

Answers strike when strong

- 1 (i) play the Ace. The J is going to make later too
)ii)play the Ace the 10 though not certain is likely to make later
(iii) w.w.w.
(iv)w.w.w

- 2) (i) play the Ace – the J has fair chances of making later
(ii) play the Ace
(iii) duck
(iv) play Ace

3) win with Ace. Lead a heart to the K. lead the 8 diamonds and play the 10
NOW whether that finesse wins or loses is irrelevant- the danger hand has been kept off play.

Should the finesse fail and the winner lead a spade (poor play) your J will make.

[and you make 10 tricks]

Should the finesse fail and the winner lead a diamond /heart/club you have 9 tricks.

So it was a combination of SWS and TTWF

TTWF ? yes.

- 4) (i) 2H (ii) 4C

I suppose we better indulge those players who in (ii) above bid 3C with a pat on the head and say bad luck yes you nearly got it. They didn't though.

5) 1NT 10—14 in the balancing AKA the protective seat

6) Play the Ace diamonds and lead the 2 hearts
“ is that like leading up to weakness in dummy ?”

Do you know I think you are right.

“Would everybody defend like that ?”

Well you may be able to answer that yourself- lets say any half decent or better player would.

7) errr I set these problems and can't see the answer !!

Ah –well I do have an answer of sorts.

Perhaps declarer is embarking on a cross ruff ...with the intention of trumping spades in dummy and shortly diamonds in hand.

That's not certain I admit but it fits in with the feeble dummy the declarer has. They are never going to make many tricks from dummy unless they get ruffs.

So. Win the Ace diamonds and play Ace spades and another spade.

Now dummy has only 1 spade left which may teach the opponents not to bid so freely again when you are at the table.