- 1) pass partner s repeat of spades shows 6-9
- 2) you need to bid game with 14 pts 4 sp looks obvious
- 3) and now you are highly interested in game ...3Sp looks right
- 4) Partner has shown 10-12 and six hearts –we now bid 4H (any other bid is wrong so lets leave it at that –those who bid 3NT cross it out and change to 4H)
- 5) whatever! partner means ...she has six spades and enough points for us to bid game. 4Sp is no doubt the right call.
- 6) 4NT and then possibly 6 or 7 hrts. *But but but partner bid 4H ...that's a shut out isnt it ? No.*
- 7) Hmm what was I thinking of putting this one in ? well you need to bid game (or at least make a game forcing bid). So the correct answers are : 4Sp (tho true spades are a little ropey) or 3NT (tho true heart stop is a little shakey) or 3H* [4th suit frcing] quite a nice idea but you wont convey the 6th spade that way.

BUT bid strongly whatever you do.

Anyone that's bids (only) 3Sp --- O Vey .Not enough by far.

I suppose you could bid it with a rising inflection in your voice but ..no we use bidding boxes these days so that wont work either. Perhaps hesitate a long time before putting the 3Sp bid on the table and then partner will know you had some doubts.

PS any unintended irony was intended

- 8) well this is one of those that u cant quite be sure of how many pts partner has but I think its clear that we must bid game. 4H is normal.
- 9) Good hand.Blackwood for me. (a cue bid of 4C also ok but u will always have to bid 4NT in a min so why bother with the cue ?)
- 10) 4H. Good points but shame about the distribution + lack of a source of tricks
- 11) The rule is lead a trump. Now you know. (the opps have 34+ ish points and all the Aces so you have to go quietly and hope a trick drops into your lap somewhere)
- 12) the problem with winning the spade (and leading another to clear the suit) is that you may never get in again. Clearly declarer has the Q so we cant stop her taking 1 trick. The advantage of ducking the J sp is that partner may have another spade to lead and they may get in somewhere to lead it.

Effectively you double your chances to beat the contract this way (although run a risk of allowing declarer to take an addedovertrick if you don't make your Ace spades ever)

- 13) (i) am going to establish the diamonds by ruffing in hand-as ever I will leave trump drawing until the smoke has cleared.
- 1)Ace hrts 2) K D 3)Ace D 4) D ruff in hand ...if D's are now "good" I draw trumps and enjoy the 3 winning Ds. (If Ds not yet good I return to dummy and ruff another D) finally I draw trumps
- (ii) the easiest way to make this is to ruff the shortage in dummy
- 1) Ace hrts 2) K Hrts) 3) Ace D 4) hrt ruff 5) draw trumps

When you have short trumps in dummy it is imperative NOT to draw trumps first (or there wont be any trumps left for trumping ...)