Homework answers -hand evaluation

1) 1s-----2s

Opener has 17pts which is the usual figure to use to invite game. So 3sp is clear. HOWEVER this is 17 plus (inaddition to the 17 there are great features –touching hons in suits; good trump suit, singleton). 4Sp is the bid

2) since feeling is first who pays any attention to the syntax of things will never wholly kiss you And in this context don't just count up to 12 and bid 2NT instead bid 3NT and scream it. You see ? this 12 pts is more than 12 pts . bid it as if you have 14 or so.

- 3) Pass. Actually (here) 16 is NOT enough to go on . We need 17 see Q)1 And yes if this was a special 16 we might but it isnt.
- 4) 2NT –bogstandard 11/12 –nothing exciting about the hand
- 5) Pass –tho gamblers might bid 4. Nothing good about the hand
- 6) 4H good 12 –good suits and a shortage
- 7) Partner has 17 right? they are making a move for game so have 17. Perhaps that could be learnt sometime?

We have 6 do usually would pass. Is this 6 a (very)good 6? well I think so. Long suits and 10's and bunches of hons (J109 etc.). You have the QDiamonds in partners suit Bid 3NT

- 8) bid 4sp –maybe partner has only 12 pts but I don't care –this is a GREAT hand. If that's too rich for you (a bridge too far?) bid 3S
- 9) partner has 10 we have 16 ergo we bid game. 4Sp

10) partner has 10 we have 20 ergo we go for slam. Bid 4NT. What ? eh ? you can't see the 20 pts. Shame on you . Look again and f-e-e-l how good the hand is.

11)we need to switch. Partner has told us they don't have the Q Hrts (by playing their lowest 3 hrts). Lead J diamonds.

[ And am sure you probably wouldn't do this in real life ( don't forget Ive seen how you play !). BUT you have to start thinking this way soon. Otherwise its just a parlour game requiring no intelligence or skill. If you did cash the A + K then you allow declarer to make the Q. So don't ]

12) Well you could try dropping the Q clubs under the Ace to try to unsettle the leader.

They might think – if that's a genuine singleton Q clubs then if I lead the K cl it will get ruffed; whats more the J cl will then become a winner. They may well decide, on balance, it is safer to switch.

This sort of play will "fool" a good player more often than our parlour player who just bashes out A + Ks without a blink.

- 13) i] discard the 2 hrts from you hand on the Q + A + K clubs. Then draw trumps
  - Ii] discard the 6 hrts from dummy on the K + A + Q diamonds. Then draw trumps.

Both likely to work in practise BUT [ii] is marginally safer. Why?

- 14) Ruff a heart in dummy. Easy what?
- "But but theres still a heart in dummy how can I ruff a heart?"
- "you mean you didn't send a heart straight back at trick 2 to create a void in dummy?"