

The Foundation System

Part II. System Practice: Showing 2 Suits

INTRODUCTION

Our final chapter will present few challenges to the diligent reader. The first two quizzes deal only with deciding whether to risk showing two suits with a single bid, or to pass meekly, make a takeout double, or merely overcall in one of your two suits and hope to be able to show the second suit later if the auction develops favorably. Your decision will be based mainly on three factors: vulnerability, suit texture, and your LTC, which should normally be in the 5-8 range. Good LTC guidelines are 5-6 if vulnerable and 5-8 if not vulnerable.

Most of the problems will come in the later quizzes, where partner has shown a two-suited hand and you have to decide whether to choose one of those suits, despite perhaps not having the 3+card support partner was hoping for, or to bid the fourth suit, cue-bid to let partner choose when you have equal support for both suits, or settle for a NT contract partner is not likely to view with enthusiasm.

On a good day, you may find yourself blessed with a fit in one or both of partner's suits. Then you face another decision: how high to bid. This involves estimating both your offensive and defensive potential, which requires estimating not only how many of partner's losers you can cover, but also how many defensive tricks are available and whether the high cards are placed favorably for our side or for the opponents. Finally, the Law of Total Tricks will help in judging how high you can bid and still expect to make your contract, defeat the opponents, or suffer a penalty smaller than the value of the opponent's potential contract.

QUIZ 1: The Unusual NT

Your Hand				HCP/LTC	Auction	Your Call	
(1)	94		KQJ1072	<input type="checkbox"/> KQ876	___/___	1H/?	_____
(2)	J98		QJ963	<input type="checkbox"/> AK986	___/___	1H/?	_____
(3)		AK6	Q10654	<input type="checkbox"/> KJ1097	___/___	1H/?	_____
(4)	J3	6	AQ1093	<input type="checkbox"/> A10943	___/___	1H/?	_____
(5)	J10	5	AQJ103	<input type="checkbox"/> J10974	___/___	1H/?	_____
(6)		KQ7	KQ543	<input type="checkbox"/> J7532	___/___	1H/?	_____
(7)	7	7	AQ963	<input type="checkbox"/> QJ9862	___/___	1H/?	_____
(8)		10	AJ962	<input type="checkbox"/> AQJ9642	___/___	1H/?	_____
(9)	J	62	AJ872	<input type="checkbox"/> AJ764	___/___	1H/?	_____
(10)	K2		Q109543	<input type="checkbox"/> A8743	___/___	1H/?	_____

QUIZ 1: Discussion

- (1) (11/4) You'll never find a better 2NT bid than this; good offense & weak defense.
- (2) (11/6) A good dummy for spades, so Double is better than 2NT. Pass & then 2NT if an opponent bids spades might be a good alternative.
- (3) (13/5) Too much defense for 2NT. I'd bid 2D since it's not likely to be our hand unless pard fits diamonds. You can then reopen with 3C if they're stopping in 2H.
- (4) (11/6) 2NT is OK here because of good suit texture, but is dangerous since they may not have a game because of your defensive strength.
- (5) (9/7) We're probably outgunned here, so a lead-directing 2D is better than 2NT.
- (6) (11/5) Don't even think about 2NT. Terrible texture and a good chance at 3 tricks on defense. They may end in 4S with a 50 trump split.
- (7) (9/5) Another good 2NT bid. If they're stopping in 4 of a major, you could then bid 4NT if not vul, since pard will bid 5C with equal length in the minors.
- (8) (12/4) I like an immediate 4NT here. This is also Unusual, and applies maximum pressure to the opponents, who may really belong in spades rather than hearts.
- (9) (11/7) With 2 defensive tricks and bad texture, just pass this one. Don't bid 2NT and tell their declarer how to play the hand.
- (10) (9/5) This will play better in 62 diamonds than in 53 clubs, so my vote goes to 2D rather than 2NT.

QUIZ 2: The Unusual NT

Your Hand				HCP/LTC	Auction	Your Call	
(11)	A3	KQ862	4	□ AQ983	___/___	1D/?	_____
(12)	82	A9842	2	□ KQ832	___/___	1D/?	_____
(13)	103	KQ98	5	□ KQ10763	___/___	1D/?	_____
(14)	104	A9872	2	□ AKQ85	___/___	1D/?	_____
(15)	9	AQJ104	3	□ Q76432	___/___	1D/?	_____
(16)	8	AK752	K3	□ QJ954	___/___	1D/?	_____
(17)	10	AKQ65	75	□ K10652	___/___	1D/?	_____
(18)	62	A983	75	□ KQJ105	___/___	1D/?	_____
(19)	AJ	QJ1083	4	□ J10965	___/___	1D/?	_____
(20)	K	AQJ108	92	□ 87653	___/___	1D/?	_____

QUIZ 2: Discussion

(11) (15/4) Too strong for 2NT, so start with 1H and hope for a chance to bid 2C or 3C on the next round.

