

## Homework obtaining ruffs

- 1) Q diamonds or 4 clubs yes. Noone leads a doubleton at the start of a hand unless there is NO alternative.
- 2) Win with Ace clubs, Now what ?

Either : - (i) send a club back to create a void and possibly obtain a ruff

(ii) lead a diamond as there is a very weak holding in dummy and partner may be able to take a number of diamond tricks

How do you decide ? well you cant really but perhaps any diamond tricks partner has can wait ( the dummy doesn't look so long+strong anywhere that diamond losers can be thrown from declarer's hand.)

The club wins it for me.

- 3) Im going to give partner a heart ruff or look for a new partner. It is obvious partner has a doubleton heart as she has no right leading it back otherwise. One other thing –must jump with Ace spades to get in quick to lead hearts for ruffs before partner runs out of trumps
- 4) Well on declarer's play of the Ace + King diamonds we took the opportunity to play a High-Low to show a doubleton. This an important thing to do and is called a distributional signal.Partner will now know we had only 2 x diamonds and may give us a ruff.

NB we defenders play distributional signals on declarers play of suits when we follow suit. What we DON'T do is play high lows to indicate strength. I say *we* but I know that the vast majority of students reading this actually play High –lows ( on declarers play of suits when they follow suit ) to show High cards. E.g when declarer leads Ace diamonds and the defender has Q952 they play the 9 or 5 in some misguided attempt to show strength. It doesn't mean this. It shows distribution not strength. Sorry I didn't mean *you* do this of course ; just about all of the rest.

Distributional signals are used when declarer or dummy play a suit that we are following to.

Attitude signals (High=encouraging ) are used when partner leads the suit.

When discarding whether it is partner or declarer or dummy that leads the suit and we throw away a suit we again play Attitude signals. So if a diamond is led and we want a spade with K952 we throw the 9 spades.

That seems to cover all cases so I look forward to not saying that again.

- 5) 3Sp –strong takeout showing 5 cards 13+ pts
- 6) 4NT –quantitative NB don't use stayman with very strong hands
- 7) 1NT -----2C  
2Sp-----3H  
4H.

And that sort of sequence is as old as the hills. Its what to do when you have a six card ( or shapely 5 card hands) in a major with invitational values 10---12. Don't do a weak takeout ( 2H) Don't do a strong takeout (3H) do bid stayman and *then* bid 3H.

Now if you have got this far in your bridge careers without knowing or seeming to lack such calls then that is fine and not surprising – the bid after all is a little obscure and hardly ever crops up. But if it does and you want to use it now you know how.

- 7) The correct rubber play ( rubber not duplicate perhaps ) is to play the Ace hrts and draw trumps. You will make in time -6 x spades + 2 x hearts + 1 x club + 1 x diamond = 10 tricks. It was easy to come to this calculation by counting winners rather than losers.

It is quite true that 11 or even 12 tricks might have been made if the Hrt finesse worked ( and so in a duplicate you have to be aware that that might be the better approach ) but in rubber or Teams play your job is to make the contract you have contracted for. If you finessed the Hrt *and* the lead had been a singleton then you could go off after two ruffs were obtained by the defenders.

