

Homework answers –boot putting in

- 1) 4H ie partner's 2NT after the dble showed 10+ pts 4 hearts
- 2) well the call of 3Sp showed 6-9 pts. Do you still want to go to game (with your 15 pts).? The gamblers might but the bean counters would be right this time to pass.
- 3) raise the ante with a bid of 3Sp
- 4) 2NT –now with a genuine 3Sp raise we bid 2NT
- 5) 4Sp.
- 6) 4sp. (That way you will make one spade eventually)
- 7) 2Sp (same reasoning AS above) .

NB re answers to 6 + 7 - can u see what might happen if u played the high card from dummy and it got beaten ? And that's the sort of thing u have to imagine and consider.

8) two lines:

- (i) win ace diamonds and return a diamond. Very safe but getting u nowhere.
- (ii) Win ace diamonds and lead Ace clubs and another club. More speculative but gives increased chances to beat the contract.

9) To beat this contract u r going to need partner to hold some good cards.

This is the best approach,

- (i) win ace diamonds and lead 3 hearts. And hold your breath.

Now if partner holds the Ace hearts surely we have excellent chances of beating the contract.

What else was worth considering ? (not much in truth). You m-i-g-h-t lead a club I suppose in the hope of something or other (what Im not sure) or perhaps tried a trump at trick 2 to reduce the dummies ruffing power. You probably will prevent a ruff leading a trump BUT the declarer never needed ruffs to make their contract anyway (they almost certainly were going to draw trumps and throw losers away on the club suit...which they will do.

NB when u see a dangerous dummy with a long strong suit don't play safe but get cracking and try something.

10) (i) two ideas suggest themselves :-

- (a) take a club finesse. If it wins ..play Ace clubs. Then trump a club in dummy. Then draw trumps. That gives you 10 tricks. [[of course u need the finesse to work which is not a given]]

- (b) attempt to establish the long diamonds. Win trump in hand and lead a diamond to Ace. Play k of diamonds. Trump a diamond.....If the diamonds have "broken" the remaining 2 diamonds are winners and u have 10 tricks without recourse to the club finesse.

If the diamonds did not break (3—3) you will have to return to dummy to ruff another diamond and then return to dummy with the last trump to play an established long diamond and also (unfortunately) take the club finesse still.

Line (b) is best as the club finesse may be avoided though is I conceded harder.

10) ii) You can finesse diamonds if u want (either playing a simple finesse (the 3 to the Q) or a ruffing finesse (3 to the Ace and then lead the Q) BUT u r making hard work of what is an easy hand. Win the spade and lead A + K clubs and ruff a club –next play Ace diamonds and ruff the next diamond. Finally ruff your last club in dummy.

You have played a crossruff.

NB crossruffs are usually dodgy affairs as you may get overruffed. But you wont here. Will you ?