

Homework ANSWERS

1) (i) ruff in dummy

Win Ace Hrts ; play a heart back to create a void in dummy.

When the declarer next takes the lead , ruff a heart in dummy.

Then draw trumps.

(ii) discard losers (before drawing trumps)

Win Ace hrts.

Play K diamonds and overtake with Ace; Play Q diamonds discarding a club or heart;

Play J diamonds discarding a club or heart.

Draw trumps

(iii) establishing the long suit in dummy

Win Ace hrts

Lead a diamond to the Ace. Ruff a diamond.

Lead a spade to the 10; Ruff a diamond.

Play a spade to the J (which hopefully will draw the last of the opps trumps).

PLay winning diamonds.

You will make 12 tricks if the diamonds broke 3-3 aND THE spades 2-2

2) 2S---2NT^ (neg)

3) 2H -----4H

Pass

(tho only just ! 4H was not a positive so doubt that 12will make)

4) a diamond. Consult notes on when to lead trumps if u dont know by now

5) Partners 5 was the lowest card available to them. They are signalling for a club.

Lead the K clubs

6) The problem with replying 5D to show 1 Ace is that partner (who may also have only 1 Ace will pass) and you will play in 5D.

On the other hand if you reply 5H to show "two" aces (pretending your void is another Ace , partner may hold 2 aces themselves and bid 7 !).

There is a nonscientific way to show a void in response to Blackwood ..wait a moment i am going to tell you - but dont blame me if

you can see problems with it for it has been used like this since the beginning.

You jump to 6D ie a jump to a slam in answer to Blackwood shows a void

(and I suppose an ace)

7) You should play low. And not play your Ace hrts.

There are dangers with this admittedly (declarer may have a single Q Hrts

for one thing) BUT because you can only see 2 defensive tricks (the K sp + Ace hrts)

you should not be in too much of a rush to grab them. You need 4 tricks after all

to beat the contract. [Play ing the Ace on the J at trick 1 is more likely to assist declarer make 2 tricks out of their Q + K hrts)