

Homework answers –defending NTs

- 1) the 7 hearts ie “ 4th highest of your longest and strongest”
- 2) now a diamond –the longest suit – and the 9 –top of nothing
- 3) 3 sp

- 4) Keep plugging away with diamonds – will it help ? well ...it might. Eventually we may get a couple of diamond tricks when the A + K + Q have been removed from dummy. So it's a long haul. The problem with giving up on the suit u started with and belatedly switching is (i) its too late ! and (ii) you don't really know what else to switch to anyway (and such a switch could be more costly). All in all just carry on with the long suit u started with

- 5) Yes emphatically you should play your Ace. Want tricks don't u ?
Now what ? well partner's 9 was certainly top of nothing so they will have had a longish suit like 9865 --- will it do any good to return the suit ? and the answer is yes ... it might ..in the long haul etc etc. Same reasoning as above. Don't strike out in your own suit –its too late . Return partner's lead.

- 6) (i) wrong –no reason not to bid 1s
(ii) correct –whats the alternative ? 1NT ? yes maybe but 2H is better. Anyone who bids 2D miss two turns and go back three spaces.
(iii) correct – same answer as (ii)

6) [another 6 !]

The 10 hrts asks for a diamond. Lead the 9 diamonds.

This is easy to learn so ...how about it ? It's a suit pref signal. When a singleton in dummy the card you play on partner's Ace asks for a switch to either a higher or lower ranked suit. A high card asks for a higher and a

Not writing this again. Time to LEARN it.

- 7) (i) establish long suit in dummy
1) Ace hrts 2) K diamonds 3) Ace diamonds 4) diamond ruff 5)Ace sp 6) K sp 7) J sp 8) winning diamond 9) winning diamond makes 10 tricks

- (ii) ruff short suit in dummy
1) Ace hrts 2) small heart LOSES

*We will have to see what the opps lead ,,but we cannot fail to win the next lead.
Lets say they lead a club*

3) Ace clubs 4) heart ruff 5)J sp 6) K sp 7) Ace sp 8) K winning diamond
9) Ace diamond makes 10 tricks

Now ; for those of you interested , that second hand could also have been played by establishing the long suit in dummy (in exactly the same fashion as in (i)). If it had worked we would make 11 tricks. As it was we took the (easier) ruffing route and could only make 10 tricks. So perhaps we should have gone establishing. Perhaps. It has to be said though that establishing needs suits to break well and they don't always. If safety and security is your thing ruffing is better than establishing if the two are on offer.