

## Homework answers revision Thursday

1) 2NT == 11/12 NOT 10-12      2) 3NT = 13+ ( actually 13----- 18)

3) 4NT = 11/12      4) 4NT = 19/20

If any of those are a mystery to you try and tie them up with these important points

To make 3NT the pair need 25 pts    To make 6NT the pair need 33 pts

( from which it follows that if you know you have enough points for game or slam you bid it ; and if you know there is the *possibility* that you have enough points for game or slam ( if partner is maximum) then you “ nearly” bid game or slam [ 2nT } or [ 4NT ]

5) 0-----10    6) 13+    7) 0----10 YES its weak Stayman

8) 11/12 “strong” stayman    9) 17+ ( maybe 16+)    10) 5+

11) 2S      12) 3C      13) 2C ( W.S.)    14) 2C ( S.S. )    15) Pass    16) 19/20

17) [ written as 16 ]

Overtake the K diamonds with the Ace.

Return the 2 diamonds to partner's Q.

Partner leads a 3<sup>rd</sup> diamond and you ruff. Happy days

17) Best is a diamond. Why ? well the alternatives are worse !

A spade may “ruin” partners spade holding

A club may see you lose out.

The diamonds you know are all winners for dummy anyway so you are not helping declarer in any way.

There is a twist in the tail to this though.

You should lead the 9 diamonds. A “ putting the frightners on” lead.

It will look to declarer that you are leading 9 from 92 (say) and that your partner holds the Q. Possibly you will frighten declarer off taking the finesse .

18) in [ A ] you should lead a spade

In [ B ] you should try the effect of running your long ( club) suit first

The reason is that in “ B” the opponents will beat you as soon as they take the lead ie one of them started with 5 or more hearts. You cannot afford for them to take the lead with the Ace spades as they will play hearts. Your only real hope is that they feel the pressure of the long club suit being played ( all 5 x rounds ) and either make a mistake discarding or cannot avoid unguarding winners. A squeeze may develop

In [ A ] as stated you should play a spade , which will lose BUT hopefully the opps don't have enough hearts to beat you.

You can spot which way to play by how many hearts you have. With 4 or less play the sqz.    With 5 or more play in normal fashion.

