

Answers fibbers

- 1) perfect 5-4 majors and 0-10 pts 2) no nonsense. Either pass or 2S
- 3) classic fibber (5 card major and 11-12 pts)
- 4) hopeless. A bid of 3sp shows 13+ and 5 spades
- 5) good. 6) yes good
- 7) 2NT. Important to bid 2NT next when you are "fibbing"
- 8) pass 9) 2H. (Check your answer to 7 above and try to see why we bid as we did)
- 10) 2NT Important to bid 2NT next when you are "fibbing"
- 11) pass 12) pass
- 13) (i) J sp (ii) 10 s (iii) Q sp

I could give you a rule about that but why not work one out for yourself ?
(Its to do with 3 honors that are not sequential)

- 14) 9 diamonds. The 9 actually could win ! more likely no doubt is that it will lose true but we still have our Ace poised to beat the Q.
The main thing you are trying to avoid is allowing declarer to win 2 tricks.
If for instance declarer held the King *and if* you had played the Ace then declarer would make the Q + K ; Not much can go wrong as it is unlikely that declarer has a singleton K . How do I know that ? Well which card did partner lead ?
- 15) This time you should play the Ace. Declarer is marked with the J (and probably the K).
- 16) (i) Ace STRIKE WHEN STRONG DUH (don't shout)
(ii) I refer the honourable member to my answer above