

- 1) yes indeed - 5C seems reasonable. probably it will be 1 light but that will be a cheap save , a fair "sacrifice "
- 2) This one isnt so good - we have 4 trumps ( and a good partner will have 6 themselves) but what else have we got ? The hand has too many Qs + Js which wont pull their weight in a high level contract. Better to defend. I think 4Sp will make but who knows it might be off. If you did bid 5D the opps are sure to double and if you go 3 off thats too much. [ it would cost 500 pts ]
- 3) Well am tempted to bid 5H at any vulnerability but lets examine the likely outcome.
  - (i) When N/V - could be 1 off and not more than 2 off so a bid of 5H (even if doubled) wont cost more than 300.
  - (ii) When Vul - still could be 1 off and not more than 2 off but now a bid of 5H (*when* doubled) will cost 500 if we are two down. Minus 500 is a big price to pay. I *might* bid 5H anyway but I think the bid when vulnerable is dangerous.
- 4) 3h ? Surely should be close ( and not more than 1 off ). Seems a fair sacrifice if 2Sp is making.

Something that wasnt mentioned in the lesson is that if one side is going off then that means the other side was making. ( That can be shown to be always true ). The upshot is that although you may not know whether you are the side that is making or not it doesnt really matter ! For if it is the opponents that were going to make their contract ( and you go off ) then your call will "work" as a sacrifice. And if they were going off ? then you will make.  
Easy game bridge as an ex chancellor of the exchequer once said.

- 5) Well you had your reasons for *not* cashing the K Hrts.  
(You thought it might be more important to get some tricks from the diamonds while you still had control of the hearts ).  
BUT partner's 8 hearts was HIGH and ENCOURAGING and surely promised a Hi-Lo doubleton. You should have played K Hrts and then another to give partner a ruff.
- 6) And the correct defence is to duck the K diamonds ( and not play your Ace ).  
If you do play the Ace then those remaining six diamonds are winners and the declarer probably has another diamond to get over to them. If you hold up you may prevent the declarer from making any more than 1 diamond trick.
- 7) W.w.w. in spades taking the Ace on the third round.  
Then play a heart.  
ANY other play is wrong.  
All to do with how many winners you have and how many you need.  
Anyone who took the diamond finesse is not seeing this right.
- 7) (again)
  - (i) spot a heart shortage in dummy and exploit it by ruffing a heart in dummy
  - (ii) spot the 4 losers and the way to discard one of those losers on winning diamonds.  
The play is : Ace hrts ; Ace diamonds ; King diamonds ; Q diamonds *discarding a heart* ; draw trumps.