(12) (9/6) We're likely to be defending, so a discreet pass is probably best. If you can't resist bidding, I like a lead-directing 2C best for its mild preemptive value.

(13) (10/5) Live a little. Bid 2NT. You're short a heart, but the 6th club can compensate for it, and the clubs will be a useful side suit if pard plays in hearts, even in a 43 fit.

(14) (13/5) Too much defense for 2NT, but nothing else is reasonable, so bid 2NT and hope pard doesn't decide to take a phantom save against a non-making game.

(15) (9/5) 2NT is obviously right here despite the poor club texture, which the 6th club helps to ameliorate.

(16) (13/5) 2NT is the only real option here, but again you have to hope that pard doesn't take a phantom sacrifice.

(17) (12/5) 2NT is OK here. There's not as much danger of a phantom save here, since if they're in 4S, you're probably taking only one heart and one club trick in your hand.

(18) (10/7) If not vul, I'd risk 2NT here, since the clubs will be a source of tricks if pard plays in hearts, even in a 43 fit. But don't do it with a 4-card suit if the side suit is weak.

(19) (9/7) Good texture in both suits makes this worth 2NT. Just hope pard doesn't lead a club from Kx or Kxx if you end up defending.

(20) (10/7) Even with a club suit this weak, 2NT is OK if not vul. When you put down the dummy, be sure to brag about the great texture in the club suit.

QUIZ 3: Michaels Cue-Bid

	Your Hand				HCP/LTC	Auction	Your Call
(21)	KQ8543	KQJ54	4	□ 7	___/___	1D/?	_____
(22)	AKJ1092	KJ1086	7	□ 4	___/___	1D/?	_____
(23)	Q10943	A10876	Q	□ K9	___/___	1D/?	_____
(24)	QJ985	AQ1063	Q	□ K7	___/___	1D/?	_____
(25)	K87543	A9754	Q	□ 8	___/___	1D/?	_____
(26)	AJ1093	KQJ63	J4	□ 8	___/___	1D/?	_____
(27)	109752	AKQ743	4	□ 10	___/___	1D/?	_____
(28)	KQ10874	AJ9432		□ 6	___/___	1D/?	_____
(29)	KQ932	KJ1082	2	□ KQ	___/___	1D/?	_____
(30)	Q7532	AK10865		□ A4	___/___	1D/?	_____

QUIZ 3: Discussion

(21) (11/4) Wow! Don't get these often. Bid 2D and raise 2 of either major to the 3-level.

(22) (12/5) Another one! But this one has some defense. Bid 1S and show the hearts on the next round, even at the 3-level.

(23) (11/6) With good texture, this is a sound 2D bid.

(24) (14/5) With the same shape, but better defense, this is worth a takeout Double, but if pard bids 2C, just pass. You'll raise either major, of course.

(25) (9/6) You could try 2D if not vulnerable but with poor texture you'd risk a big penalty if vulnerable.

(26) (12/6) This is about as normal a 2D bid as you're likely to see.

(27) (9/5) 2D is safer here than in #25, but I prefer to just bid 1H and listen to the bidding. If the opponent's don't bid spades, you'll be safe enough at 3H.

(28) (10/4) These 66s are always fun. There are 3 approaches: (a) 2D, and then raise either major to game; (b) bid 1S, and follow with 4H on the next round; (c) pass first and see if anyone bids a major before deciding what to bid. I like (b), but (c) will often be a winner by not revealing your second suit, making their defense more difficult.

(29) (14/5) This has enough defense to Double, planning to pass 2C or raise a major.

(30) (13/4) Here you're strong enough to Double, and then bid 2H if partner is inconsiderate enough to bid 2C.

