

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 1st 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)no – the defender should not ruff in
- 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	E	S	W	
1Sp	Dble	2SP		is very weak (3-----5)

N	E	S	W	
1Sp	Dble	3SP		is weak (6-----9)

- 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.