

Answers and Explanations for Noncompetitive Bidding Review

1. 1S - Rule of 20
2. 1C - This garbage hand is not even close to being worth 15 HCP.
3. 1NT - If you open 1H, you are sure to have a rebid problem.
4. 2D - do not worry about the weak 4-card H suit.
5. 1D - so you can show your second suit after a 1S response without reversing
6. 1NT - Upgrading this hand based on the strong 5-card D suit + 2 tens.
7. 1C - Never open 3 in 1, 2 seat with AKQxxxx suit.. (Open Gambling 3NT if using that).
8. 1NT - to avoid rebid problem after 1C - 1S. Opening 1NT w 2 doubletons is kosher.
9. 1S - so you can show both suits without reversing
10. 1H - "Treat any suit with 4 honors as if 1 extra card." Normal people would open 1D.
11. 1D
12. 2S - Open 2 with a strong 5-card suit + weak hand in 3rd seat.
13. Pass with this garbage.
14. 1H - In 3, 4 seat, even normal people agree with this.
15. 3D opposite a passed hand to put maximum pressure on 4th hand.
16. 2NT if invitational. (If 2NT would be forcing for you, respond 2C)
17. 2H - if playing strong jump shifts. (If using weak jump shifts (WJS), respond 1H).
18. 1H - up the line.
19. 2C - "Good hands bid naturally, meaning longest suit first."
20. 1NT - not strong enough for 2C - which shows 10+ HCP. (If using WJS, respond 3C).
21. 2H - "support with support," (especially when partner bids a major)
22. 1S - "Weak or mediocre hands must bid from a practical point of view."
23. 2C - planning to support H later. (If playing full Bergen Raises, 3NT is perfect bid.)
24. 4C - if playing Splinter Bids. (If not, bid Jacoby 2NT), (If not, respond 2D).
25. 4H - Law of Total Tricks (LOTT), based on our 10 trumps
26. Pass with your ugly 8 HCP
27. 3NT - Because of the strong 6-card suit, this hand is worth about 11 points.
28. 3D if that shows a signoff. (If not, do whatever partnership has agreed to do.)
29. 2C, planning to jump to 3H if opener bids 2D. Use Stayman here rather than Jacoby.
30. 3NT - Never use Stayman with 4333 distribution.
31. 2NT - showing a balanced hand of 18-19 HCP, accurate - based long, strong D suit
32. 2S - all alternatives are definitely incorrect
33. 3NT - promising an excellent hand with 6+ D.
34. 2C
35. 4H - if playing Splinter Bids. Otherwise, bid 4S to invite slam.
36. 2H - a lesser of evils preference bid
37. 3S - which should be treated as invitational
38. 2D - The very highly recommended for all convention: "4th suit forcing to game
39. 2NT - invitational
40. Pass