

# Bridge Quiz Answers

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1. There are 40 High Card Points (HCP) in a deck of cards.
2. A bid of three hearts means you must make nine tricks to make your bid.
3. If you sit North, your partner sits South.
4. The person who lays down his/her hand after the opening lead is the dummy.
5. You must win two games to score a rubber.
6. If you win two games in a row and opponents win none, your partnership receives 700 bonus points.
7. If you win two games in a row but opponents won the first game, your partnership receives 500 bonus points.
8. Knowing the score (and how to score) affects the bidding. It makes you aware of who is vulnerable and how much you need to bid to get to game. It also makes you aware of whether you should make a defensive bid to keep opponents from making a rubber.
9. 15-17 High Card Points are required to open 1NT.
10. A 2♦ bid asks for a transfer to hearts after your partner has bid 1NT. You may transfer with zero points, but you must hold five of the major to which you transfer.
11. A 2♠ bid asks for a transfer to clubs after your partner has bid 1NT. You must hold six of a minor to transfer, and you may transfer with zero points.
12. If your partner opens 1NT and you hold one (or two) four-card major(s), your bid is 2♣, which is known as the Stayman Convention. You must have eight points with two four-card majors and nine points when holding one four-card major.
13. If you answer 2♣ (Stayman Convention) to your partner's 1NT opening bid, your partner responds 2♦ if he/she has no four-card major. You then respond 2NT.
14. To open 1♠ or 1♥, you must have five cards in the suit you bid.
15. If you have opening count and no biddable suit (and not enough points for a NT opening bid), your bid is 1♣ or 1♦ (if you hold four diamonds). This is called the convenient minor opening and you are asking for a four-card major response from your partner. If responder has both hearts and spades with four in each, he/she bids up the line—bidding hearts first. If your suit (as the opener) was the four-card spade suit, you can still say 1♠ and responder either goes to 2♠ or passes with 6 points and the spade support.
16. If you win a NT contract and the dummy's hand holds four aces, your partnership gets 150 honors points.
17. You must make at least 100 points for a game in bridge.
18. If you have 60 points below the line (called a "60 leg") and your opponents make a game, they "cut off your leg" and those 60 points no longer count toward a game for you. Those points only count toward the total score.
19. Discuss conventions with your partner when you sit down to play. You must not ask during bidding.
20. If an opponent doesn't know what a bid by you means, he/she may ask what a bid means, but must ask your partner. The person who made the bid cannot answer.
21. An overcall is any bid after an opening bid.
22. You may overcall with as few as 8 points with a good five-card suit.
23. In order to overcall at the two level, you must have opening count and at least a five-card suit.
24. In order to overcall with 1NT, you must have the same point count you would need to open 1NT—15-17 points.
25. In order to bid a weak two, you must have six cards in the suit, with less than 11 points and a suit of quality (two of the top three cards or three of the top five cards).
26. For an opening three bid, you must have seven cards in the suit, with less

## Harry S. Truman: The Presidency

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The end of WWII brought a number of domestic issues into the spotlight. With Democratic majorities in both Houses of Congress, President Truman sent Congress a series of programs, including measures to expand Social Security, a Fair Employment Practices Act, a plan to increase public housing and a program to clear inner city slums. Passage of the Employment Act of 1946 included a new Council of Economic Advisors which Truman utilized as a presidential advisory group.

The 1946 mid-term elections resulted in the Democrats' losing control of the House and Senate, thus reducing the effectiveness of Truman's plans on the domestic front. His efforts to prevent tax cuts failed, as did his hope of retaining price controls that were in place during the war.

A national railroad strike in 1946 shut down both freight and passenger service for over a month and loomed as a major threat to the struggling post-WWII economy. When the railroad workers rejected a proposed settlement, Truman countered with a scheme calling for seizure of the railroads by the federal government and drafting the rail workers into the armed services to perform their regular duties.

He took this plan to Congress and, while addressing the body, received word that the strike had been settled. He immediately informed the members of Congress that the railroad strike had ended and was warmly received by Congress.

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27. For an opening four bid, you must have eight cards in the suit, with less than 11 points and a suit of quality (two of the top three cards or three of the top five cards). If you count distribution and have opening, you open at the one level.
28. If you have points close to what is required to open, you *must not* "fudge" just so you can bid.
29. In order to open 2NT, you must have 20-21 HCP, and this bid is not forcing. The NT bidder has very specific parameters. Be aware of his/her point count and the limit of only one doubleton. Responses to that NT bid are similar to responding to other opening NT bids. When opener bids 2NT, responder only needs 4 total points to make a game. Bid 3NT directly with a balanced hand; bid 4♥ (or 4♠) directly with a six-card major. Transfers and Stayman are in effect if either applies.
30. In order to open 3NT, you must have 26-27 HCP. This bid is not forcing, but if you wish to invite slam, look at total points in partnership and your distribution. You know what partner has; you must become the captain. Only you know what you hold.
31. "Forcing" means that partner *must* bid.
32. In order to make a Grand Slam, you must win 13 tricks.
33. The Blackwood Convention is used to find out how many aces and then how many kings (if all aces are held in the partnership) the partner has.
34. If you are the second person to play on a trick, you should play low. You will save the winning card to capture declarer's card in another trick and partner should know to lead it back through him/her.
35. When playing a suit contract, you should count your losers.
36. When playing a NT contract, you should count your winners.
37. You should announce that you have honors as soon as the hand is completed.
38. Honors in a NT contract are all four aces.
39. Anyone at the table who has honors in the bid contract may earn bonus points—whether he/she is in the partnership playing the contract or not.
40. If you have a no-spade hand (KQJ3♥ J1094♦ 1098743♣) and your partner opened 1♠, your point count is 9 points and you would bid 1NT. If your partner opened 1♥, you must reevaluate your hand. You now have 14 points. You count five points for the void in spades. You can see how important reevaluation is. Bid 3♠. This is a jump.

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