

Answers leading trumps

1) choices – win the spade and lead a trump or win the spade and lead a club (winning the spade and cashing another spade before switching is all a bit amateurish here). Sowhich.? Well one can't prove which is best perhaps but switching to a trump will definitely achieve something (it will remove a trump from dummy that might be used to ruff with); it is still possible that should the trump lead seem to get us nowhere that we will regain the lead later and then could try the club. I would rather partner someone who switched to a trump I have to say (whatever the outcome) than muddled around doing nothing much at all. Lead the 2 trumps. NB that there were only two trumps in dummy made the prospect of leading trumps the more appealing; also the holding of the Q(J) diamonds meant that we knew declarer couldn't run away with that suit in dummy.

2) So this one's different or more complicated anyway; there are 3 trumps in dummy so it is not clear that we will ever be able to remove all three trumps. We are also more worried about the diamonds in dummy (declarer may hold A + Q).

Choices choices. (i) win K spades and lead Ace hearts and then a 2nd heart OR (ii) win K spades and switch to a club (still no urgency to cash the Ace spades just yet). I'm a club switcher this time but have no criticism of a heart draw-er

3) Looking ahead I can tell you that declarer has four losers ie three spades and the Ace hearts. Howeverif having won the Q spades at trick 1 you play even one more spade the declarer will make.

This defence would work however.

1) Win Q sp 2) lead 2 hearts on which your partner plays the 3 and NOT the Ace

3) declarer does best to lead a 2nd spade – you win with K spades

4) lead the 6 hearts which partner wins with the Ace hearts and..... 5) leads the 8 hearts

Quite tough. If you got it "wrong" try and see how the recommended defence gained over your effort.

4) Double would work well (it's a takeout of course)

5) It is standard Acol that if you intend to support partner's suit ...and there is an intervening double ...then you bid one more than you would normally have done.

Here then, on the basis that you would bid 2H "anyway" you instead quite reasonably should bid 3H. NB this is well known and does NOT show 10-12 after a double.

There will be some free spirits who would bid 4H after the double. Might work too.

6) You win with the Ace diamonds; at some point (and now seems as good a time as ever) you lead the Q diamonds for a ruffing finesse. NB if they play the K on your Q you ruff of course (if they don't play the K instead you throw a club)

7) You should duck the spade lead (let 'em win it). "Wot really?!" Yes really.

See lessons on same (you do so coz u will have to lose the lead twice to take 9 tricks and this early duck may cut the opponents off from each other) "Cor I'd never do that", No and you said similar last time it was pointed out to you too.

8) Called the Gambling 3NT. It shows a solid 7 card minor with few other high cards e.g 43—Q2—AKQJ1065 ---J2. Partner may choose to gamble and pass the bid.

