

## ANSWERS INTERMEDIATE QUIZ 5

### MOTTOS

1. "Cover an honour with an honour"
2. "Put up or shut up!" (supporting pre-empts)
3. "Never bypass a 4-card major" or "Never overcall a 4-card suit"
4. "Don't let your opponents play at the 2-level (or 1-level)."
5. "High hate; low like" (leading) or "High even; low odd" (HELO giving COUNT on declarer's lead)  
or "High encouraging; low discouraging, HELD" or "High for aye; low for no" (both the same, when signalling/discarding).

### BIDDING

2C is 23+ (or "game in your own hand"), 2D is negative (0-7); 2H is 5+ hearts; 2S is 5+ spades (but denying 3+ heart support); 3H is 6+ cards (forcing); 4H is game.

Hand 1) is correct.

Hand 2) should upgrade to a positive with an Ace:King and 7+ points, so 2S; Then should support hearts; Opener would then ask for aces, 4NT...

Hand 3) bids a negative 2D, but on the next round should support hearts, jumping straight to game, 4H, to show the bottom of a weak hand.

### LEADING:

1. HQ; spades and diamonds are declarer's suits. Dummy has few points and dummy's heart quality is not likely to be good.
2. C10 – top of a 'broken sequence'. The five broken sequences are AKJ..., KQ10..., QJ9..., J108...1097... (top two then a gap then another one)
3. CJ unbid suit; partner has 13-14 points, Look for partner's best suit - plus clubs are the unbid suit.