

Answers back to basics limit raises and establishments

1) perfect – why bother offering another suit when you have found one To play in ?

2) wrong – we don't really want to be in diamonds so its better to offer spades. (1 Spade is the correct call). Now whether partner likes spades or not is moot But the bid may assist them to go NTs yet.

3) wrong – too strong for the gambling raise to 4sp. This time it is in order to bid a new suit (bid 2H) – later bid 4sp

4) wrong – bid 3NT – its odd (maybe) but we cant support diamonds and show our points – so we take the best option of showing points. 3NT = 13-15

5) establish diamonds by ruffing in hand.

le 1) Ace h 2) Ace d 3) K d 4) diamond ruff 5) draw trmps 6) draw trmps 7) draw trmps 8) play winning diamond 9) play winning diamond

6) establish diamonds by FORCE.

le 1) Ace h 2) Ace d 3) K d 4) diamond loses Hopefully the remaining diamonds have been established 5) win K hearts 6) go to dummy and play winning diamonds

7) in 5 diamonds -- establish hearts by ruffing in hand.

le 1) Ace C 2) Ace H 3) K H 4) heart ruff 5) draw trmps 6) draw trmps 7) draw trmps 8) K clubs 9) play winning heart 10) play winning heart
That's 10 tricks and we still have the J diamonds to take

In 3NT-- establish hearts by FORCE.

le 1) Ace C 2) Ace H 3) K H 4) heart loses 5) win K C 6) play winning H 7) play winning H 8) J d 9) Q D 10) K d 11) Ace d
That's 10 tricks – unlikely u will get anymore

8) This is a S.P.S suit preference signal – it doesn't refer to hearts but to the other 2 suits ie a high heart asks for a diamond and a low hearts asks for a club.

The 10 hearts was high ! We only use SPS when there is a singleton (or void) in dummy in the suit partner leads.

9) Partner has the 10 Partner has the J Declarer has the Ace

(which is just to say partner “tried” to win with the lowest of touching cards ie she had J109 clubs and played the 9). Clearly if partner had had the Ace ie AJ109 she would have played her highest (3rd player plays high)

10) you need to play the 6 from dummy. Win or lose (this trick) you are safe at the moment in spades. When u next have the lead lead the Q clubs towards the Ace for a running finesse.

11) u need to play the 2 from dummy. Again this is the best u can do. You will now definitely make 1 trick in spades (anyone who plays the K may lose that to the Ace and then subsequently lose the J to the Q ie make NO spade tricks). When you have the lead , lead the Q clubs for a running finesse.

The early plays in spades were “the terrible twos”

