

Answers –establishing long suits

1) I may as well say how it should be played trick by trick and then we will see how many tricks will be made .

Trick 1) Ace Hrts Trick 2) Ace Sp * Trick 3) KING Spades * Trick 4) Ace diamonds

Trick 5) King Diamonds Trick 6) 4 diamonds ruffed with 2 sp

Trick 7) Ace clubs Trick 8) (winning) 6 diamonds Trick 8) (winning) 5 diamonds

Trick 9) Q sp Trick 10) J sp Trick 11) Q sp Trick 12) (winning) 9sp

Trick 13 – loses

So 12 tricks were made when the diamonds “broke” favourably and so did the trumps. I asterixed the early trump drawing – in fact the trumps didn’t need to be drawn at that stage but that seemed a very natural way to play it.

Now we will look at what happens when the diamonds don’t break so well (and we have to return to dummy to keep ruffing them).

Trick 1) Ace Hrts Trick 2) Ace Sp Trick 3) KING Spades Trick 4) Ace diamonds

Trick 5) King Diamonds Trick 6) 4 diamonds ruffed with 2 sp *and here we know an opponent still has the winning diamond*

Trick 7) Ace clubs Trick 8) 5 diamonds ruffed with the J sp****

Trick 8) lead the 2 sp to the 10 sp in dummy

Trick 9) (winning) 6 diamonds throwing a club Trick 10) club ruffed in hand

Trick 11) Q sp Trick 12) lose a heart Trick 13) lose a heart

And so we made 11 tricks.

There was a series of asterixes (****) when we trumped a diamond in hand. We made sure to trump with a high spade (the J). This was not because we were worried about being overruffed (noone else had trumps) BUT because we needed a small trump to lead to the 10 in dummy to get over there for the winning diamond..

Lets hope the next question is shorter !

2) This is to do with establishing the long diamonds in hand. (Actually it can also be played as a cross ruff). You will finesse the Q diamonds (no other choice); play Ace diamonds; ruff a diamond. If the diamonds are all winners now just draw trumps.

If there is still a winning diamond outstanding , ruff a club to hand and ruff another diamond.

The play is :

Trick 1) lose Hrt Trick 2) lose Hrt Trick 3) lose Hrt Trick 4) Ace clubs

Trick 5) Queen Diamonds Trick 6) Ace diamonds

Trick 7) diamond ruffed in dummy

3)

Trick 1) K Hrts Trick 2) Ace Sp Trick 3) KING Spades Trick 4) King clubs

Trick 5) Ace clubs Trick 6) 7 clubs ruffed in hand

Trick 7) Ace Hrts Trick 8) (winning) 9 clubs Trick 8) (winning) 8 clubs

Trick 9) diamond ruffed Trick 10) sp Trick 11) sp Trick 12) sp

Trick 13 – loses

12 tricks.

4) Double (in a LOUD voice) or 3 NT

Which is best ? well at any game other than duplicate it is clear to double. You are CERTAIN to take the contract down and whether you make 300 or 500 or 800 isnt so important.

At duplicate ? –well...if you are vulnerable (and would get 600 in 3NT) and the opps are Not vul and only went 3 off (when you would get 500) you would miss out by doubling. ((personally I think they will go 4 off or more so you will get 800 + so double is best at both types of the game)).

If the opps were vuln you should DOUBLE without question.

5) same sort of answer really. Double or 2NT

6) Partner asked for clubs with their low 6 Hrts S>P>Signal at trick 1. Deep gulp.

Lead the K clubs.

If partner was having a doze and didn't mean the 6 Hrts as a suit preference signal get rid of them .

7) 10 diamonds. No other choice.

