Homework answers –six bidding

1) 3H ie 10-12 (and a six card suit)   2) 3H ie 13-15 (and a six card suit)

3)perfect (6-9)   4) perfect too…   5) hopeless . 4H to show 13-15

6) yes ok 10-12   7) no 3H (10-12)   8) bit rubbish. 3NT is clearly best

9) lets hope partner has a doubleton heart (A x) and we can give her a ruff.
   Win K hrt and return the heart.

10) Its an odd hand and you would be forgiven for correctly counting your losers as being (only) 3 ie A + K sp + Ace hrts.
The defence somehow managed to increase their winners total.

No doubt they executed a forcing defence.

Trick 1) Ace hrts   2) K hrts …which declarer ruffed.

3) declarer led Q sp …which the defence won with the K

4) small heart …which declarer trumped

5) small spade won by the defender's Ace

6) the coup de grace yet another small heart forcing declarer to trump.

The effect of of all that was declarer ended up with less trumps than the defender on their left.

The theoreticians will be concerned that the counting of losers proved unhelpful (and ultimately wrong); well.. counting losers is a snapshot of the loser count at the time of counting …it is NOT a forecast of a result. Which is why you need to count and recount with almost every trick.

11) (i) the loser count is four so u better take notice of that ! what does that really mean ? For practical purposes it means unless you do something out of the ordinary you will indeed lose 4 tricks and go down. Here for example if u simply drew trumps you would lose in quick succession ; Ace Sp + Q Hrts + J Hrts + Ace clubs

What you had to do to make the contract was not draw trumps but play 3 rounds of diamonds. And on the 3rd round discard the 5 hearts. Then draw trumps.
(If you recounted the losers after the discard of the heart you would find the loser total was now three ie an improvement !)

12) (ii) winning the Ace hrts trick 1 and returning a small heart (in preparation for a heart ruff in dummy) is the way to play and pretty much guarantees the contract.