

## Answers protective calls

- 1) 1Sp –yes poor(ish) suit , yes poor(ish) points –little shape and yes. 1Sp
- 2) to bid or not to bid ? 1NT for me. Is pass an option ? well it is ...but they usually make 1D and it is possible you will push them higher or take the contract from them
- 3) ha ha – if I had some cunning thought why I have included this again cant think what it is – perhaps to test how consistent you are. !NT ?
- 4) well you might pass (definitely ) ; quite like a bid of double though. What ! with 7 pts ? Oh sorry partner ,the light was bad , couldn't see without my reading specs. Thought I had 8. Its only 1 point after all.
- 5) And now there are other considerations – if the opponents are in a bad spot ( *at your table* ) perhaps you should leave them there> I am thinking here that not all the players will necessarily be opening 1Sp ( they may be 4—4 in spades and a minor for instance and lots of players , perhaps 50% open the lowest suit with 4-4 ); so perhaps your best score is to see it out in 1Sp. Hmmm , can't say that's wrong but have usually done ok bidding 1NT with this sort of hand.
- 6) 1NT or Pass ? now I might well pass. 1C *even* if it makes in the duplicate isnt any great shakes. Perhaps an error to bid now and allow them to get to a better contract?  
Perhaps 5 + 6 still leave you in doubt ? Well Im with you. This is an awkward time for us all –you may know all the arguments but still you are going to need some fortune.
- 7) (a) lead a diamond ( 1 point) lead 10 diamonds ( 2 points). The top card of the *interior sequence*  
(b) )) lead Q spades ( 2 points). The top card of the *interior sequence*  
(c) K hearts                    (d) 3 hearts    NB see the difference between c + d ? good.
- 8)You led well NB a lead of an Hon promises three hons ( although they may not be touching ) – but has partner got the Ace or the J? Almost certainly NO !!!!!  
[ they played a low discouraging card don't forget- best to switch . I lead a spade at trick 2 ]
- 9) trick 1) play 2 diamonds from dummy and Ace diamonds from hand  
Trick 2) play clubs  
It was trick 1 which was key –you need to retain ( or perhaps , create ) an entry to dummy's clubs. We are going to unblock A + K + Q clubs then cross to K diamonds and play the winning clubs. Yes it was easy.
- 10)To make 13 , first you need a safe way to make 12.  
Heres how ; 1) Ace diamonds 2) K diamonds ; 3) diamond ruff ; now we have 12.  
So lets go for 13. Lead a heart to the Q if it wins we have 13 and if it loses we have 12.

Why was it so important to do the ruffing before taking the Heart finesse ?Couldnt I have tried the finesse first and if it lost then take a diamond ruff ? In a word no. The opponents if they won the heart with the K would lead a trump to prevent dummy ruffing. And you would make only 11

