Answers to strong to bid....

- 1) Dble –yes way too strong to bid 1H
- 2) 4Sp or 3Sp if you like a little leeway –the point is partner has 16+ pts and 5 spades
- 3) 2C
- 4) 1NT showing 18—20
- 5) N e s w 1D Dble p 1H P 3H* P 4H

Interesting aspects of the auction are that E dbled as was too strong to bid 1Sp —so they intended to hear Wests's response and then bid spades; in the event West bid hearts so there was no need to then bid spades by East.

- 6) well the answer is 2Sp (if that's news to you that's no bad thing I have got the lessons out of synch that I wanted to give so will explain this one next week)
- 7) Well it was partner (again). The 1st two tricks needed to go like this:
- 1) beat the Q hrts with the K hrts
- 2) return the J hrts to unblock it (get it out of the way).

Of course what happened was partner won with the K hrts and sent the 7 hrts back. Declarer played on damonds and although partner had the Ace the hrts were blocked and declarer much to their surprise made the contract.

8) Its all about how you play spades.

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You should lead the 3 to the 10 (1^{st} finesse –which probably loses) Next time you are in dummy lead the 4 sp to the J (2^{nd} finesse –which probably wins).

9) On analysis you will see that you cant make the contract unless the spade finesse works. And whats more that's all you need to make the contract.

So you win the Ace hearts –play some clubs if you feel in the mood –then …and this is the IMPORTANT point …lead the 5 diamonds to the Ace.

Now lead the J spades. If the spade finesse works you make 10 tricks.

Anyone that played the 5 diamonds to the Q is wrong and deserves to go down.

(If that's still a mystery to you —" why is the spade finesse "better" than the diamond finesse?" ... the answer is that a diamond finesse even if it works only gets you 1 more trick and not enough to make your contract; the spade finesse if it works (effectively) gets you 3 more tricks and your contract.

^{*} can live with a 4H bid by e at 2nd turn