

Answers Advanced checkbacks

1) 1H-----1S
1NT -----3H
4H

2) 1H-----1S
1NT-----3H
3NT

3) 1H-----1S
1NT -----3H
3S-----4S

4) 1C-----1S
1NT-----3D
3S-----4s

5) 1H-----1S
1NT -----3H
4H

6) 1H-----1S
1NT-----3H
3NT

opener was gormless
in 5 bidding 4h and not 3NT

Both good in 6

7) 1H-----1S
1NT -----3C
3S -----4S

8) 1H-----1S
1NT-----2D

Oooh that was clever.
Responder bid a three
Card club suit.

This one however was dumb. Responder bid 2D
and not 3D and deserved their fate.

9) Dble

10) this looks like a misprint to me as I cant believe I meant
To test this. Still it wouldn't be unreasonable to turn the
Tables and double them! (West must be anaemically weak)

11) Believe it or not the 5 diamonds is the safest exit you can make.
And who knows you may even talk declarer out of a winning finesse with this
frightners switch.

12) Plan A) play two diamonds to see if they break 3---2 ; if they do we have 9 tricks
Plan B) play three spades to see if they break 3-----3 ; if they do we have 9 tricks
Por fin..
Plan C –take the heart finesse

In other words we were hoping first that the diamonds would give us 4 tricks ; when
that flopped we banked on the spades breaking and giving us 4 tricks. Lastly when all
else failed we went for a straightforward finesse of the Q Hearts.

You have to be careful about entries and make sure you can get back to dummy
when u want. NB Plan B could be tried before Plan A if u wished.

