

Quiz #4 - Answers

Opening Bids (Bids Under 12 HCP)

In bridge, bids are rarely an exact science. Good judgment is often required. Sometimes it is better to pass than to open with a weak bid — experience will help you decide. These are some guidelines. Generally, opening weak is better when you are not vulnerable. Opening weak in spades can be more desirable than other suits because opponents must overcall one level higher. Sometimes, it's better to pass and wait to see if Partner bids.

#	Points HCPs + length	Bid	Reason/Explanation
1	8+2=10	2♥	Weak hand, 6 hearts (incl. Ace & King)
2	8+3=11	3♥	Weak hand, 7 hearts (incl. King & Queen)
3	8+4=12	4♥	Weak hand, 8 hearts (incl. Ace & King) With a void and 12 pts (inc. length) 1♥ may be preferable – this could be considered a strong hand, not a weak hand. But if you bid 1♥, Partner could pass and you have a good chance at taking 10 tricks and making game. Even the experts are not sure which bid is best.
4	13+3=16	1♥	With opening points, open at 1 Level to show strength, not weakness
5	6+2=8	Pass	Weak hand, 6 spades with 3 of top 5, but not the 2 of the top 3. This one is "iffy". Some will open 2♠ with this hand.
6	8+2=10	2♠	Weak hand, 6 spades (incl. Ace & King)
7	13+2=15	1♠	With opening points, open at 1 Level
8	13+4=17	4♠	Even though you have a strong hand and could open 1♠, the danger is that partner might pass. You can take 8 tricks on your own and can risk getting at least 2 tricks from partner. There's a high likelihood that the opening lead will be a heart and you have a void so can trump it.
9	4+3=7	Pass	Weak hand, 7 spades but missing the high cards
10	8+3=11	3♠	Weak hand, 7 spades (incl. King & Queen) With a singleton, this could be considered a stronger hand, so some might open with 1♠.
11	8+3=11	2♦	Weak hand, 6 diamonds (incl. King & Queen), diminished possibility of major suit fit

12	7+3=10	3♣ or Pass	Weak hand, 7 clubs (incl. Ace & Queen). If in 1 st or 2 nd seat, might be best to pass and see if partner opens 1♥. In 3 rd or 4 th seat after 2 or 3 passes, then open 3♣.
13	7+2=9	Pass	Weak hand, 6 clubs (incl. Ace & Queen); however, 2♣ opening bid is reserved for a strong hand. It might be best to wait and see if partner opens 1♥ or 1♠. (You will be able to support Partner's major suit.) Otherwise, after 2-3 passes, in 3 rd or 4 th seat, open 3♣.
14	8+3=11	3♦	Weak hand, 7 diamonds (incl. Ace & King)
15	16	1NT	Balanced Hand, no 5-card major. Don't forget the rules you have already learned!
16	20+2=22	2♣	Artificial bid meaning 22+ pts. Notice there are no clubs in this hand. Some might open 1♦ to start, but there is the danger that Partner might pass and you will miss out on a game contract in hearts or even spades.
17	8+3=11	Pass	Weak hand, 6 hearts but missing two high cards in hearts (only the Ace). Some may bid 2♥ because of singleton in diamonds and Ace in spades (judgment decision, may depend on seat). If you want your partner to always trust that you have two of the top three cards in a weak opening suit, then you're best to just pass.
18	12+2=14	1♠	Opening points, 5-card major, open at 1 Level