QUIZ 4: The Michaels Cue-Bid

	Your Hand				HCP/LTC	Auction	Your Call
(31)	K9532	87	A	□ A10632	___/___	1H/?	_____
(32)	K10865	72	7	□ AQ942	___/___	1H/?	_____
(33)	AJ864	92	8	□ KQJ93	___/___	1H/?	_____
(34)	AK832		43	□ A109632	___/___	1H/?	_____
(35)	Q107432		87	□ AQJ85	___/___	1H/?	_____
(36)	AQJ105	104	A9754	□ 8	___/___	1H/?	_____
(37)	AKQ62		Q107542	□ K6	___/___	1H/?	_____
(38)	KQ1093	7	KQ1043	□ 32	___/___	1H/?	_____
(39)	A8742		AKQ974	□ 98	___/___	1H/?	_____
(40)	KQJ32	J3	KJ942	□ 7	___/___	1H/?	_____

QUIZ 4: Discussion

(31) (11/6) Game our way is unlikely unless pard **likes** spades. Just bid 1S. If pard doesn't raise, we'll be defending, so don't warn their declarer about your second suit.

(32) (9/6) With a bit less defense and barely adequate texture, this is a reasonable 2H bid.

(33) (11/6) Another fairly typical 2H bid, despite shaky spade texture.

(34) (11/5) Good defense and offense, so start with 2C to warn partner against taking a phantom save. You can afford to rebid 2S, or even 3S if necessary.

(35) (9/5) You prefer spades to clubs if pard has a stiff J or better, so start with 1S instead of 2H. Even a 2S weak jump overcall could be a winner, goading the opponents into 4H with a 40 or 50 trump split and a bad surprise in the club suit.

(36) (11/6) 2H is fine here. Pard will prefer spades if possible, and if we play in diamonds, the spades will be a useful source of tricks (unlike the previous hand, where spades were worthless unless trumps).

(37) (14/3) This is so strong you need to Double first & then bid 2D over a 2C response.

(38) (10/5) This is barely worth a non-vulnerable 2H, despite poor diamond texture.

(39) (13/4) Double first and then a diamond rebid is the best way to handle this one. If pard lacks spades, he'll try 3NT with something in hearts and clubs.

(40) (11/6) 2H is OK here, but I'd be much happier if the diamonds were KJ982.

QUIZ 5: Responding to the Unusual NT

Your Hand				HCP/LTC	Auction	Your Call	
(41)	AJ986	K107		□ 109852	___/___	1H/2NT/?	_____
(42)	K74	K10863	7	□ K975	___/___	1H/2NT/?	_____
(43)	KJ84	KQJ3	J72	□ 96	___/___	1H/2NT/?	_____
(44)	KQ5	A52	A1042	□ 1073	___/___	1H/2NT/?	_____
(45)	Q9875	K976	Q10	□ A3	___/___	1H/2NT/?	_____
(46)	8643	63		□ AKQ8652	___/___	1H/2NT/?	_____
(47)	KQJ9	109532	KJ	□ A4	___/___	1H/2NT/?	_____
(48)	J875	AQ5	K1087	□ 107	___/___	1H/2NT/?	_____
(49)	KQJ10954	73	J	□ 953	___/___	1H/2NT/?	_____
(50)	A98643	10	KQ85	□ J7	___/___	1H/2NT/?	_____

QUIZ 5: Discussion

(41) (8/7) They'll make 4H unless pard leads a singleton spade, so bid 5D and hope they take the push to 5H.

(42) (9/7) An easy 3C bid. They may have a 4S game, but pard's 2NT has kept them from introducing spades.

(43) (11/8) Just bid 3D. Don't even think about passing 2NT. The opponents may bid again, and you'd be happy to defend.

(44) (13/8) You'd like to invite game, but 4D is preemptive, not invitational. So bid 3H. Then over 4C, a 4D bid is clearly invitational, but over 4D a prudent pass is best.

(45) (11/7) Don't pass 2NT. It's a guess between 3C and 3D. I'd bid 3C here, but with 33 instead of 22, I'd bid 3D if I hoped to be able to bid 4C later.

(46) (9/5) Don't laugh. My computer actually dealt this hand. I'd bid 5C, and pass 5H in case pard has the AK of diamonds. If I'm on lead against 5S, I'll lead the C2 to steer pard toward returning a diamond.

(47) (14/6) This could make 3NT if pard has the right hand. He won't have it. Just bid 3C.

(48) (10/8) 4D feels right here. It might make, and you have a good chance to beat 4H.

(49) (7/7) At last you have the right hand to bid the 4th suit. Bid 3S and relax. You might even make it.

(50) (10/6) Bid 5D. You might make it, and they'll have to guess whether they can make 5H. I don't think they can, and would double 5H.

