

Homework answers discard signals

- 1) the 10 clubs would be quite a thoughtful signal.
After all you do want a club led and eventually you may yet make a trick with your Q clubs.
Of course you could instead signal with the 9 Hrts to ask for a heart –you have the Ace hrts. Which is best ? on the basis that we can always get our Ace hrts and it will take time to make a trick with a Q clubs perhaps the 10 clubs is the best signal.
There may be more to it than that and if you think a heart is best then go ahead and ask for one.
- 2) here I want a heart –I can make 2 or 3 tricks in the suit if partner will lead it. Please lead a heart partner.
Throw the 10 Hrts
- 3) Partners hi-lo (not very High I admit) is calling for a club-lead a club.
Which club ? which club ? they cry. Just lead one . Will fill in the dots and cross the T's another day.
(King if you like)
- 4) Duck the 6 diamonds lead. Clearly declarer would make all the remaining diamonds if our Ace was played. Try and be awkward. If declarer has only 2 diamonds (quite likely) you will have emasculated the dummy completely.
- 5) The shortage in dummy (there was a doubleton Ax and now there is a void in hearts) points the way. Declarer might (belatedly) realise they need to trump a heart in dummy. Lead trumps and hope you and partner can remove dummies trumps before the ruffing can be done.
- 6) (i) w.w.w. in spades (don't take the Ace spades until the third and final round);
Then lead the Q Hrts for a running finesse.
If that finesse works you keep doing it and will have 9 tricks.
If that finesse loses you will only have 8 tricks and will also have to play a Chinese finesse in diamonds ie lead the 2 to the Q

(ii) Now you should win the Ace spades at the first trick. No w.w.w. In fact you are playing a S.W.S. (strike when strong !)
NB Ax---109xx is always a strong layout.
You will make the Ace and the 10 if you win at trick 1 playing the Ace on the opponents honour card.
After this fortuitous start take the running heart finesse (leading the Q).
All is rosy in the garden Maud.
Anyone who played a w.w.w at trick 1 might well go down