

Answers exit play

- 1) the dummy is balanced so there is no need to do anything too daring.
We will thus make a safe exit OR a *putting the frightners on* exit.
(Did you realise that a putting the frightners on type exit is a type of safe exit ? It is).
So here we lead the 9 diamonds.

How can a diamond be a safe exit you ask.

The answer is that declarer can always finesse us in diamonds if they are so minded (and get 3 tricks) so we are not assisting them to get any extra tricks. That makes it safe.

Why it is a good move is that declarer may not believe that we would lead away from our K diamonds ...the declarer might in fact jump with their Ace and forgo the winning finesse.

- 2) Danger. Danger Danger.
Look at that dummy. You need to be dangerous and take chances or you will never beat the contract.
Try the Ace clubs (or if blessed with a particularly devious nature) a small club.
Lead a club anyway.

To beat the contract you need partner to be able to take club tricks and to take them fast.

- 3) Dummy is balanced(ish) and anyway has no long threatening suit so best to go passive and safe.
Lead a diamond.
- 4) Perhaps there is a choice of exit cards
 - (i) a diamond – safe exit and partner might have the Q diamonds anyway
 - (ii) a club –a 8 of clubs – a putting the frightners on (safe) exit .

Neither is wrong. A club is more satisfying if you can talk declarer out of the finesse.

- 5) i (c) Double . Too strong for simple overcall of 1H of course
 - ii (c) Stayman – weak stayman too boot
 - iii (b) 2NT . Too weak to reverse by responder and bid 2Sp

- 6)(i to make 4sp [10 tricks]

A straightforward line is to ruff a heart in dummy.

Win Ace hrts –play K hrts –ruff a heart- draw trumps.

Your 10 tricks are 5 x spades in hand and 2 x hearts and 1 x ruff in dummy and 2 x diamonds

- (ii to make 5sp (or 11 tricks)

You will need to establish the diamonds and use a trump (the Q) as an entry

Win ace Hrts –play Ace diamonds –pay K diamonds – ruff a diamond - play Ace sp –play K spades –play Q sp –play winning diamond –play winning diamond

Your 11tricks are 5 x spades in hand (ie to include one diamond ruff)
and 2 x hearts and 4 x diamonds

An interesting subsidiary question might be “ if you were in 4Sp which is the best line if playing a) rubber b) duplicate ?”

Answer- At rubber to make the contract is paramount so line (i). At duplicate there is an important bonus for overtricks so one might adopt the less secure line (ii)/