QUIZ 6: Responding to the Unusual NT

Your Hand					HCP/LTC	Auction	Your Call
(51)	KQ107	A6	AK1054	□ 107	___/___	1D/2NT/?	_____
(52)	1098743	AQ65	J10	□ K	___/___	1D/2NT/?	_____
(53)	KQ7	A87642		□ AQ53	___/___	1D/2NT/?	_____
(54)	AJ107432	QJ7	52	□ 8	___/___	1D/2NT/?	_____
(55)	KQJ10543	A6	3	□ 1065	___/___	1D/2NT/?	_____
(56)	KQJ864	9753	K10	□ 10	___/___	1D/2NT/?	_____
(57)	A86	KJ10943	J9	□ K8	___/___	1D/2NT/?	_____
(58)	KJ942	K8762	Q107	□	___/___	1D/2NT/?	_____
(59)	AK83	AK985	85	□ 72	___/___	1D/2NT/?	_____
(60)	AKQ84	AQ3	8	□ J954	___/___	1D/2NT/?	_____

QUIZ 6: Discussion

(51) (16/5) 3NT will make on a good day, but passing 2NT is probably right. Pard's suits will not be splitting well.

(52) (10/7) The CK is a powerful card. I think 4H will usually make, so I'll bid it.

(53) (15/4) Whee! There'll be a play for 6H if pard has **any** 55 shape, and it's cold if he has both kings.

(54) (8/7) The spades won't be useful in a heart contract, so bid 3S. This will also help pard reach your hand for a lead of one of his suits if we end up defending.

(55) (10/6) This is a routine 4S bid. Expect to lose a spade, a diamond, and another trick in one of pard's suits.

(56) (9/6) Flip a coin. Some days 3H will make and 3S will go down. And other days 3S makes and 3H goes down. I'm a 3H bidder.

(57) (12/7) Just bid 4H here. Some days you'll go down, and other days you'll make 6H. That's why I don't recommend bidding 2NT with a hand worth a sound opening bid.

(58) (9/6) Bid 4H with this one. It won't be hurt badly, and it might make, or goad the opponents into trying to make 4S on a 43 fit.

(59) (14/6) This makes 6H if pard has the CAK and a singleton diamond. He won't have it, but if you want to try, bid 3D. Then over 4C, bid 5H and hope pard figures you'd bid 4NT if you needed keycard info, so you must need a singleton diamond. (60) (16/5) 3D is right here. You'll bid game in whichever suit pard selects.

QUIZ 7: Responding to the Michaels Cue-Bid

Your Hand				HCP/LTC	Auction	Your Call	
(61)	A7	1092	63	□ KJ9654	___/___	1D/2D/?	_____
(62)	Q864	7	AKQ	□ QJ983	___/___	1D/2D/?	_____
(63)	J8	J9542	AJ92	□ A3	___/___	1D/2D/?	_____
(64)	96	8	AQJ	□ J1087432	___/___	1D/2D/?	_____
(65)	AJ76	952	K8	□ Q1095	___/___	1D/2D/?	_____
(66)	AQJ43	5	Q1072	□ 864	___/___	1D/2D/?	_____
(67)	A85	AJ754	Q5	□ Q107	___/___	1D/2D/?	_____
(68)	KQ4	K93	A743	□ K73	___/___	1D/2D/?	_____
(69)	73	107	AK8	□ KJ9874	___/___	1D/2D/?	_____
(70)	10864	A4	AQ109	□ A74	___/___	1D/2D/?	_____

QUIZ 7: Discussion

(61) (8/8) A fairly typical hand. You'll bid 2H, of course. If they bid 3D, you might go as high as 3H if not vulnerable, but would defend if either opponent bid clubs en route to 3D.

(62) (14/5) Your diamonds would be more useful elsewhere, but this is still worth a 3S bid, which is invitational rather than preemptive.

(63) (11/8) 4H will usually have a play. Expect to lose one trick in a minor and one trick in each major (or 2 tricks in one major and one in the other).

(64) (8/7) 2S or 3C? Pick your poison. I'd expect to take two more tricks in clubs than in spades and would bid 3C, despite getting pard off to a bad club lead if we defend.

(65) (10/8) I'd bid 2S with this one, and bid as high as 3S if pushed.

(66) (9/7) This is clearly a 4S bid. It will make if pard has the HA and SK, and down one will be OK if they can make 130 in a minor.

(67) (13/8) 4H needs just the HK and SKQ to make, so go ahead and bid it. Don't bother inviting, because pard won't know whether he has the right stuff if you ask.

(68) (15/7) I'd start with 3D here. Then after pard picks a major, I'd jump to 5 of the other major to invite slam while protecting my CK against the opening lead.

(69) (11/7) Grit your teeth, bid 2H, and hope they decide to bid again. Don't let them know you don't expect to make it.

(70) (14/7) Pard needs a magic hand to make 6S. He won't have it, so just bid 4S and relax.