

## Answers – bidding NTs with singletons

1) not that easy I know but .....

1<sup>st</sup> - 3NT NB DON'T be worried about the spades –partner has promised those

2<sup>nd</sup> - hmm pass ( maybe ) or perhaps 3 or 4 diamonds

Actually Pass is quite likely to be successful so for me it's a close choice between pass or 3NT . I choose 3NT

2) 1<sup>st</sup> choice : 2NT

2<sup>nd</sup> choice : ( and really this is a pathetic call [ sorry if its your choice ] 3C

The reason why 3C is so feeble is that it really shows nothing much –certainly not these points.If you had had to bid this hand :

54—J765---A3 ---AQJ76 3C would be an accurate description

3) 1Sp or 2C or 1NT ?

The modern expert would call 1SP.

Put me with the old fashioned *journeymen* who bid 1NT

(2C is a bit rubbish for me as it makes no attempt to show the points.

And while we are on the subject , a call of 3C ie a jump rebid in the same suit always shows a six card suit so that's no help )

4) This is the hardest I suppose.

3NT could be silly (the opponents rattle off the first 5 heart tricks ) even so it seems to be the call most likely to succeed.

An alternative would be a call of 2D ( yes not a pretty sight ) ; it would be accurate in that it shows 4 or more diamonds and 10 or more points so come the post mortem (after the contract has died ) you will be able to justify your call but its not a winner's bid. A bid of instead 3C is inadequate ( showing only 10-12 points ) and 4C more than a bit barmy as it passes NTs. There is another call of 2Sp but we will leave that for another day.

5) This was an extended stayman sequence. Need to look it up ? You have had notes. South has 5 Spades and 4 hearts. North has 3 Hearts and 2 spades.

6)Pass. This was a weak stayman sequence. (South has 5 hearts and 4 spades and a weak hand. "Oh I can't learn this , it's too hard , can't we do something easier etc etc ")

7) Well two ideas.

(i) Win the Ace spades and guess whether to lead a diamond or a club. If you guess right and partner has the Ace of the suit you guess to lead they will win and (hopefully) lead back a club for you to ruff.

(ii) Duck the Ace spades. When the next spade is led ( it will be ) you win with the Ace. Perhaps partner couldn't follow to the 2<sup>nd</sup> round of trumps and had to make a discard *which would show you which suit to lead next.*

8) (i) win with the K and lead a spade to the J. You MUST make at least 9 tricks

(ii) Duck the club. Win the next club lead.Then play on hearts (probably) or spades. The reason for the duck is that we may have to lose the lead twice ( to the K spades and the Ace hearts ) before we can get to 9 tricks. When you may have to lose the lead twice it is in order to *Wait when not so weak* ie even with the A + K of the suit led. (actually why hrts and not spds is interesting but if u found the duck you get full marks