

PROBLEM BIDDING SCENARIOS

STANDARD RESPONSES TO PARTNER'S OPENING STRONG, ARTIFICIAL and FORCING "2C" BID

Select the appropriate Response

(1)	(2)	(3)
"2C"	"2C"	"2C"
Pass	Pass	Pass
(??)	(??)	(??)
AXXX	AXXXX	AXXX
XX	XXX	XXXX
QXX	QXX	QXX
XXXX	KX	KX

(4)	(5)	(6)
"2C"	"2C"	"2C"/2S
Pass	Pass	Pass
(??)	(??)	"2D"/(??)
QX	AXXX	XX
AKXXX	KXX	XXXX
QXX	XXXX	XXXX
XXX	KX	KXX

(7)	(8)	(9)
"2C"/2S	"2C"/2NT	"2C"/2NT
Pass	Pass	Pass
Pass/Pass	Pass/Pass	Pass/Pass
"2D"/(??)	"2D"/(??)	"2D"/(??)
QX	AQXX	XX
AXXXX	XXX	QXXXX
XXX	XXXX	XXX
XXX	XX	KXX

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Select the appropriate Response

(10)	(11)	(12)
"2C"/2NT	"2C"/2H	"2C"/2H
Pass Pass/Pass	Pass Pass/Pass	Pass Pass/Pass
"2D" (??)	"2D" (??)	"2D" (??)
AXXXXX	XXX	XXX
XXX	JXXX	JXXX
QX	QXXX	QXXX
XX	XX	KX

PROBLEM BIDDING SCENARIOS

- 1 Answers -

STANDARD RESPONSES TO PARTNER'S OPENING STRONG, ARTIFICIAL and FORCING "2C" BID

Select the appropriate Response

(1) "2C" Pass (??) AXXX XX QXX XXXX	(2) "2C" Pass (??) AXXXX XXX QXX KX	(3) "2C" Pass (??) AXXX XXXX QXX KX
"2D" - First Negative Showing 0-7 HCP's	2S - Positive Bid (8-9 HCP's) Along With a 5-Card or Longer Suit	2NT - 8-9 HCP's with No 5-Card Suit

(4) "2C" Pass (??) QX AKXXX QXX XXX	(5) "2C" Pass (??) AXXX KXX XXXX KX	(6) "2C"/2S Pass/Pass 2D/(??) XX XXXX XXXX KXX
3H - Jump Response with 10+ HCP's + 5+Card Suit	3NT - Jump Response with 10+ HCP's and No 5-Card Suit	2NT - Second Negative Showing 0-4 HCP's

(7) "2C"/2S Pass Pass/Pass "2D"/(??) QX AXXXX XXX XXX	(8) "2C"/2NT Pass Pass/Pass "2D"/(??) AQXX XXX XXXX XX	(9) "2C"/2NT Pass Pass/Pass "2D"/(??) XX QXXXX XXX KXX
3H - Positive Bid Following First Negative = 5-7 HCP's With a 5-Card Suit or Better	"3C" - Stayman Following Opener's 2NT Rebid	"3D" - Transfer Following Opener's 2NT Rebid

PROBLEM BIDDING SCENARIOS

- 2 Answers -

STANDARD RESPONSES TO PARTNER'S OPENING STRONG, ARTIFICIAL and FORCING "2C" BID

Select the appropriate Response

(10)	(11)	(12)
"2C"/2NT	"2C"/2H	"2C"/2H
Pass Pass/Pass	Pass Pass/Pass	Pass Pass/Pass
"2D" (??)	"2D" (??)	"2D" (??)
AXXXXX	XXX	XXX
XXX	JXXX	JXXX
QX	QXXX	QXXX
XX	XX	KX
"3H" - Transfer with Intent to ReRebid 4S (Game)	4H - Game with Support and 0-4 HCP's (Weaker) ("Quick Arrival")	3H - Game Forcing with Support and 5-7 HCP's (Stronger) ("Slow Arrival")
