Answers gambling 3NT

1) (i) of course bog standard and older than you are

(ii) of course (not) –the 3NT opener is a solid minor never a major

(iii) no again –much too strong- 1C is correct

(iv) well you might – 1D is fine and correct but 3NT is not far off either

2) (a) pass –take the gamble and hope partner can take 9 tricks quickly

(b) have to remove 3NT –so bid 4C [partner will 100% of the time bid 4D]

3) 4C.

4) Well you know partner has 7 solid diamonds so a sacrifice of 5D seems safe.
(if the opponents bid 5S it might be right to sacrifice in 6D)

5) we need some diamond tricks to make the contract –who has the Q ? no idea.

Does it matter how I play diamonds ? Absolutely. Ah… theres a two-way finesse in diamonds isn't there , and I can finesse into the safe hand.
At trick 4 lead the 3 diamonds to the 10. Well played.

6)6sp to the 10 .
"Err … you mean even if the 10 sp finesse fails you will still make 10 tricks via :-
A + K hearts   A+ K + J sp A + J + K + Q diamonds + 1 heart ruff ?"
"and" (warming to the theme) " if you had finessed the other way , the 2 to the J sp and it had lost we might then lose the Q sp + A + Q +J clubs ?"
A thousand times yes.
"Its just really about making sure you don't lose to the opponent that you don't want to have the lead isn't it ". Yep

7)4H cue bid   8)4NT

9) Either the 2 Hrts OR 2 Diamonds OR 10 clubs
All have something in their favour and any one might be best (or worst)
Hard to generalise but if you think you need fast tricks then you try the 2 sp or 2 diamonds if you think a slower defence will pay you try the more passive 10 clubs.
Right but how do I know ? Fast defences are needed when the opponents are thought to have long side suits (in dummy or declarer's hand) slower defences are better when the opps are thought to be more balanced.

Be more attacking when an auction starts with a jump shift
1S----------3 (somethings)

Now the 3 somethings are often a long suit that will be established and you need to grab tricks fast with an aggressive defence