Answers –ruffing /drawing -defensive play

1) 1) Win Ace hrts 2)play Ace sp 3) play K sp [ curse as the Q is still out ] 4)Ace diamonds 5) K diamonds 6) Q diamonds ...throwing a heart

What happens next will depend on whether the defender with the master Q spades "trumped in " or not.

But that is the answer to the 1<sup>st</sup> part of the question as to how should declarer play.

NB any declarer that blithely ( is that another word for stupidly ?) played A + K + another spade ( tricks 2, 3 + 4 ) had no chance.

- 2) If you took the recommended line as above , the declarer will win 10 tricks only losing 1sp + 1H + 1 C
- 3) (a) 4 sp made [ this question makes me think Ive missed something but am sure will be informed if I have ]
- 4)yes the defender should ruff in and attempt to cash the Q hrts + J hrts
- 5) you should pass. Yes. Partner has only 6----9 pts for their raise to 3H. OK? Whats that? you thought a bid of 3H shows 10-12?

  Not after a double it doesn't.

A raise of opener's suit after a double is always 1 level higher than it "should be" ( to make it harder for the next player to call.

Some of you will say you haven't been told that ( and you are probably right!).

Anyway its easy to learn.

N 1Sp	E Dble	S 2SP	W	is very weak (35)
N 1Sp	E Dble	S 3SP	W	is weak (69)

- 6) This time I know what I'm doing! -4D is a splinter agreeing hearts, Could cuebid [ 4Sp ] but if im gonna go for it Blackwood 4NT is the call. I am going for it.
- 7) 2D is Michaels so I will choose Hearts. 2H or 3H? 2H is enough for me (for now).
- 8) 1) Ace hrts ( no point in w.w.w. when u can only wait one time )
  - 2) Ace sp 3) J diamonds

Well u had a winged helper but do u see why taking the spade finesse( 5 to the Q ) is hopeless play? Even if it won you still would only have 8 tricks and would still need the diamond finesse anyway.So ...keep up ...as you need the diamond finesse to make the contract and as a successful diamond finesse will net 3 tricks, we spurn the spade finesse and put all our hopes on the diamond finesse.