

- 1) ruff with the 5 sp and discard the 4 hrts
(so now you won't lose any hearts) ie discard from a short suit
- 2) ruff with the 9 sp and discard the 10
- 3) ruff with the 6 sp and discard the 3 hrts
(I can see this might go against the grain but you are discarding from K3 hrts down to just the K Hrts –now you will lose a heart to the Ace (and your K will fall under that Ace BUT you cant lose any more hearts coz u aint gone none !)
- 4) (i) the opponents commit the cardinal sin of giving a r+ d
If you discard the 6 hrts and ruff with the 10 sp it is IMPOSSIBLE to go down!
(You will only lose the A + K diamonds and the Ace sp).
Draw trumps after this fortuitous start.

(ii) This isn't nearly so good. The defenders have defended properly and have not given us a r+ d. Well we will draw trumps and fiddle about but eventually we will HAVE TO take the heart finesse (6 to the Q). If it wins we make the contract if not , we don't. The r+d allowed us to make an uncertain contract without any problems.
- 5) (i) on the Q diamonds we ruff with the 7 sp and discard the J hrts;
Then we draw trumps. The contract is now 100% secure.

(ii) Again the opponents are defending like proper bridge players. Hmmm. Still we can draw trumps but in time we will finesse the J Hrts (ie 2 HRts to the J hrts). And half the time it works and we make the contract and half the time it won't.
- 6) (a) so she has reversed –she has bid her second suit at such a level that we would have to bid (at least) at the 3level if we returned to the first suit Hearts.
So she has 17(+) points. Her 17 + our 9 = GAME.
We bid 4Hrts.
Some of you will bid 3H and think that's good enough but it really isn't (sorry) ...you have to work out partner's points where possible and take them into account when you make your bids.
(Anyone who bid only 3H will find that their expert partner will pass on the basis that they had already told you they had 17 and it was for you to make the final call).
Probably they will be on the lookout for a new partner too.
- 7) 2D well done.
- 8) Win the Ace hrts and play another heart back to create a void in dummy.
As soon as you regain the lead you can ruff a heart in dummy ...THEN draw trumps
- 9) Win with the Ace hrts. S.W.S. Play the 10sp. Your striking play at trick one affords you relief against further heart leads. (If the defenders do lead them you get a trick with the 10 hrts –if they don't lead them you are safe in all the other suits)
- 10) 8Clubs ie. One doesn't lead a 4th highest lead against 6NT so all the other suits are "out"

