

1) a) yes and how. !

Could vulnerability come into it ? (after all you are almost certain to make 4h). so could it be right to overcall 4H rather than dble ?

Lets see – (On the basis that partner provides 1 trick (and you need that to make 10 tricks in hearts)

if noone was vul we would get 420 for 4H and 800 for 1NT dble

if we were vul and they werent we would get 620for 4H and 800for 1NT dble

if we were all vul we would get 620 for 4H and 1100 for 1NT dble

So here it is clear double is always best. There may be hands that things aren't so certain but if you always double when you have 16 you wont be going far wrong.

b) Pass

2 Pass we have seen that big numbers can be scored by doubling and that's what you should go for. (to bid 2H is an old man's bid)

b) now 2H (you are beginning to feel your age)

c) This is more interesting. Certainly you should bid and probably 3H is the call (don't forget partner has 16+ pts)

3) Anyone who bids anything other than Pass (for now) will be causing their partner a headache.

Your master plan is of course to play in spades and so you will be bidding spades but not yet. NB a call of 2Sp now would be open to misinterpretation by partner.

Double of course would be takeout. Pass and pass quickly.

2) Pass or 1NT - no third choice. (Im a NT bidder)

3) Partner surely has the J hearts. We need to return a heart and make sure we don't block the suit.

Leading the K hearts back is standard.

4) Both hands have examples of two way finesses.

(i) win Q Hrts.-then lead the 6 diamonds and play the 10

(ii) win Q Hrts.-then lead the 6 diamonds and play the 10

Yes same answer.

Now it is possible if you play like this that you will allow the opponents to make a trick that you dont need to give them. True.

But playing like this means you can get to 9 tricks 100% safely.

If you played in a more cavalier fashion (lets say in (ii) you played the A + K diamonds and the Q didn't drop... you would still have to play a diamond and if the player with the Q was able to switch to a spade you might well go down). Such plays perhaps are less useful in duplicates where overtricks are everything but are the hallmark of a good player.