

## Answers responding to overcalls

- 1) Pass – you may make 3H but wont make 4H so there is no benefit in raising to 3H.  
NB if the opponents pushed you ...say with a bid of 2S...now you would have to consider going to 3H.
- 2) pass pass pass pass pass pass pass pass
- 3)ah ha this is hand 1 I see –and yes 3H this time
- 4) 3NT
- 5) 2Sp –saying to partner GET LOST
- 6) one more clue. Partner's 2 diamonds is a signal ...  
( a signal called a suit preference signal).  
Times up. The 2 diamonds asks for a club switch.  
Lead the K clubs.  
OK ? I wonder... We play suit pref signals when there is a singleton in dummy on the initial lead; partners low card asks for a switch to a lower suit and if she played a high card , would ask for a switch to a higher suit.
- 7) Hmm... its not a great plan I admit but overtake the J Hrts with the Ace and lead a heart back ( to create a void ); now if partner should obtain the lead ( praps with a trump winner ) they can lead a heart and we can ruff it.
- 8) (i) play the 4 sp from dummy –this contract is 100% safe and certain if u started like that.  
NB you will make 3Hrts + 4 x diamonds + 1 (yes one) club + (eventually) 1 x spade  
  
(ii) ugggh not very safe at all.  
Play the Q sp at trick 1....it *could* win and is your only hope anyway.  
If the Q s did win you would have 9 tricks as in (i).  
Suppose the Q sp loses ? Is the game up ? Actually no – there are still possibilities; the opponents may only have 4 spades each . That would mean that yes they would take the first 4 spade tricks but after that they would have to lead a new suit. Still not perfect but you would in that case be able to win and perhaps try the club finesse.