

Homework answers –defensive strategies

1) (iii)

Not too much to say about that ! There's no point in holding up for 3 rounds (as you would let them make 3 tricks –tho I have seen it done);

Holding up for 1 round also is likely to be ineffective..

2) Well it was poor play by the defenders.

Clearly declarer is preparing to ruff a diamond in dummy (they have already created the void haven't they ?!); the defenders only needed to draw the 2 trumps from dummy and declarer would not be able to ruff a diamond.

3)

(i) Pass grin and bear it

(ii) 2Sp a rescue bid with a 5+ suit and a weak hand

(iii) Redouble !! did you think of that ? You could pass of course BUT why not turn the tables on the doubler and redouble.

If partner makes 1NT doubled and redoubled that is equal to game and then some (it's a big score).

Beginners always bid 2NT with that hand (which I'm afraid is a bit of a joke so don't fall for that ever – it really is the worst of all options)

4) I had to doubletake myself when I saw this again.

You have 6 tricks and could go for the club finesse BUT that is an error. (It might lose). The safe 100% play is to lead hearts now and every time you have the lead. Eventually after the A + K + Q hearts have gone your J is a winner.

5) Win with the Ace at trick 1. This is a Strike When Strong –the four diamonds to the 10 in the declarer's hand make this a strong holding and not a wait when weak. Having done that , play a spade and you will make 9 tricks with no need to finesse.

6) Well I'm sure that just about anything you do will work out ok BUT if you want to catch the judge's eye you have to not only see that you can ruff a heart in dummy BUT ALSO realise that with 4 trumps in the dummy you can do that ruffing later in the hand; the correct play is to draw trumps and NOT to ruff the heart until the opponents' trumps have been drawn.