

## Homework answers

- 1) 2Sp -nothing new here - you might have responded 2Sp anyway as a weak take out and should do so here after the overcall of 2D
- 2) much harder ... the choice is double or 3NT.  
Neither are without risk. Although the double will usually set the contract 2 off or so ... on a really unlucky day perhaps 2Sp will make.  
3NT is what would you have bid if there had been a pass and u certainly have the points for it but ...perhaps the overcaller has a string of good spades and also an entry.  
3NT might go crashing off.  
I always ( for years) used to double with these hands but reluctantly have come round to thinking 3NT is a better call. [ partly because of the scoring used in duplicate e.g 2Sp x minus 3 *only* gets you 500 pts whereas 3NT bid and made (vuln) nets 600. If you are playing the sort of opponent that "likes to bid" double might have the edge.
- 3) Same as above but now I feel 2NT is definitely better than Double. (they are more likely to make the contract as we have less points )
- 4) Pass ? Double ? 2NT ? all are reasonable. Try them in your bridge careers and see what turned out best. If you cant wait that long my money is on double.
- 5) Definitely you should pass. [ I have at various times bid a stupid 2Sp here pretending I had five spades. Usually I got a stupid result too. ]
- 6) Again Pass is unexceptional -these days I *a/ways* bid my 5 card suit. Here 2Sp. Could go wrong of course but I find it doesnt.
- 7) They led a heart to the Ace.  
At trick 2 a heart was led back and I was allowed to win with the J H  
I played a spade next ( at some point I had to )...and it lost to the Ace.  
The player with the Ace sp still had a heart left and so led that.  
The player with the K Hrts won and played 2 more heart tricks.

The old defence of keeping a link with your partner once again beating the contract.

- 8) I win with the Ace diamonds. The reason to win is that I expect to take another 3 tricks shortly . ie A + K clubs + Jsp.  
(If you didnt have those winners up your sleeve a duck of the Ace diamonds would be more reasonable )
- 9) in 4Sp : there is really only 1 main chance which is to ruff a heart in dummy.  
Win Ace hrts and play one back. Win the next lead and organise a heart ruff and then draw trumps. This works as long as the hearts are no worse than 5-3.

in 3NT : I see there isnt much difficulty ! Looks like you have 9 tricks from the start.  
ie 5 x spades + 1 x Hrt + 2 x Diamonds + 1 x club .  
What could go wrong ? not much frankly -a 5-nil spade break could defeat you.  
And I confess I made an error setting the hand up. (( if you want to w.w.w. in hearts first then you are certainly showing good technique but 9 tricks are going to be there 99% of the time ).

