

## Answers –Stayman and the strong NT

1) Pass. The problem with Stayman would be if partner replied 2D. Then presumably you would continue with 2NT. Then .... If partner had 17 pts ( or perhaps 16) they would continue to 3NT and the contract would fail. That's a long answer explaining why 7 pts isn't enough to bid Stayman opposite a strong NT. "Well couldn't you have just said that instead of bothering us with all that reasoning ?" . Yes sorry I should have.

2) 3NT. " Err why did you bid 3NT and not 2NT ? " Ah so you would like to know how to reason things through. The 1NT bidder has 15 pts , we have 10 , 15 add 10 = ...etc etc ( 25 )

3) 3Sp is strictly correct tho there will be those who bid 4Sp I don't know if it is because they are gamblers or cant/wont add the points up. Anyway we actually only know of 24 pts between the two hands so a bid of 3S is just right to invite p to bid on.

4) Pass .....

5) 4Sp

6) The play to trick 1 revealed that declarer still has the K sp.  
( And actually ... declarer still has the K and 9 spades ). You can work that out if you think about it.

Anyway its an everyday problem . Should I lead a spade knowing that by doing so I will enable declarer to make their K spades. The answer is surely no. Therefore we switch. To the 9 diamonds. Should partner ever get the lead they in turn will switch back to spades and we will beat the contract. The naysayers will all clamour " but you might never make your Ace spades" (they are right) BUT (and more importantly) the declarer will never make their K spades if we defend like this. Or do you want to assist declarer to make tricks ?

7) Perhaps we would make the right continuation without partner's suit preference signal at trick 1 but its nice to know we are doing the right thing. We switch to the 9 hearts.

"Do you mean partner's 10 diamonds *asked* for a heart switch ?" Yes.

"And have we ever done that ?" Yes.

8) 4Sp is ok and what you probably did. Better is 4C a splinter.

(There is also the case for 3C but we will leave that for now ).

The only thing wrong with an immediate 4Sp is that an erudite partner might conclude you are weakish/gambling and not bid on to 6.

9) Win Ace diamonds. Don't draw trumps. Play Queen of clubs. Play Ace clubs. Play King of clubs discarding a diamond. Draw trumps.

