

1)

Line 1) establishing the dummy

Win K Hrts ; Play A + K + Q spades; Play A + K diamonds; ruff a diamond;
Return to Ace hrts; play winning 9 diamonds; play winning 8 diamonds;
play winning 7 diamonds;

making 13 tricks.

Line 2) ruffing a heart in dummy;

Win A Hrts ; Play A Hrts ; ruff a heart in dummy ; Play A + K + Q spades;
Play A + K diamonds

making 11 tricks

2) (i) 3D (ii) 2C a Michaels cue bid showing the majors

3) (i) 3NT (ii) 1NT flying solo

4) a) Ksp

b) 10 hrts a HIGH signal

c) 9 diamonds a HIGH encouraging signal

d) 2 clubs a LOW discouraging signal. Ok ? you cant get a trick so you tell
the leader your partner just that.

5) (i) correct –the Q sp is a dead duck but we might promote a card for p

(ii)NO ! –poor what were they trying to promote ?

(iii)correct

(ic) NO! –surely we can wait to see if p can beat the J ?

6) 2NT -----4NT (NB NOT stayman with strong balanced hands)
6NT

Win with K clubs and lead a spade to the Q.

*If it wins you can return to dummy with another club and repeat the
Spade finesse. This will make 13 tricks.

If it loses you still have 12 tricks

Anyone who took any other finesse or played differently is wrong and
Might well go down.