
  - c) Open 1♠. You have a nice hand, but only 18 points. The hand is not strong enough to open 2♣.
  
4.
  - a) Bid 2♦, waiting. With a weak hand and a poor suit, wait and see what partner can tell you.
  - b) Bid 2♠. You have enough for a positive response and you have a good five-card suit to bid.
  - c) Bid 2♦, waiting. You have a good hand, but you do not have a good five-card suit. You will support partner or try to find a major-suit fit next round.
  
5.
  - a) Bid 5♥. This shows two aces.
  - b) Bid 5♣. This shows 0 (or 4) aces. Partner will know that you cannot have four aces, since you made a limit raise showing 10-12 points.
  
6. Bid 4NT (Blackwood). Since partner has a spade fit, you are sure that you can make eleven tricks in spades. Even though partner has 0-7 points, he could still have one ace. If he has either of the missing aces, you can make slam. If partner responds 5♦, showing one ace, then you plan to bid 6♠. If he shows no aces, then you will play in 5♠.



## LET'S TRY IT! ANSWER KEY

1.
  - a) Pass. Don't open 2♥ with a side four-card spade suit.
  - b) Open 2♥.
  - c) Open 1♦. With a hand worth 13 points, you are too good to open 2♦.
  
2.
  - a) Bid 4♥. You expect to make it.
  - b) Bid 4♥. You don't expect to make this one, but you want to continue to preempt the opponents (take away their bidding space). You don't have much defense at all. Let them start guessing at the five-level!
  - c) Bid 3♥. You have a weak hand and with three trumps you can further disrupt the opponents' auction. Opener must pass this bid.
  - d) Bid 2♠. You have an excellent hand, but not much of a heart fit. Perhaps partner has three spades.
  - e) Bid 2NT. If partner shows a feature in spades or diamonds, bid 4♥. Otherwise, retreat to 3♥ and keep your fingers crossed.
  
3.
  - a) Open 4♠. You have eight tricks, all of them spades. (This is consistent with the Rule of 2 and 3.)
  - b) Pass. You have a weak suit and you cannot count on making enough tricks to warrant opening 3♠.
  - c) Open 3♣. You have a good seven-card suit.
  
4.
  - a) Open 3♥. You have an excellent seven-card suit.
  - b) Open 1♠, not 3♠ or 4♠. You have 13 HCP and a hand worth 16 total points. This is too much to preempt — you might miss game or even a slam.
  - c) Open 4♥. This time you have a good eight-card suit, enough for a four-level preempt.
  
5. Bid 4♥. Partner should be able to make about six tricks and you can add four more to them, since the ♥K will be a great help to partner and is worth a trick. Expect partner to make game.
  
6.
  - a) Over 1♦, bid 2♥. With a good six-card suit and 6 HCP, your hand meets the requirements for a preemptive jump overcall at the two-level.
  - b) Over 1♠, you should pass. You do not have a hand suitable to bid at the three-level: you need to have a seven-card suit. Likewise, you cannot bid 2♥: remember that for a non-jump overcall at the two-level you need an opening bid.
  
7.
  - a) Bid 3♥. With three-card support for partner and a weak hand, raise his preempt. This will make it harder for the opponents to find their best spot.
  - b) Bid 4♥. With four-card support, raise to game. You do not have a good enough hand to expect to make it, but the opponents are likely to be able to make something their way. It is better for you to take a small minus than to let the opponents bid and make a game or slam.

