

Homework answers review topics mon-wed

- 1) You return a spade (of course) partner's suit.
You started with KQ2 and after your play at trick 1 you have left K2.
And from this doubleton you lead the highest card back. Yes the K. Straight into the lone Ace spades in dummy.
We might come up with a number of reasons why this is correct (perhaps starting with the notion that with a doubleton you always lead the higher of the two cards); the real reason of course is not to block the run of the (spade) suit. You need to keep a low spade to lead back to partner.
- 2) It is a take out double showing 12+ pts and promising specifically spades and diamonds (only). The other two suits you see ? Good.
- 3) (i) 2NT 10-12 (ii) 3D. Not 2D You need to reverse (by responder) to show 13-15 and the bid of 3 diamonds does that.
- 4) 4NT is quantitative and you can pass (with a minimum) or bid 6NT (with a maximum). Its all slightly waffly whether the 18 pts you hold are so much more than the 16 you have so far promised but you do have extras and the five good clubs look good. 6NT is the call.

(ii) whether it was wise to introduce Stayman on this hand is a moot point but you did and now need to invite to 6NT. The correct call is 4NT which is still quantitative (as the preceding call 3D was conventional). NB 4NT is only Blackwood when the preceding call was a natural bid.
- 5) There are options e.g you could win the Ace Hrts and send a club back in the hopes partner has the Ace or King clubs –that would be ok but still wont get the 4 tricks you need to beat the contract.
Better is to send the heart back to create a void in your hand ; now if partner gets in soon they can give us a heart ruff. Looks a more promising defence.
- 6) You need to play on diamonds at some point; you will need deep finesse play.
Leading the 2 diamonds to the 9 is the best first move; later to lead the 3 to the J
- 7) You will need to establish the hearts (by ruffing in hand); entries may be tricky so only drawing two rounds of trumps is the best first move.
Win Ace diamonds ; Play Ace sp ; play Q sp; lead the 2 hrts to the Q for a (winning) finesse; play Ace Hrts; ruff a heart. PERHAPS the hearts are all now good and we can return to the K Spades and lead 2 winning hearts. IF THEY ARE NOT YET ESTABLISHED ... go to the K spades and ruff another heart. Finally return to the Ace clubs and lead the last established heart (throwing a diamond).
You make 13 tricks if the hearts broke 3-3 and 12 tricks if the hearts broke 4---2.
Maybe your bidding wasn't so bad after all
- 8) play the 2 hrts. Repeat. The. 2. Hrts.
The point being your Queen hrts will NEVER make a trick so it would be wrong to tell partner that you have a heart holding that will make a trick.